Weapons
gun # sound # type # x # y # radius # angle # dmg # magSize # nProjectile # shootTimer # dispersion # projectiles
+ Weapons() + ~Weapons() + setX() + setY() + setRadius() + setAngle() + getX() + getY() + getWeaponTipX() + getWeaponTipY() + getDmg() + getAngle() + getProjectiles() + play_sound() + calculateAngle() + draw() + shoot()

Pistol
+ Pistol() + shoot()

Rifle
+ Rifle() + shoot()