Targets

# Gameplay Purpose

These targets are going to be shootable by both the AI and you

# System Design

|  |  |  |  |
| --- | --- | --- | --- |
| **Trigger** | **Action** | **Output** | **Sketch (where appropriate)** |
| *Start up* |  |  |  |
| *Shot* | *Destroy actor (self)* | *Actor disappears* |  |

# Technical Functionality

|  |  |
| --- | --- |
| **Unreal Engine File or Function** | **Use/description** |
| Content/IsaacsStuff/target | Houses the whole target |

# Usage Instructions

## Doing the first thing

1. Shoot
2. Observe it dying

# Gameplay Examples

Can be used for target practice