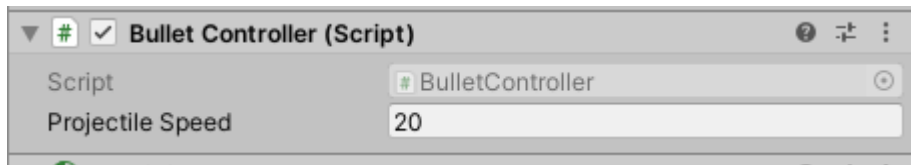


Hit a Moving Target

The first step is to create a bullet object. This bullet object must have:

1. A Rigidbody2D (body type 'Dynamic')
2. A BoxCollider2D ('IsTrigger' set to true)
3. The 'BulletController.cs' script

The 'BulletController.cs' script has a variable called projectile speed which, predictably, changes the speed at which the bullet will move.



This object will currently not move towards anything, but to fix that just add a GameObject with the tag 'Player' (*Capitalisation is important*). Now, whenever the bullet object and the Player are in the scene at the same time, the bullet will move towards the player at speed 'Projectile Speed'.

The best way to use this bullet object is to make it a prefab and instantiate it whenever you would like the player to be shot at. **An example of this can be seen in the sample scene.**