For spawning projectiles (as sometimes this will occur), I created a couple prefabs that involve a script that’s a child of a general Projectile class corresponding to what kind of projectile it is. The Player will hold a reference to a certain prefab to instantiate when needed.

Also I finally have a stable Damage-Over-Time (DOT) system in place. When a DOT is “dealt”, an object will be created that handles that for itself and destroys itself once the DOT’s total amount of damage is dealt. There can be multiples of these objects at the same time, but only one of each type of DOT can be active at any point in time (such as Bleeding and poison.