**AG 131  
Lab 3 – Guns, Lots of Guns**<https://www.youtube.com/watch?v=j_urZ5KDPec>  
<https://www.youtube.com/watch?v=fcVWCF8MC2k>  
<https://www.youtube.com/watch?v=FDr6U2tpCN8>

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

**Code Work:**

* Create 2 new projectiles prefabs using Projectile Script
  + Give each Projectile different Properties and Visuals
* Create 1 new Projectile with a new child of Projectile
  + This projectile will do something above what the normal projectile will do.
* **You will have 4 Projectiles total when you’re done.** 
  + 3 using projectile:
    - 1 from lab 2
    - 2 from this lab
  + 1 with new child projectile script
    - 1 from this lab
* Update PWPawn
  + Health will be tracked at this level
    - Add a public int member
  + Update ProcessDamage
    - Subtract the damage value from the health value
    - Know when Health goes below Zero
      * *This will be the trigger for “death” or “dying”*
      * *Log when this happens*
        + *You don’t need to do more, this is the focus of the next lab*
      * *This is the focus of the next lab.*
* Update PWCarPawn
  + New Property
    - ProjectileList: List of Projectile prefabs
    - ProjectileListIndex: integer for current projectile (private)
  + Changes to Existing Functions::
    - Fire2 – Next Projectile
      * Go to next projectile in the projectile list
      * This method loops
    - Fire3 – Previous Projectile
      * Go to Previous projectile in the projectile list
      * This method loops

**Out of Scope:**

* Don’t worry about doing something when your car pawn “dies”
  + That’s the Next Lab!
* Don’t worry about a HUD showing health (or shields or energy)
  + That’s another lab!

**EXTRA CREDIT:**

* Implement a Weapon Class
  + Use to encapsulate the firing code from the rest of the car pawn class.
  + Implement an Instant Fire Weapon