

- **TODO: ???**

Contents

What Is a Projectile?	1
-----------------------------	---

0.1 What Is a Projectile?

A Projectile is a Actor Blueprint. It contains:

- A **UProjectileMove** that marries the physical Projectile with **MoveData**. This has required **UActorComponents**:
 - **UProjectileDirection** to set the Projectile's direction (either initially or over time)
 - **UProjectileSpeed** to set the Projectile's speed (either initially or over time)
 - **UProjectilePhysics** to control things like bounciness
 - **UProjectileDamage** to control how the damage is doled out (e.g., single use vs multiple use)
 - **UProjectileEndBehavior** to control what happens when the Projectile's use comes to an end

These components are elaborated upon in upcoming sections.

- A **UProjectileMovementComponent** that controls how it moves. This should not normally be altered since its settings are more flexibly set by the aforementioned components.
- The Projectile's visuals
- The Projectile's collider

Of course, there might be other things there too for custom purposes. An additional note is that the **MoveData** is what decides the spawn location (via **UActorSpawnSchemes**).