

00 - Template



Weapon Name

Offensive/Defensive – Archetype

##

Bullet Type: [Hitscan, Projectile, Other]

- **Fire Type:** [Auto, Semi-Auto, Burst, Charge]
- **Aim:** [Yes/No]
- **Spread Pattern:** [TrueR, TrailR]

Damage per Shot: [#]

- **Armor Mult:** [#x]
- **Flesh Mult:** [#x]

Bullets Per Second: [#b/s]

- **Fire Rate:** [between trigger pulls]
- **Auto Rate:** [between auto shots]
- **Burst Size:** [# of bullets per pull]

Recoil: [#]

- **Curve:** [image]

Effective Range: [#]

- **Falloff:** [%/m]

Ammo Type: [Bullet, Battery]

- **Magazine Size:** [#]
- **Reserve Mags:** [#]
- **Recharge Rate:** [%/s]

Description:

[Brief paragraph describing function.]

[Concept art or Render of Weapon]

[Wireframe Perspective
of Weapon]

[Wireframe Perspective
of Weapon]

Definitions:

Bullet Type: Detail the type of thing that comes out of the gun when it is fired.

- Hitscan: A bullet that instantly hits where the gun is facing, with no travel time.
- Projectile: A bullet that has a travel time, and does not hit instantly.

- Other: Anything that does not fit this definition.

Fire Type: Detail how the gun shoots in relation to trigger pull.

- Auto: The gun fires continuously as long as the trigger is held.
- Semi-Auto: The gun fires once whenever the trigger is pulled once.
- Burst: The gun fires a set number of bullets when the trigger is pulled once.
- Charge: The trigger must be held for a certain duration before the weapon can fire.

Aim: Can the weapon be aimed by holding down the trigger?

Spread Pattern: Detail the type of spread pattern on the gun.

- True Random (TrueR): As the gun is fired continuously, the spread increases in a circle, and bullets can randomly appear anywhere in the growing circle.
- Trail Random (TrailR): As the gun is fired continuously, the spread increases in a circle, and bullets land in a path between random points within the growing circle.

Damage per Shot: How much total damage an individual bullet from the weapon does.

Armor Mult: How much more damage the bullets from the weapon do to Armor, in multiplier form.

Flesh Mult: How much more damage the bullets from the weapon do to Flesh, in multiplier form.

Bullets per Second: How many bullets a player can possibly shoot per second, assuming the player is shooting as fast & efficiently as possible.

Fire Rate: The buffer time between shots, or how long before a trigger pull activates a shot following a previous shot. Usually for semi-auto weapons.

Auto Rate: The time between bullets fired automatically when the trigger is held down. Usually for automatic weapons.

Burst Size: The number of bullets fired in a burst. Usually for burst weapons.

Recoil: The recoil factor associated with each trigger pull of the weapon. Expressed as a numeric variable.

Curve: The recoil curve of the weapon. This can be screenshot from the Unity build of the weapon.

Effective Range: The distance within which the weapon is most effective. This can either be literal, or just an estimate based on gamefeel.

Falloff: How quickly a bullet begins to deal less damage past its effective range, expressed in a percentage per meter over the Effective Range.

Ammo Type: Detail which type of ammo the weapon uses.

- Bullet: Physical bullet ammunition that has set magazine sizes and must be reloaded. Should only apply to Offensive Weapons.
- Battery: Electric charge within a weapon that recharges over time. Should only apply to Defensive Weapons.

Magazine Size: Detail how many shots are in an individual magazine. Essentially how many times the weapon can be shot before reload/recharge.

Reserve Mags: Detail how many reloads are available on the weapon. Does not apply to Battery-based weapons.

Recharge Rate: Detail how quickly the weapon's battery recharges to full, expressed in a percentage over time (seconds). Does not apply to Bullet-based weapons.

