Break down the properties of the AK-47 in the context of a third person shooter. Use no more than one page.

Design Overview

I created straight forward properties for the AK47. I imagined it would be used in a game like Uncharted, where guns are a part of the gameplay but aren't the dominant aspect. The AK47 is an iconic gun and I wanted to do it justice by making it feel powerful and deadly at mid range. While it has the power to do a lot of damage, there is a trade off in terms of accuracy and recoil. As a designer I believe in rapid prototyping and iterating on the design through testing gameplay. So I decided to go ahead and create this weapon with all the properties below in Unreal.

Magazine Size Max	30 rounds	This is the max amount of ammo the magazine can hold
Ammo Capacity Current	X	This assumes guns in the game use a conservative reload mechanic, where the remaining ammo in the magazine goes back into this field.
Ammo Capacity Max	90 rounds	This is the max amount of ammo for this gun that the player can hold, plus the 30 rounds that are loaded. I want to limit the player to 4 magazines.
Handling		How the weapon affects the players movement while they have it equipped.
ADS		Aim Down Sights reduces player movement and look speed but increases accuracy and reduces recoil.
Mode of Fire	Semi-auto/ Full-auto	The gun's mode of fire can switch between Semi-auto and Full-auto. I wanted to switch between fire modes to give the player a tactical choice.
Reload		Plays reload animation. Player cannot fire during reload sequence. Reload updates ammo count towards the end of the reload animation.
Rate of Fire	40 RPM/ 600 RPM	40 rounds per minute (Semi-auto) 600 rounds per minute (Full-auto). This also gives the player choice in how fast to expend their ammo. Semi-auto mode does not have an accuracy penalty..
Recoil	X:-.1, -.5 Y: -.25,-.75	This controls how much vertical range (Y)and horizontal range (X) the kick of the gun has when it is fired. I wanted the gun to kick up and a little to the left. Aim resets to center when the trigger is released.
Accuracy/ Range	Cone of bullet spread that expands at .16CM in diameter/Meter	The weapon's effective range is 0 to 100 meters, after that it is ineffective. I wanted the accuracy to decrease over distance by modifying vector of the hitscan. The closer the target the tighter the bullet grouping.
Damage	25HP	Each hit from the AK does 25HP worth of damage. This assumes base enemy health is 100HP. The AK is a powerful weapon. I wanted it to kill an enemy in 4 shots.