

CHARGE PISTOL

Summary;

- Recharging Pistol
- Shooting causes the pistol to gain heat
- Cool down while stowed
- Short Range
- Charge shot damage is tied to heat level with slight projectile magnetism

References;

- [Plasma Pistol](#) from Halo 3 (Charge and cooldown)
- [Needler Rifle](#) from Halo 3 (Magnetism)

Design;

- Will always have a way to damage enemies with this pistol
- The charge pistol alt fire has a soft lock that guides to targets
- Firing primary builds heat that can be channeled into a charged shot for increased damage. More heat from primary fire = more damage for alt fire.
- Faster Recharge from overheated to encourage using the alt fire as well as making it easier to begin charging at optimal heat
- Slower heat vent the more heat you have to make it even easier?

Tech Notes;

Alt fire damage is split into 3 tiers with the middle tier having the widest margin:

1st heat tier: +5% damage

2nd heat tier: +15% damage

3rd heat tier: +20% damage



Original Reasoning;

Since we don't have an always available way to deal damage like a melee or a way to instantly reload a weapon (like Dooms chainsaw) when the player engage an enemy only to find all weapons are empty they have to do a weird strafe around them, taking damage while waiting for one of their weapons to reload before they can continue their flow. It doesn't feel good and completely kills any momentum built from jumping, sliding, and weapon swapping.

Since enemies drop health like in Doom, you're nudged to always be moving forward in combat, There is no other way to reliably heal, as things like