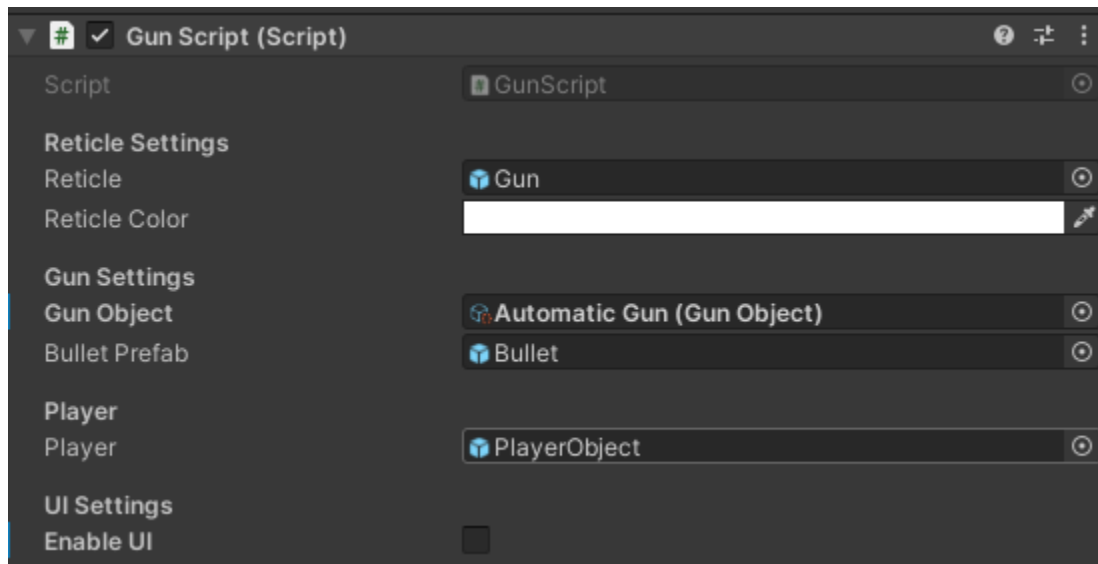# 2D Top Down Simple Weapon System Documentation

How To Setup:

- Install the package into your project
- Drag the PlayerObject prefab into your scene
- Navigate to the gun object under the prefab
- Assign either a pre-configured or new gun to the gun object field
- Assign the player object, reticle and bullet prefab
- Create a new layer called "Bullet"

An Example of a complete Gun Script

Additional Settings:

- Explosive Bullets
- Different fire modes
- Camera Settings
- Camera Shake
- Player Settings
  - Sprinting / Aiming

How To Create A New Gun:

- To create a new gun navigate to Window -> Simple Weapon System -> Create New Gun (Cntrl + Alt + G)
- Tick whether you want to use a custom name for your gun or a randomly selected name
  - The list of gun names is stored in a .txt file in the Editor folder.
- Tick whether you want to generate a weapon using random values or use set values
  - You can then set all the values for the gun
- Tick to use audio with the gun
- Select the weapon type (Single, Burst, Automatic)
- Set the bullet settings
- Click Create New Gun
  - New guns will be created in Assets -> 2D Top Down Simple Weapon System -> ScriptableObjects

Enable Bullet Penetration:

- Enable bullet penetration on the weapon
- Set the level of penetration for the bullet
- Create a new object you wish to be penetrated. Assign the ObjectPenetrationScript to the object.
- **Please Note:** A bullet will only penetrate an object with an equal or lower penetration level. Every penetration will reduce the bullets' penetration level by 1. E.G. A bullet with a medium penetration level could penetrate at most 3 objects before being destroyed on the 4th object.