**Gun Type/s**

**-- DONE --**

**-- IN PROGRESS --**

* Scriptable Object
  + Damage – per bullet
  + Fire Rate – bullets per second
  + Bullet Spread – max degree offset

Extension

* + Reload speed - seconds

**FPS Controller**

* Current gun type
* Fire button (LMB) pressed
  + Ray cast to see where / if we hit
  + Damage enemy appropriately
* Delay between bullets, based off fire rate
* Each bullet is shot off by the bullet spread
* Throwable grenades
  + Separate counter for the grenades
  + Could be ammo supply on map
  + Cook the grenade?

Extension

* Implement reload time
* Bullet / magazine counter