

Weapon Selection

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Weapon Properties

- Definitely affect weapon behavior
 - Melee or range
 - Projectile speed
 - Rate of fire
 - Damage
 - Spread angle
 - Damage rate
- In a game world the designer's creativity and the game's entertainment value can be more important than physical constraints

Weapon Applicability

- Relative positions of combatants to one another
- Evolving nature of a particular battle
- Status of player and enemies
- Environmental layout
 - Obstacles affecting trajectory or splash damage
 - Cluttering objects affecting weapon efficiency
- Balance in exploiting enemy vulnerabilities
- Player skill at handling a weapon