



◆ Bullet Bill V1.0 ◆

◆ What is Bullet Bill? ◆

Bullets are a core element of zombie shooters, and as such they should be easy to customize and implement. With this in mind, NaughtCat LLC has created "Bullet Bill" which is a fully kitted, post-apocalyptic, top down 2d-shooter bullet that comes equipped with the following:

- ✓ Bullet Customizable script

◆ Easy to use Bullets ◆

With the gun controller script from the "Survival" or "BC" player prefab, simply place this prefab into the shooter script to be utilized. Bullets come with two customizable fields: speed and damage. These can both be set in the inspector on the prefab script itself.

◆ Troubleshooting ◆

❖ Nothing shooting?

- The shooter script by default uses an object pooler to spawn in a bullet, if you are not using an object pooler simply replace the object instance with Unity's built in instantiate method.
- You also may be missing a bullet prefab to attach to the Guns fire point.