Raycasts and Fun stuff

If you have ever wondered how you pick items up or open doors in video games, then you will learn today! Raycasts are a wonderful thing for this kind of interaction. You will learn how to use raycasts to pick up ammo boxes by pushing something like “E.” You also will be adding a new weapon which means, you guessed it… Seperate ammo boxes! This exercise is aimed towards taking about a week and training you to be able to complete the final task!

When working on your own it is encouraged to Google for the most part when you hit a speed bump for all of these tasks, mainly because when you start working on the game for the club you will know how to complete your task without total guidance from the officers. A useful link to use is<https://docs.unity3d.com/ScriptReference/index.html>. This contains the Scripting API for Unity which is useful in learning how to write certain lines of code and may contain an example on how to use it. That being said though, if you are really stumped don’t be afraid to reach out to us for help.

Task

For the third task you will be required to use raycasts to pick up your ammo boxes. Once you have this mechanic working please remove the previous way of picking up ammo on collision. You also will be required to create another weapon and have weapon switching. You also need to have separate ammo for each weapon, this will require some alteration to your current code. I would recommend using inheritance with creating two different guns, understanding how to use this will most definitely help out with the harder task later on.

Requirements

* Use Raycasts to pick up ammo
* Have two different guns (with different stats)
* Have two seperate ammo boxes

Optional (if you want to be an overachiever)

* UI
  + - Indicating what weapon you are using
    - Ammo for each weapon

Tips/Keywords

* Raycasts

Recommended Script outline

* Have a “Raycast” class that controls everything to do with Raycast functions
* Have a “Gun” script
  + - Have separate scripts for each gun inheriting from that class