Variable	Type	Format	description
gundamage	Floating Point	NNN.NN	Determines the damage the gun does to an enemy
Range	Floating Point	NN.NN	Determines how far the gun can shoot
FireRate	Floating Point	NNN.NNN	Determines how fast your gun fires
Ammo	Integer	NN	Determines how much your gun can shoot before reloading
LoadedAmmo	Integer	NN	Determines how much ammo your gun has left
ReloadSpeed	Floating point	NN.NN	Determines how fast your gun reloads
Empty	Boolean	T/F	Determines if LoadedAmmo = 0 or less
NextTimeToFire	Floating Point	NN.NN	Determines how long you can fire again (1/FireRate
Cam	Object (Camera)		The main camera
Gunshot	Object(AudioSource)		The source of the gunshot audio
GlockShot	Object(AudioClip)		The gunshot sound
Flash	Object(ParticleSystem)		The particle system that acts as the gun flash
ShotgunShot	Object(AudioClip)		Audio clip for shotgun model
ARShot	Object(AudioClip)		Audio clip for AR model
Pow	Object(AudioListener)		Listener for the audio

example	validation
2.50, 100	Any positive number
15.00, 5.50	Any positive number
25.00, 0.333	Any positive number
31, 2	Any positive whole number
24, 1	Any positive whole number
7, 3	Any positive number
True, False	Either True or False
3, 1	Any positive number
	Any camera object
	Any audio source object
	Any audio clip
	Any particle system
	Any audio clip
	Any audio clip
	Any audio listener