

Deal that checks if
 Player can shoot
 when player hits enemy
 that bullet piece is and
 set timer.

if (canShoot)

if (gameObject.GetComponent<Bullet>() != null)

{ canShoot = false;

ShootBullet();

StartCoroutine(ShootDelay());

}

}

Game Object bullet = Instantiate(bulletPrefab, firePoint.position,

firePoint.rotation);

Rigidbody2D rb = bullet.GetComponent<Rigidbody2D>();

rb.AddForce(firePoint.up * bulletForce, ForceMode2D.Impulse);

}

IEnumerator ResetShootAfterDelay(float shootDelay)

{

yield return new WaitForSeconds(shootDelay);

canShoot = true;

}

Bullet

private void OnCollisionEnter2D(Collision2D collision)

{

Game Object effect = Instantiate(hitEffect, transform.position,

Quaternion.identity);

Destroy(effect, effectDuration);

Destroy(gameObject);

}

When collision create
 instance of hit effect and
 destroy both objects.

Create
 instance of
 bullet from
 fire point and
 apply force