Shooting Turret Component

The component consists of an enemy, a turret and a bullet prefab. There are two scripts involved, one responsible for the shooting a bullet from the turret towards the enemy and a self-destruct scripts which limits the lifetime of the bullets.

In the unity window you need to attach the shooting script to your turret object. You can the assign in the inspector the enemy object and the bullet, preferably a prefab, and adjust the force of the bullet.

You can customize the bullet prefab how you want but need to assign it a rigidbody and the Death script with which you can adjust their lifetime in the scene.