

## HOW TO

This package **MODERN WARFARE Missile system** is a free version with limited assets of the main complete premium version (also available at Unity Asset Store). It is primarily designed for 3D gaming, especially 3<sup>rd</sup> person war/combat games. It contains missile battery, radar and a rocket. Examples of usage can be; mounting them on war ships, carriers, military bases, truck or any other places.

They can be programmed by the developer on how they should function in the game.

## **Quick Guide**

The Missile systems have prefabs with colliders attached. Drag to the hierarchy and make any changes as per developer's desire.

Make sure to:

- Add post processing for better visual effects.
- Install URP that supports better lighting systems and effects.
- Assign effects and audio fields in the scripts. (Find free effects pack at the Unity Asset Store).
- Develop scripts and assign game objects. *Get a complete package that includes all script controllers.*
- Assign scripts to game objects they are supposed to control.
- Use UI on a canvas for onscreen interaction (customize to developers preferences).

Get the full package from the Asset Store and save 90% of your time.

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