

2types of bullets

3D Bullets

cool vision effect

separate for shooting and collision

bad performance(both rendering and collision detection)

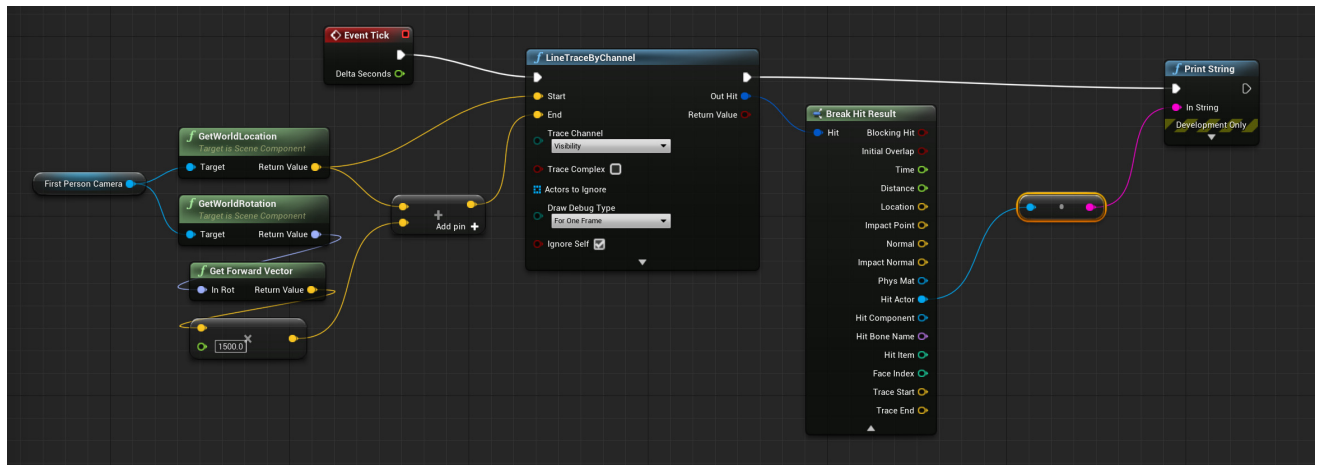
not very percise

suite for RPG(Rocket-propelled grenade) and similar

examples : Overwatch hanzo



ratcast Bullets



examples : Counter Strike, Life 4 dead

crosshair -- Interactive HUD

Navigation && Pathfinding

Step 1 : Bake Path

Navimesh Bounds Volume

Step 2 : Create AI Controller

Step 3 : Possess

Step 4 : AIMoveTo

Shoot moving Box and Create Effect

<https://docs.unrealengine.com/4.26/en-US/InteractiveExperiences/Tracing/HowTo/SingleLineTraceByChannel/>