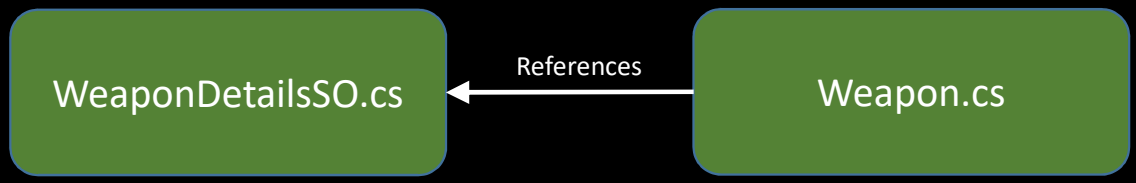
Weapon and Ammo Classes

Weapon and Ammo Classes

Weapon Classes – Weapon and Weapon Details



Scriptable object asset class holding all the weapon details, for example, the weapon sprite, weapon shoot position, current ammo, shoot effect, ammo capacity etc.

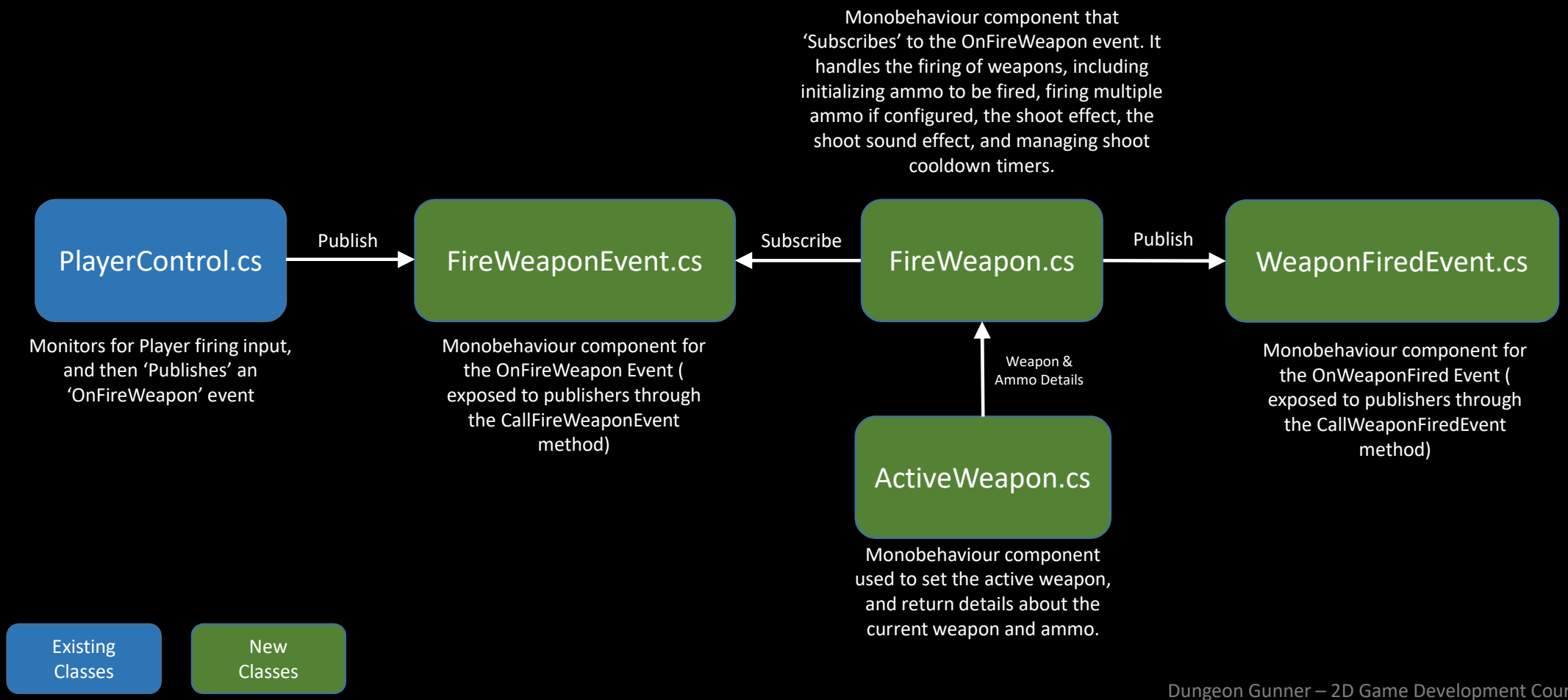
Class representing an instantiated weapon, containing details such as total ammo remaining and clip ammo remaining

Existing Classes

New Classes

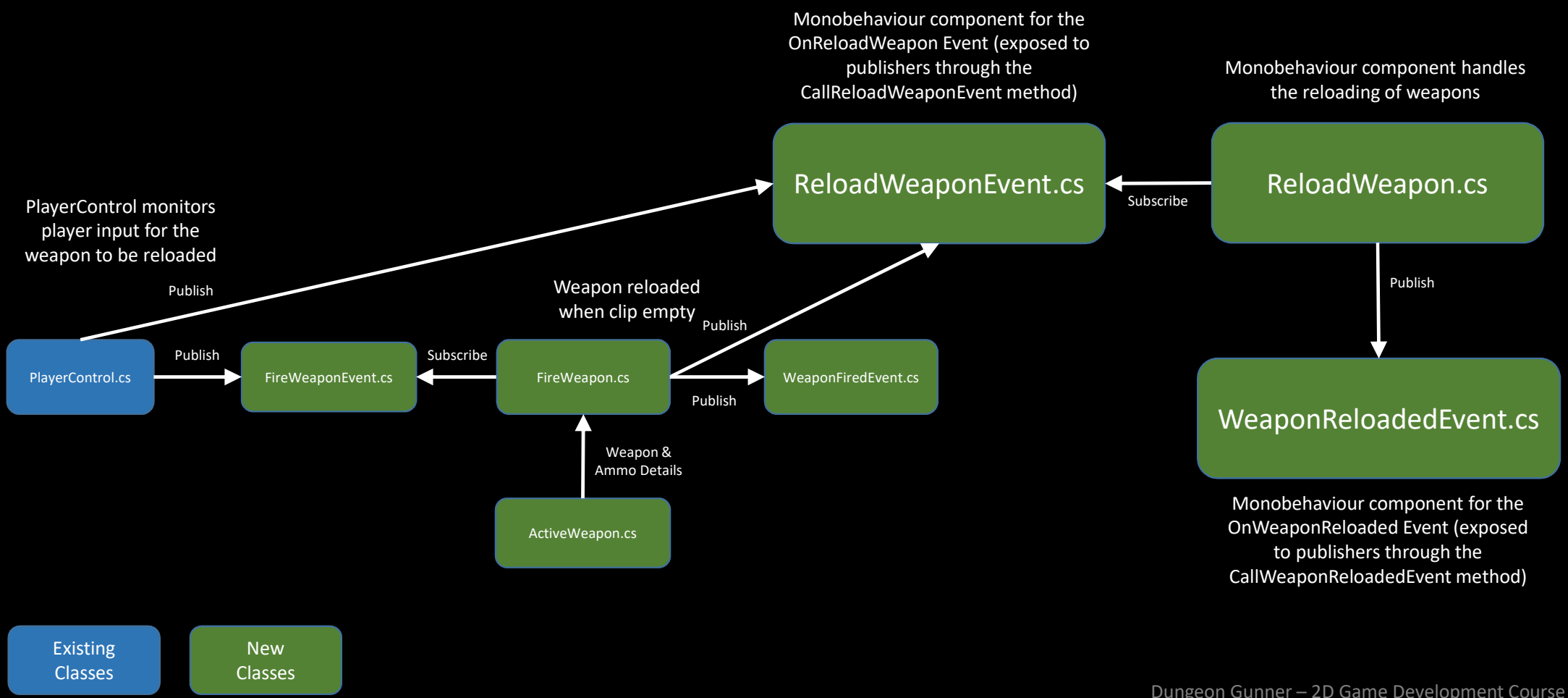
Weapon and Ammo Classes

Weapon Classes – Firing Weapon



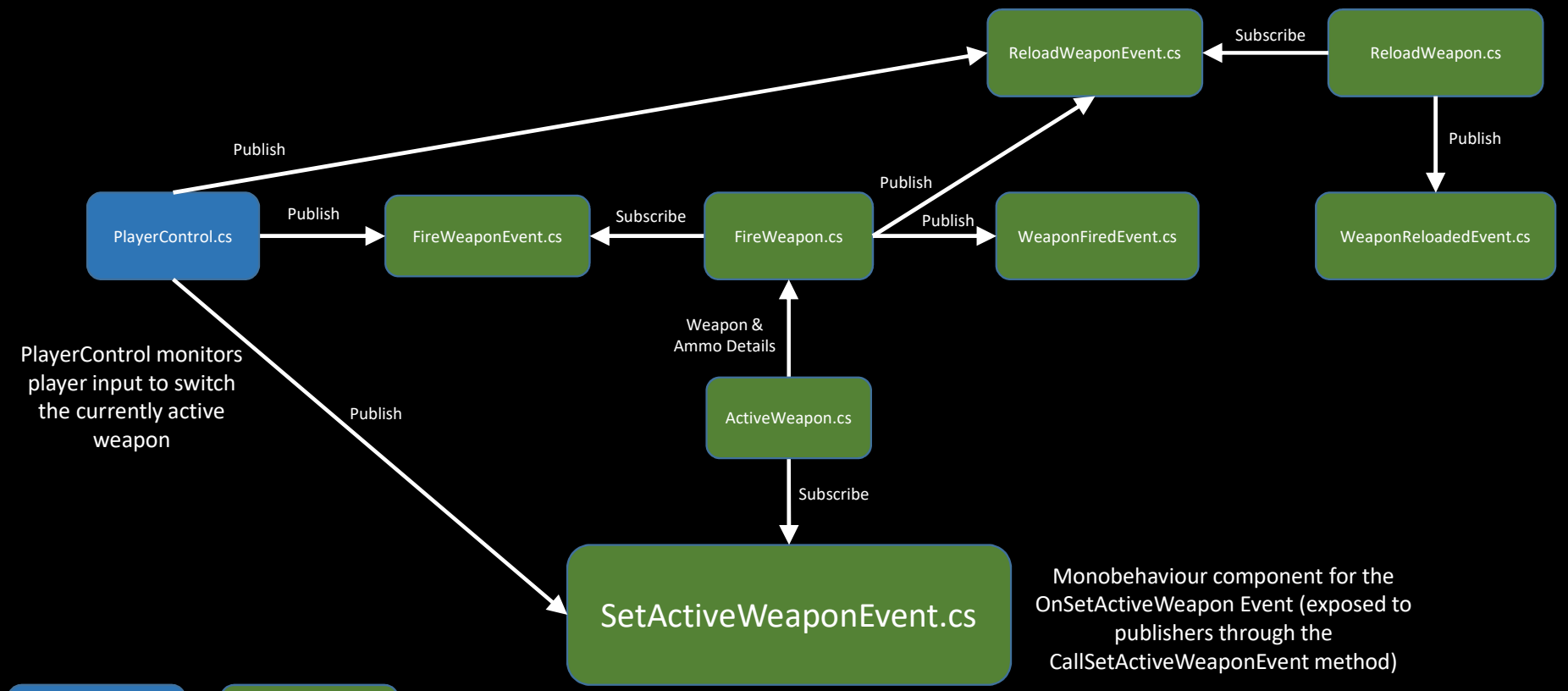
Weapon and Ammo Classes

Weapon Classes – Reloading Weapon



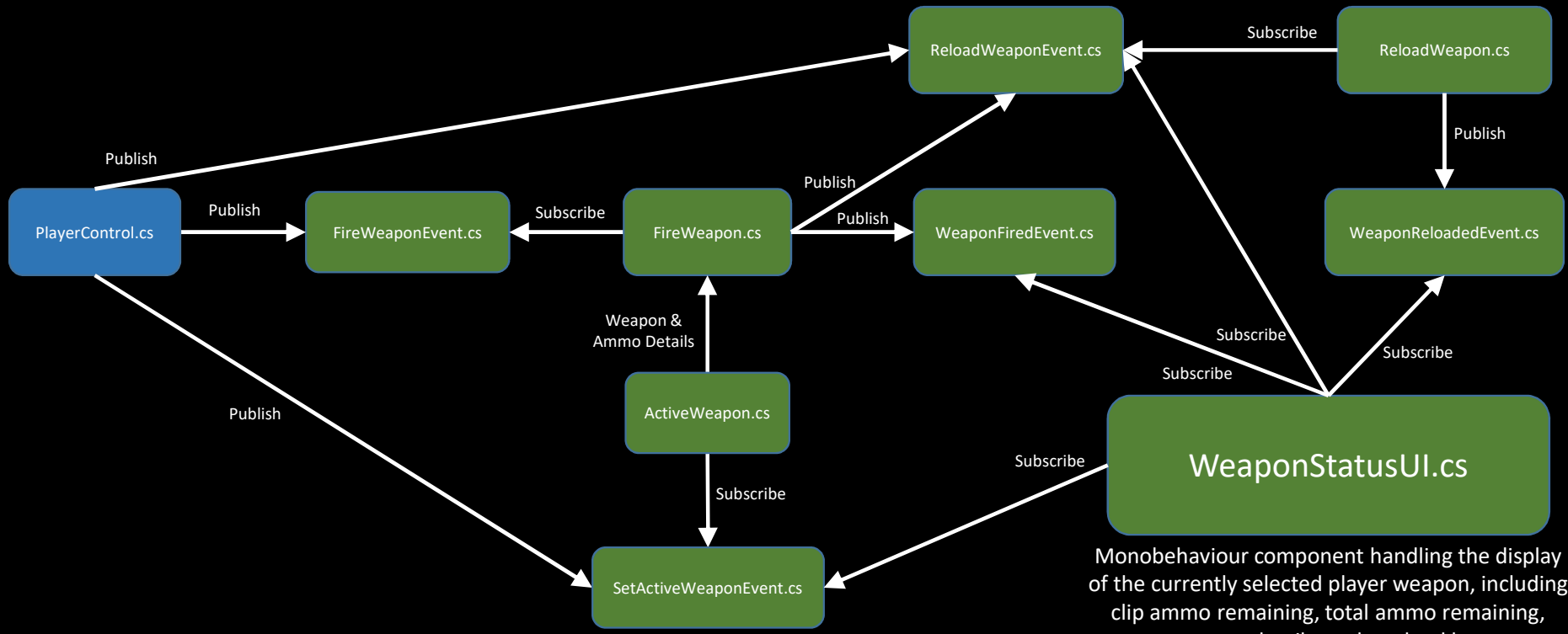
Weapon and Ammo Classes

Weapon Classes – Switching Weapon



Weapon and Ammo Classes

Weapon Classes – Weapon Status UI



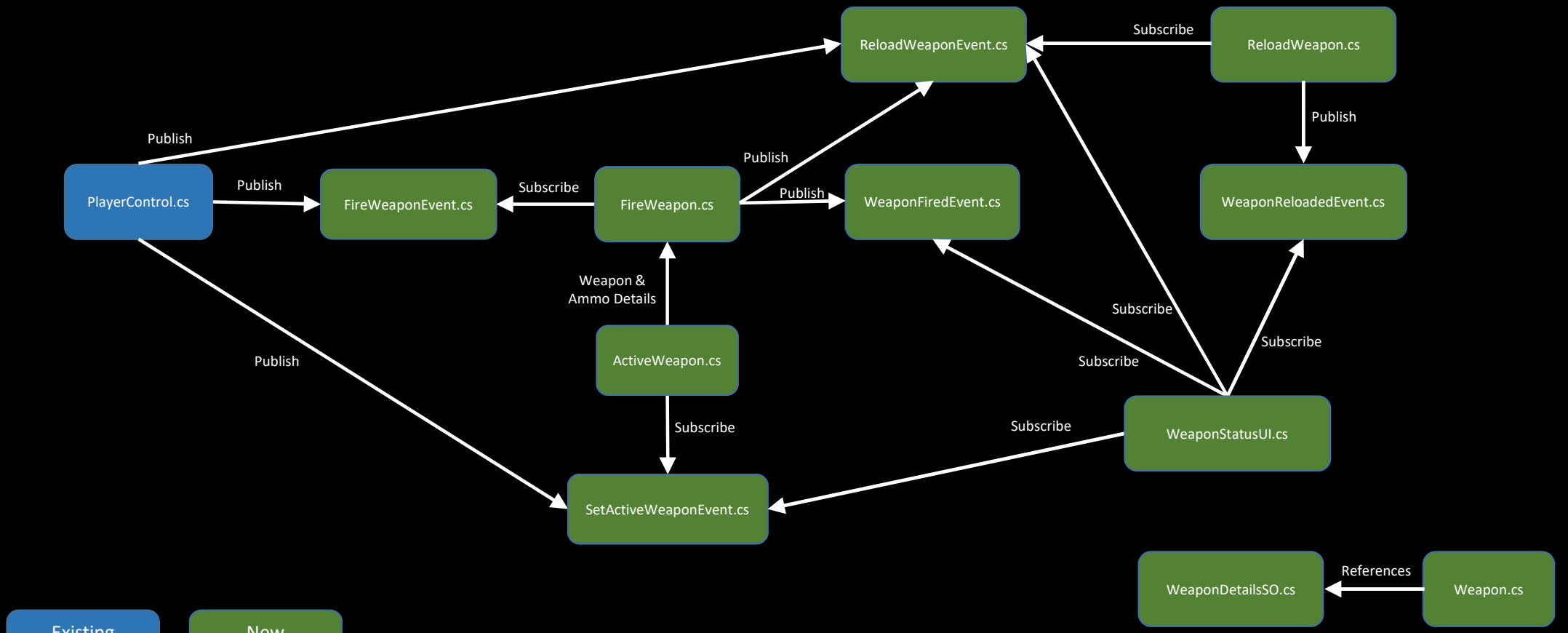
Monobehaviour component handling the display of the currently selected player weapon, including clip ammo remaining, total ammo remaining, weapon details, and a reload bar.

Existing Classes

New Classes

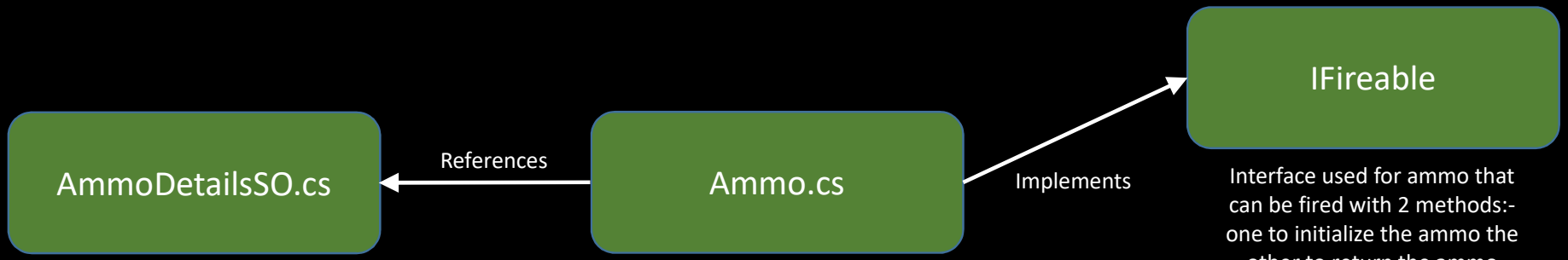
Weapon and Ammo Classes

Weapon Classes – Complete Model



Weapon and Ammo Classes

Ammo Classes – Ammo and Ammo Details



Interface used for ammo that can be fired with 2 methods:- one to initialize the ammo the other to return the ammo prefab gameobject.

Scriptable object asset class holding details of the ammo including the ammo prefab(s), ammo material, hit effect, hit effect prefab, damage, speed, range etc.

Monobehaviour component that implements the IFireable interface. This component is used on Ammo gameobjects created from **Ammo Prefabs** in the object pool. The component handles the initialization and enabling of ammo prefabs, setting the ammo fire direction, dealing damage when they collide, and the hit effect.

Existing Classes

New Classes