**PLAYER FUNCTIONALITY**

Shoot:

Shoot() method in 'Player' script

- instantiates either 'trippleShot' or 'singleShot' prefabs

Die:

Take Damage:

**SHOTS & LASERS**

SingleShot & TrippleShot:

- Single shot has one laser object as child, the trippleShot has three laser objects as a child

- Contain script 'DestroyLaserShot'- it is checking of there the children lasers are still there and if not - destroys itself

Laser:

- Contains script 'Laser'. In the Update() - two methods, taking case of the move and of the destruction when leaving the screen

- Contains 'OnTriggerEnter2D' - checks if it hit an object and if yes - whether the tag was 'Enemy' or 'Player'

- if enemy hit - destroys the enemy; if player hit - makes damage