**The Weapon PickUp SYSTEM**

This part of the pick up system will be composed of only two scripts. Lets suppose we have X number of guns in the scene. Then we will have X – 1 Child guns, belonging to the „ChangeGun” script, and 1 Parent gun, belonging to „ChangeGunParent” script. The difference between the two is that ChangeGun is constantly accesing information from its Parent, that stores the info of what gun that the Player CURRENTLY holds. It is explained in more detail in the script, with the aid of comments.

**Instructions ( If there is a weapon already in the project )**

1. Duplicate an already existent weapon from the scene ( Their name is „Gun” + X, where X is the number of the current gun, X >= 1. Example : „Gun4” ) They are tagged : GroundWeapon
2. Find the „SpriteRenderer” component and change it to the desired one. Then go to „Canvas” in hierarchy and duplicate an already existing button, same as step 1), same names necessary. Them go to the button, make sure it is not active, and go to „OnClick()” component and drag in the Weapon you created an step 1), assigning the „Change()” function from the „ChangeWeapon” script.
3. Go to the Object ( Weapon ) you created and go to Layer ( its Up and to the right ) and change it to „WeaponPickUp”.
4. On the GunRend in editor, you have to drag the Player’s Gun, called Gun, and is a child of Greg 😊
5. If the weapon does not show in game, but shows in the Scene, then make sure the Object ( weapon ) you have created at step 1) has the position / rotation / scale on the Z axis equal to 0!!!!!

**Instructions ( If there is NOT a weapon already in the project )**

1. Create an empty project, and name it „GunParent”.
2. Add a „SpriteRenderer” component to it and change it to the desired sprite.
3. Change the layer as said before
4. Add a BoxCollider2D to it, and set the dimension if needed. Make sure the Collider has the „isTrigger” setting ON
5. Add the „ChangeGunParent” to it and drag the Button you just created and the GunRend as in step 4) prior.
6. Then repeat everything from this part, except you will name it as in the first set of instructions and you will add another script, called „ChangeGun”