Simple Turret System

What this package has:

- Turret Model

- Auto Targeting of Turret

- Laser Navigation of Targeting

- Optimized Shooting System

- Health handling

- Ammo handling

- Realistic sound

- Realistic Effects

Guide:

It is a very simple turret package. Everything is done for you.

All you have to do is:

- Find Turret prefab in Prefabs folder
- You will find 6 Scripts on it which are explained clearly in Script comments. Intro is also given below. Now go to Shooting System and you will find target in it. Just assign the object you want the turret to shoot.
- Turret has some range and limited ammo.
- As the target will get in range the turret will auto Aim the target and start shooting it till its health goes to zero.

Scripts Documentation:

- **Turret Controller**
    - Has all the references to components.
    - Reference to Rigidbodies on turret
    - Reference to the meshes of turret

- **Raycast Handler**
    - Point from which to start the Raycast

- **Turret Rotation**
    - If it should auto rotate or not
    - Part of the turret you want to rotate when aiming
    - Speed of rotation

- **Shooting System**
    - Target to fire on
    - Effects of muzzle and hit point
    - Delay after which next shot will be fired
    - Range of bullet
    - Current ammo gun has
    - Magazine size
    - Total ammo that can be loaded
    - Time it takes once it reloads
    - Damage of the bullet on target

- **Turret Health**
    - Whether the turret is destroyed or not
    - Current health of the turret
    - Max health turret can have

- **Audio Handler**
    - Fire sound
    - Damaged sound
    - Reload gun sound
    - Miss fire sound

Contact:

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