Weapons

The following document will be the overview for the weapons that will be present in the project, and what will be needed, to the designer, to create the different weapons within Unreal Engine

In order to better analyze weapons we must first make a basic distinction, these will therefore be divided into:
- melee
- ranged

Melee

By melee weapons we mean all those weapons that can be used in hand-to-hand combat.
For the creation of these it will be necessary to modify the following characteristics:
- "**Damage**", the standard damage of the weapon
- "**Attack Speed**", how fast the animation of the attack will be (in seconds)
- "**Stamina Cost**", how much stamina will drain attack once with this weapon (attacking with low stamina will result in lower damage and slower Attack Speed)

Ranged

Instead, all weapons that need bullets fall into this category. These weapons can be divided into
- **Silenced**, for the effect of the silencer you can refer to this page
- **Non-silenced**

This difference is crucial because for the stealth approach, if the player wants to use ranged weapons, he will have to use the silenced ones to avoid alerting enemies in the area.

Each of these will have the following characteristics:
- "**Damage**", the standard damage of the weapon
- "**Head Multiplier**", the multiplier used whenever the player hit an enemy in the head
- "**Stealth Multiplier**" a fixed percent value that is multiplied times the damage whenever the player is not in combat
- "**Attack Speed**", how much time must pass before the player can shoot again (in seconds)
- "**Reload Speed**", how much time must pass before the gun will have a new magazine (in seconds)

- "**Effective Range**", the range within the gun will deal the maximum damage (If the hit is within the range the damage will be the same of Damage section otherwise there will be a malus related to excess distance
- "**Recoil Multiplier**", how much the gun will recoil (A standard recoil can be created and it will then multiplied times this value, as an example a traditional sniper will have an higher multiplier then a technologic pistol)
- "**Stamina Cost**", how much stamina will drain attack once with this weapon

  Extra
- "**Accuracy**", how much the gun is stable, a lower value means higher sway when aiming (This can be intended as a multiplier)

A pool of the weapons that will be in the projects are

Silenced:
Pistol
Precision Rifle

Not Silenced:
Assault Rifle
Shotgun
Pistol

Melee:
Katana