

---

Subject: Weapons for a Tank Game

Posted by [Bombario](#) on Thu, 26 Aug 2004 03:25:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Quote:

They're called primary weapons for a reason. The primary weapon is the most powerful/used/etc. weapon, the secondary is the backup, or the special purpose weapon (anti-air, anti-infantry, etc.). (Like in real life, soldiers have primaries and secondaries, the primary being their assault rifle, and the secondary being their handgun.)

Well, we're going with the theory that more powerful weapons will have limited amounts of ammo, take up a lot of mass, etc. Because of this, they're almost (but not quite) \*special\* weapons. You use your weaker weapon just so you're sure to connect with the enemy target and cause them damage. That way, players can't just roll into a battle, unload as much ammo as they can until they die, and start over. You beat an opponent by outsmarting them and learning how to combine primary fire with secondary fire to cause the most damage in the least amount of time.

Primary = Being or existing as the first or earliest of a kind.

Maybe we won't go with primary and secondary, but "main weapon" and "special weapon" or something.

We want the gameplay to be that you roll into battle firing your gattling, not your missile launcher that you aren't sure you'll hit the enemy with. In other words, I'm not refuting your post, Sir Phoenix -- I'm just explaining why I called the heavy weapons secondary.

Thanks to everyone who's given input! I'm recording all of the entries, and still looking for more! (Keep posting!)

---