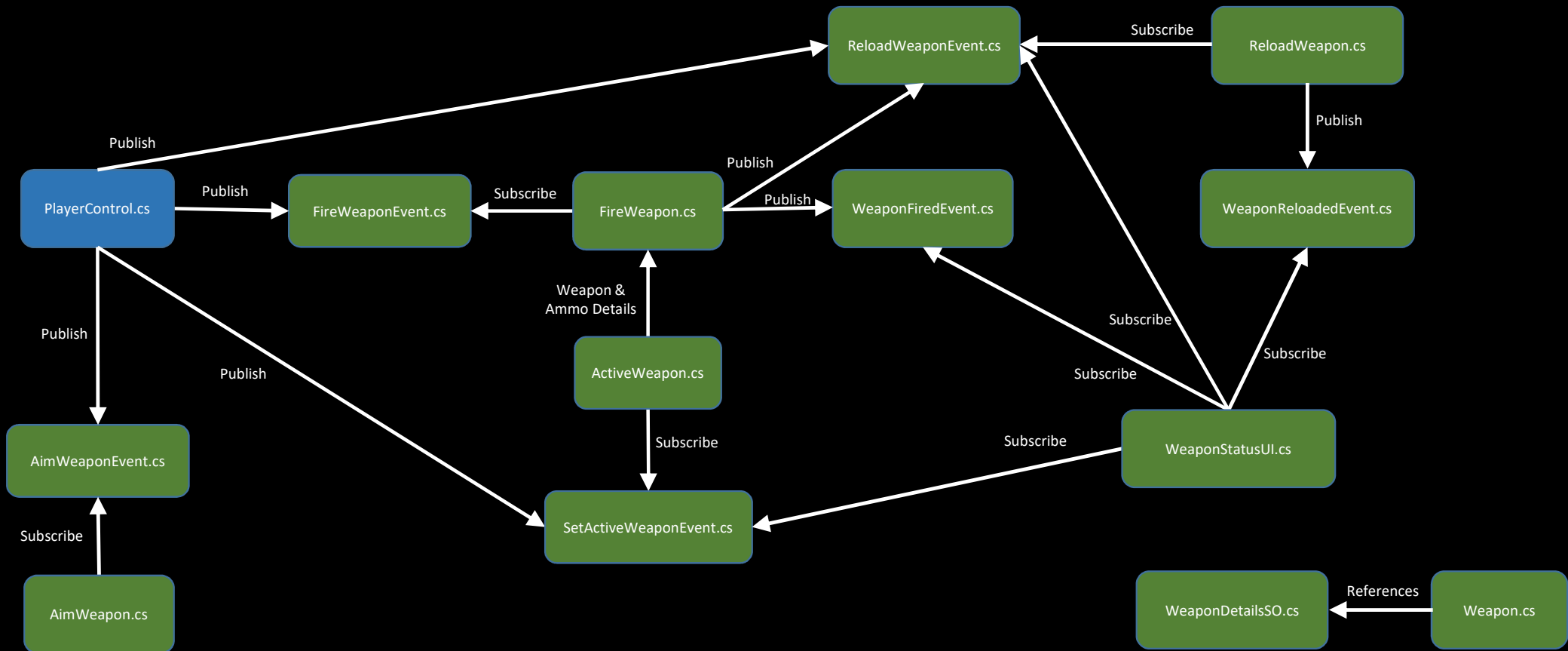


Enemy Weapons And Ammo Concepts

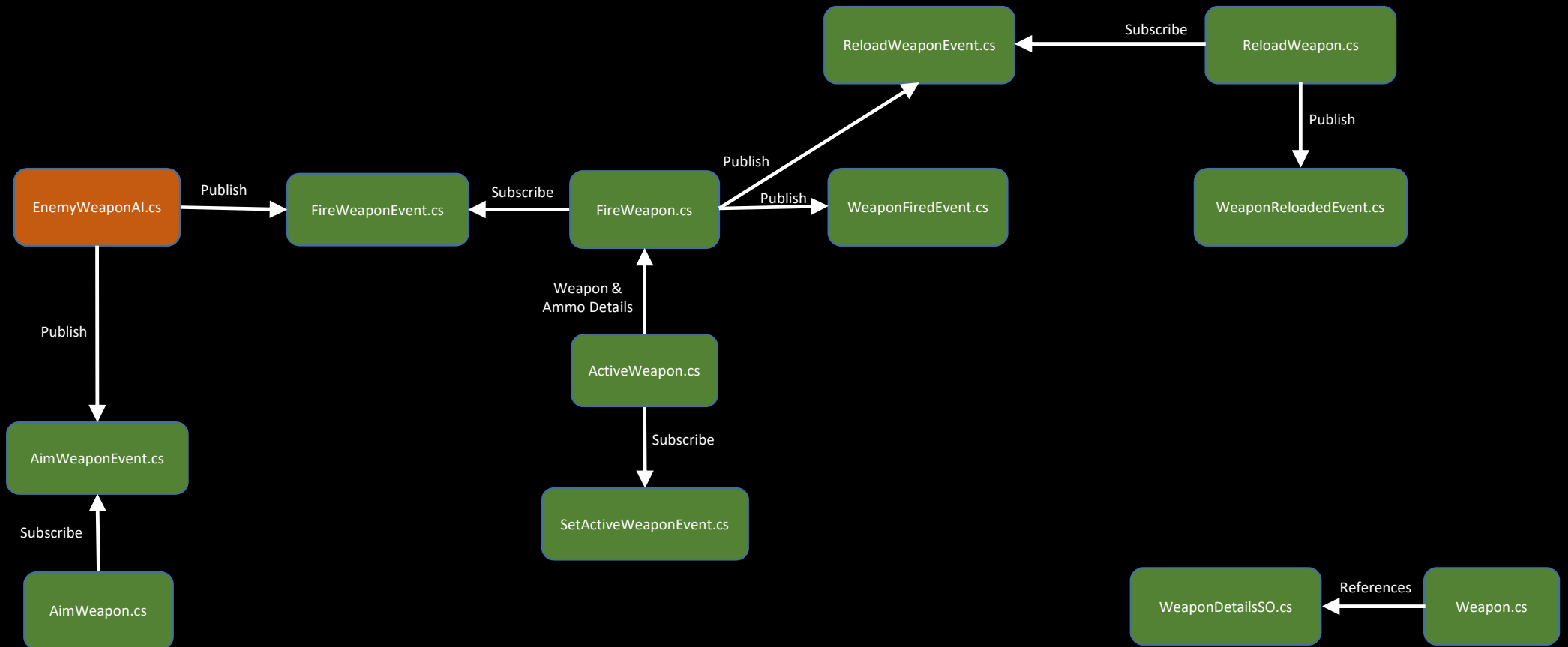
Enemy Weapons And Ammo Concepts

Weapon Aiming & Firing – As Implemented For The Player



Enemy Weapons And Ammo Concepts

Weapon Aiming & Firing – As Implemented For Enemies



Enemy Weapons And Ammo Concepts

Summary

As you can see there is a lot of commonality between Player and Enemy weapon aiming and firing.

We have achieved this by creating an event driven component based structure that can be easily reused for the enemies

The biggest difference is the player character weapon is controlled by the Player using the PlayerControl component class, which we can't use to control enemies.

For enemies we are going to create an EnemyWeaponAI component class to autonomously control the enemy weapon aiming and firing behaviour.

This EnemyWeaponAI class will still raise FireWeaponEvents and AimWeaponEvents – so it will easily integrate into the existing weapon class structure.