

<b>Object Name:</b>	<b>Heritage Plasma Shotgun</b>
<b>Purpose:</b>	A close quarter weapon, highly effective against single enemies and groups of very weak enemies.
<b>Visual Description:</b>	<p>Futuristic, sleekly designed double -barrel shotgun that is loaded with glowing bullets.</p> <p>Each of the two shot bursts into a group of 5-10 electric, plasma strands, attaching to each enemy in range and zapping around for about 0.5 seconds before dissipating. (ref: Plasma Ball)</p>
<b>Animation:</b>	<p>Each shot recoils the player heavily and keeps pushing him back for the duration of the discharge.</p> <p>Reloading is a clear and deliberate snapping the weapon open, inserting each bullet, closing the weapon, and cocking the shot. After the first shot, the weapon is cocked again for the second shot.</p>
<b>Sound:</b>	<p>A loud almost shotgun-like blast is followed by electric zaps and sizzling of the enemies.</p> <p>Enemies killed by this weapon, burst into sizzling pieces.</p>
<b>Behaviour:</b>	<p>With each shot, the gun discharges a burst of plasma lightning strands for about 0.5 seconds.</p> <p>Similar to the Tesla Gun of Winston(Overwatch), the weapon latches on and damages each enemy in a cone in front of the player. Although the discharged damage is always the same, the damage is always spread out evenly to every enemy within the gun's range.</p> <p>This means, if only a single enemy is within the weapon's range, they receive heavy damage, while it can also deal hefty damage to a group of very weak enemies.</p>
<b>First Encounter:</b>	TBD

