

There are two ways to see the information that machine guns are not longer fashionable.

One is discarding the model, the other the discarding of the principle.

As I see machine-gun-type weapons successfully established in almost every game, I came to the conclusion there is a need for that mid-range, average-damage, medium-accurate kind of weapon.

So my main approach was to change only few elements of the machine gun specifications, and at the same time trying to change the look and feel as much as possible. Here is what I came up with:

Stinger-Gun

The Stinger-Gun consists of two elements:

- + One capsule holding a swarm of tiny insects, attached directly to the gun.
- + Small sticking capsules, holding an attractant for the insects. The capsules are charged remotely via an electromagnetic pulse.

The attractant volatilizes pretty quickly and the insects return to their hive.

Those two elements are used as a weapon as follows:

- + Primary fire shoots the capsules holding the attractants.

At the end of a fire burst (determined by a certain interval of ~0.5 sec. without any player firing-action) the attractant capsules will be charged automatically and a set of insects will be set free. The insects will instantly attack everything covered with the attractant's scent.

The amount of damage caused through the insects, doubles with the amount of capsules attached to a given enemy:

# of Capsules	1	2	3	4	5	6
Damage (100 == death)	3.125	6.25	12.5	25	50	100

- + (The secondary fire is greatly influenced by that small accuracy bars found e.g. in sporting games, which can be greatly rewarding.)



(http://image.com.com/gamespot/images/2008/077/reviews/944281_20080318_screen001.jpg)

If you hit secondary fire before the end of the interval, you can manually up the amount of stimulants set free by the attractants. Being exposed to more

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[04.30.08] – The Gun

stimulants the insects will stay longer and act even more aggressive, causing more damage.

But beware: If you don't release the charger in a specified time frame, the capsule holding the insects will open before the stimulants were charged. The confused insects, not able to whiff their favorite scent will attack the next living thing available: YOU!

Pressing secondary fire activates manual charging.

Releasing secondary fire releases the charge.

The time in between will be calculated and the base damage adjusted accordingly.

A bar shows the current status and marks the area of greatest damage.

Secondary pressed in seconds.	0.25	0.5	0.75	1	>1
Base-Damage for 1 st capsule	1.56	3.125	6.25	12.5	- 50 %

Damage	...see above
Clip Size	100 infinitive Insects
Bullet Type	Attractant capsules (AC) Insects
Bullet Speed	300 mps
Accuracy	Wide dispersal cone
Area of Effect	None
Rate of Fire	3 bps
Bullet Trajectory	Straight line

(All figures are only rough estimates and should be refined through extensive play testing.)

Quick-Hits:

I ran out on words, so I will do those really, really quickly.

Rubber-Gun



Scientists have found a great way to recycle all those old car tires lying around. The rubber, dipped into some nice acid chemical glue, made for a nice gun.

The ammunition consists of compressed rubber balls, which will inflate to medium sized balls after leaving the muzzle. They will stick tightly towards anything they touch.

On organic matter they will cause some short but painful burns.

The initial damage might be not that high, but some other effects might come in handy...:

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[04.30.08] – The Gun

- * Blind your opponents by hitting the face.
- * Hinder their movement, by hitting his legs.
- * Hinder his firing, by hitting his arms.

Damage	4
Clip Size	50
Bullet Type	Rubber balls
Bullet Speed	250 mps
Accuracy	Small dispersal cone
Area of Effect	None
Rate of Fire	1.5 bps
Bullet Trajectory	Straight line

Wind-Gun



You are using the power of the wind to blow you enemies to pieces.
There is no direct damage from this weapon, but enemies will be damaged by their impact to the ground or other objects.

The idea here is that this weapon gives you great means to play around with all the nice technical gains through rag-doll, realistic physics and the like.

e.g.: You won't be able to do much damage to stone-titans, but will totally blast fragile robots apart.

How about blowing enemies off ridges.
How about you finally getting a way to keep those nasty close-combat zombies of your chest...

(<http://forums.cgsociety.org/showthread.php?t=606516>)

Damage	None direct
Clip Size	infinite
Bullet Type	Wind blasts
Bullet Speed	250 mps
Accuracy	Big Cone
Area of Effect	20 meters in front of you
Rate of Fire	0.25 bps
Bullet Trajectory	Straight line