Documentation

# Explanation

This package contains a script for aim prediction, used here to predict an object’s movement and fire a projectile to intercept it. The ShootPlayer script will shoot an assigned prefab at any transform assigned.

# Assets

An example player, materials and scene can be found in the example folder

A prefab for the bullet can also be found in the example folder

# Setup

Place ShootPlayer onto any gameobject and assign its target transform as well as the prefab to fire and its speed