

WEAPON IDEAS

General Weapon concerns/ needs

- It would be cool to have a change in the way weapons are recharged. I played too much of Wing 3 and 4 feeling like I was lacking that extra punch I needed to finish off an enemy. The problem is that when you switch to full guns and get behind an enemy it often plays out with 2 or 3 full shot bursts followed by that unsatisfying couple of bolts that are produced when your energy is down. The answer may be to just have the weapons more powerful or to have them recharge faster and allow the player to fire at full capacity more. I think our guns, for the most part, should either be firing at full capacity or not at all while waiting to charge.

- We need some sort of fiction to deal with the flash pack. This weapon is too powerful to use, and we need a way to explain why no one is using it. We were thinking maybe the use of the flashpack was banned as an inhumane weapon such as modern chemical weapons are or maybe the materials needed for the flash pack are rare. Another possibility is that it became so effective that new shield or defense technology was created that made the flash pack ineffective.

Specific Weapon ideas

- Beam weapons. Basically a beam that covers a certain range almost instantaneously. These should use a lot of energy but do a lot of damage as well. It would be cool to have different classes of beam weapons that could be identified in battle by color possible (Large beam weapons on cap ships with a blue beam, smaller beam weapon on a heavy fighter that is red etc...)

- Rapid fire stream lasers. Kind of a continuous stream of projectiles that would use a lot of energy, but deliver a serious punch. In Wing 2 there was a bug where if you fired the neutron guns from the Broadswords turrets, it released the entire weapon charge into a stream of projectiles. This was the coolest weapon effect I saw in the game, because you would get your target and crack it in half with this hail of neutron fire (it was also highly effective against small cap ships), and then you would have to wait a few seconds to get another charge. Unfortunately, others ignored the fact that it was cool and just wanted to fix the bug.

- Spreadfire cannon with adjustable chokes. Much like a modern shotgun, the player could have the spread of the projectiles adjusted to either tight patterns that do lots of damage and have longer range, or larger patterns that make it easier to hit at short range.

- Rocket six packs. Standard space fighting stuff that I don't think we've used yet. These could be equipped on bombers and cap ships. Basically they would shoot smaller, faster moving, less lethal dumb fire type rockets at a rapid pace.

- Shield piercing projectile - This is what we wanted from the Stormfire gun in Wing 4, but it didn't happen. Basically a projectile that you don't have to lead with that doesn't do a lot of damage and has limited capacity, but is unaffected by the shields. It would be cool to have a larger caliber of this weapon as well that fired a larger and slower but more damaging projectile. It was used on a couple of the Border worlds ships with the idea that they had to use some makeshift weapons due to a lack of resources. These are basically machine guns and it is primitive in terms of space combat, but the effect of a couple of big Gatlin type machine guns firing off all of their rounds complete with a whirring sound effect when they continued to spin on empty would be extremely cool.

- Charge weapon. I can't remember what it was called, but it was the main weapon of the Dragon where you held the button to charge up the shot and it released a large projectile. You could really crack ships in

half with this, so it would be good to expand on it. A cooler looking projectile with some slight tracking ability would be good.

- Coneburst/starburst missiles - These were the missiles that you fired, held down the button, and then released the button when you wanted them to explode. This was fun and I think we should use more of it as it added a new element of timing to combat. I didn't think the effect they produced was that good however, so I think that should be improved. Maybe we could have a smart version of this missile that when set off by the player, separated into a number of enemy tracking projectiles rather than just a radius blast.

- Specific target missiles. Missiles that auto-lock on radar or something. Kind of a stretch, but I'm brainstorming here.

- Auto fire mode. I'm not sure when or why you would use this but it basically you would hit a key and all of your guns would auto track enemies and fire on them (obviously not as effective as the player). The idea being that this allows the player to concentrate on flying and avoiding fire. I could see maybe using it in a mission where the player flies a bomber and is under heavy attack and has to do a lot of maneuvering to get near a target.

Brakes

Smoke from Exhaust

650²

815

✓