```
Weapons Actor
+ FIRE SPEED
+ RECOIL RANGE MAX
+ in bullet
+ MAX BULLET
+ DEMAGE
+ gun type
+ player_controller
- can fire
- delta time
- recoil range

    recoil

- RECOIL DEFAULT
- RANGE
+ Script()
+ actionFire()
+ doFire()
+ getAim()
+ delayFire()
+ onFire()
+ createParticle()
+ playFireSound()
+ getDemageActor()
+ actionReload()
and 7 more...
   ShotGun Weapons
  + playFireSound()
  + playReloadSound()
  + createParticle()
```