Players, enemies, and drones have a list of Weapons.

When attacking, they fire each of those weapons that can fire

Color Modules have weapons, but their weapons are added to their owner’s lists.

Each Entity may have up to one Special Weapon. This weapon only fires on certain condition; sometimes it’s Cooldown based, sometimes it’s state based.

All weapons have their own prefab as a child object of their parent. Weapon prebabs have the tag “Weapon” but reside on the same layer as their parent.

At runtime, weapons are instantiated, and their tags, layers, parentage, and positions are set by a SetUpWeapons method. Additionally, all weapon scripts on these weapons are added to their parent’s weapons list.

**Weapon Data –**

A weapons catalogue can be made as a directory of pre-made weapon prebas with specific damage values.