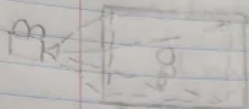


Camera



Camera Follow player

Follow Speed = 2f;
Transform targets
Update()

at position
equal to the
player's location

change
transform
of the camera
to be equal
to the player's
position.

Vector3 newPos = new Vector3(target.position.x, target.position.y, -10f);
transform.position = new Vector3(ScriptTransform.position.x, newPos, FollowSpeed);

Reloading

if (Input.GetKeyDown(KeyCode.R))

bools that check if you're
currently reloading
resets bool after
reload is done.

call
function

isReloading = true;

canShoot = false;

Reload();

StartCoroutine(ResetBoolAfterDelay(reloadDelay));

Reload()

int reloadAmount = maxClipSize - currentClip;

reloadAmount = (currentAmmo - reloadAmount) >= 0 ? reloadAmount : currentAmmo;

currentClip += reloadAmount;

currentAmmo -= reloadAmount;

changes
clip and Ammo.

if enough
ammo to reload
reserve equal
amount of
to clip. reload
we reload you
much ammo
have left.