

ShootingAndTarget Component Package

Documentation

In your scene, make sure you create an empty game object and call it 'TargetPoint'; This should be placed (0, 0.5) in front of the player object.

Gun: (Left Mouse Button)

The gun script belongs on each weapon prefab. The 'Damage' variable controls how much health is taken from the target. The 'Range' variable is the distance length at which the bullet/ attack can travel. The 'Fire rate' is how fast the weapon will launch projectiles. The 'Impact force' variable is how much the target will move backwards after being hit. 'MuzzleFlash' is the effect that will appear each time the left mouse button is clicked. 'Target point' is the transform of an empty game object that is created in the scene a few metres away from the player; This is the end point for the bullet to travel if it doesn't hit anything.

SetTarget:

This script should be placed on a camera. The 'Target point' variable is the transform of the targetpoint game object to get the location the camera should be looking at. The 'Range' is the radius around the target point for the player to hit.

Target:

This will be placed on anything you want to be a target for the player. 'Health' is how much health the target will start with and this value can be changed.

Weapon Switching: (Mouse Scroll Wheel)

Put this script on an empty game object and is parent to all of your weapons of choice. Once you press play, use the mouse scroll wheel to scroll through all your options.