**AG 131  
Lab 3 – Guns, Lots of Guns**[**https://www.youtube.com/watch?v=5oZi-wYarDs**](https://www.youtube.com/watch?v=5oZi-wYarDs)

**Before you start this lab, you should have completed the Readings and Quiz for this lab.**

**Code Work:**

1. Create at least 2 different projectiles prefabs
   * 1. Give each Projectile different Properties and Visuals
   1. Two different prefabs have been given to you
2. Update PWCarPawn
   1. New Property
      1. Public Transform for Where Projectile is spawned
      2. GameObject for two Projectile prefabs (Projectile1, Projectile2)
      3. GameObject for Current Projectile
   2. Changes to Existing Functions::
      1. Fire1 – Shoots a new Projectile
         1. You must use the Factory method in Actor!
      2. Fire2 – Switch Projectile

**Out of Scope:**

* Don’t worry about your car pawn “dying”
  + That’s the Next Lab!
* Don’t worry about a HUD showing health (or shields or energy)
  + That’s the Next Lab!

**EXTRA CREDIT:**

* Implement many different projectiles.
  + Have a list of projectiles the PWCarPawn can use.
  + Use Fire2 to select the next projectile from the list
  + Use Fire3 to select the previous projectile from the list.
* Implement a Weapon Class
  + Use to encapsulate weapon fire.
* Implement an Instant Fire Weapon