**Gun Documentation**

Explanation: This Document is meant to explain how a gun works in the game. It includes what scripts are attached to each gun. how to create a new gun, and what each of the scripts do.

# **Scripts**

Guns will normally have 3 scripts attached to them which are the Interaction Identification script, the Gun Information script, and a personalized gun script for each individual gun (e.g. There is a revolver that uses the personalized revolver script).

## **Interaction\_Identification Script:**

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  Description automatically generatedA simple script that determines what type of interaction the gun is gonna have with the player. In this case under the Interaction Type you will want to click the Is Item Option under Interaction Type and Is Gun under Item Type

## **Gun Information:**

* This is where you can customize different gun features including bullet count, fire rate, recoil strength, and bullet type

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* The Gun Configuration portion is meant for orientation of the gun for when the player picks up the gun.

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## **Personalized Gun Script:**

* Inherits the data from the Gun information script and uses it to make the gun’s behaviors