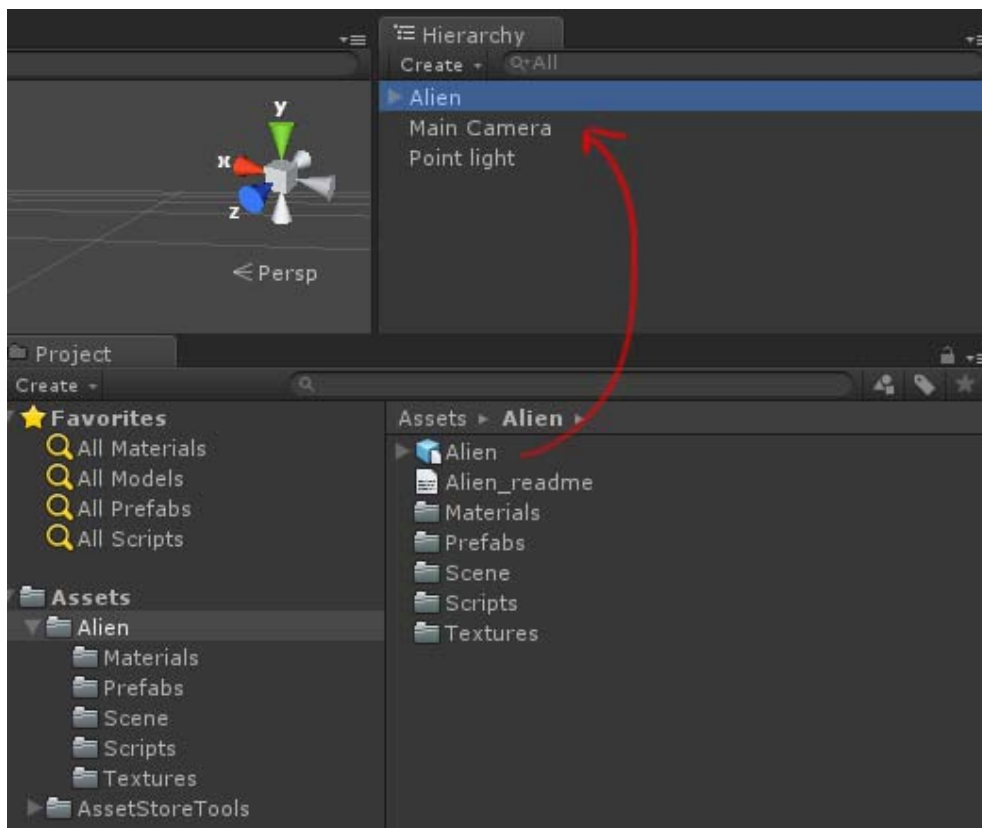


Alien

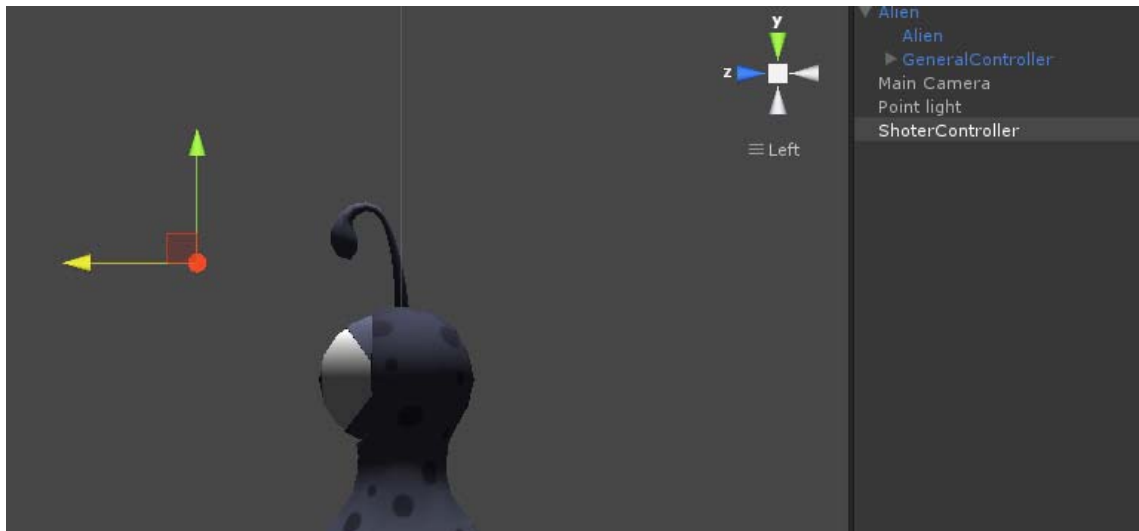
How Set up the Model with the fire Script.



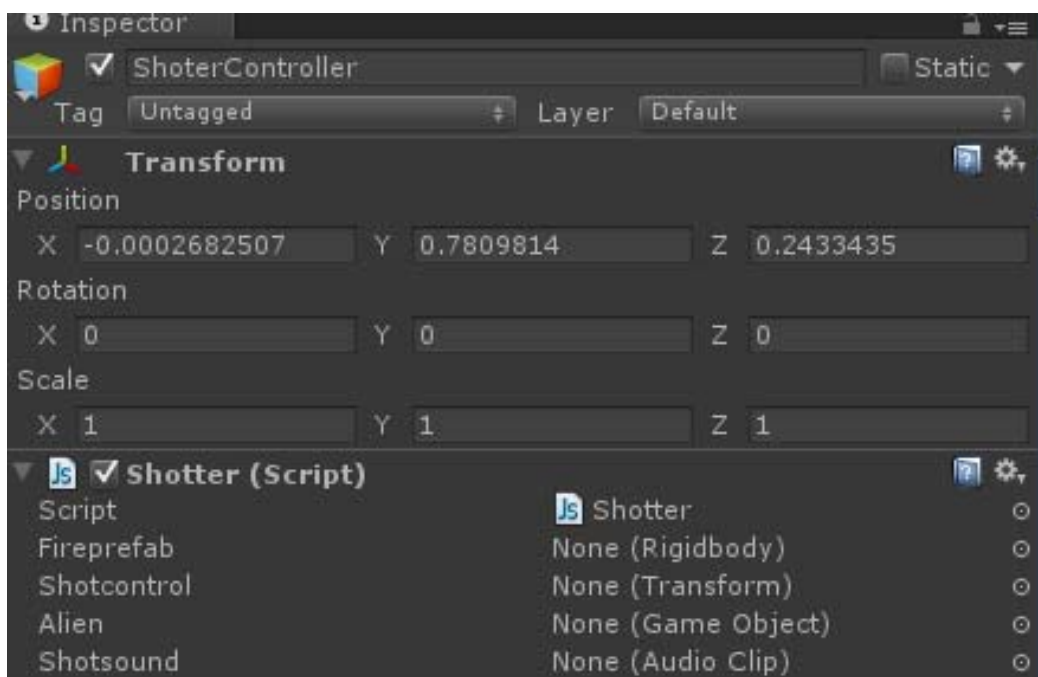
1. Drag and Drop your Alien Model from your Alien folder into the Hierarchy tab



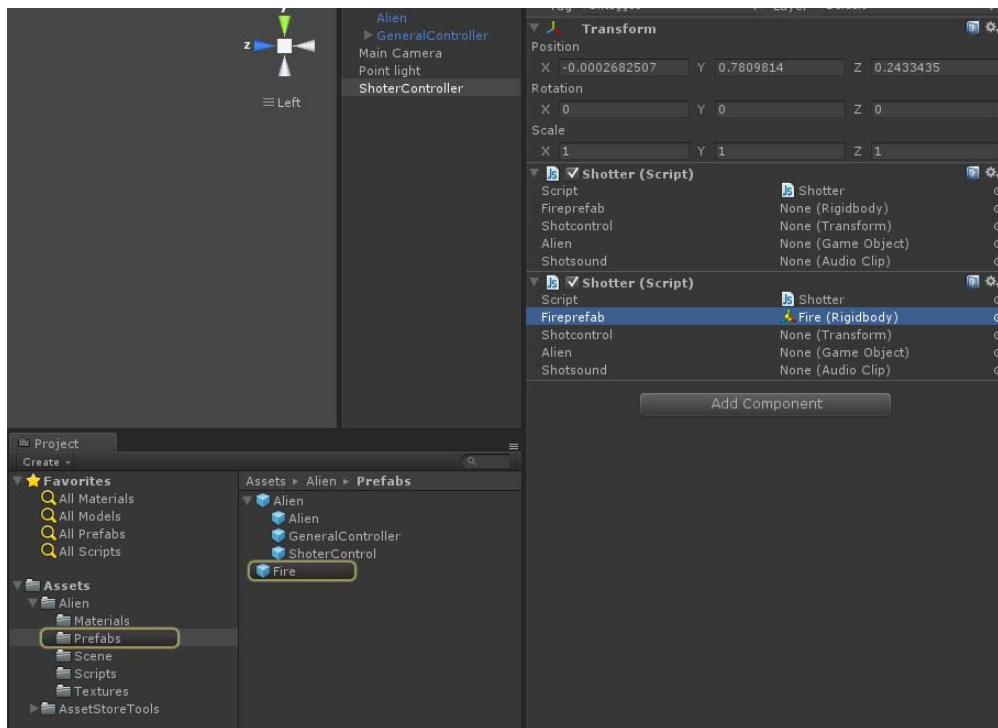
2. Create an empty GameObject and call it ShoterController and be sure of put it near of the Alien gameobject head.



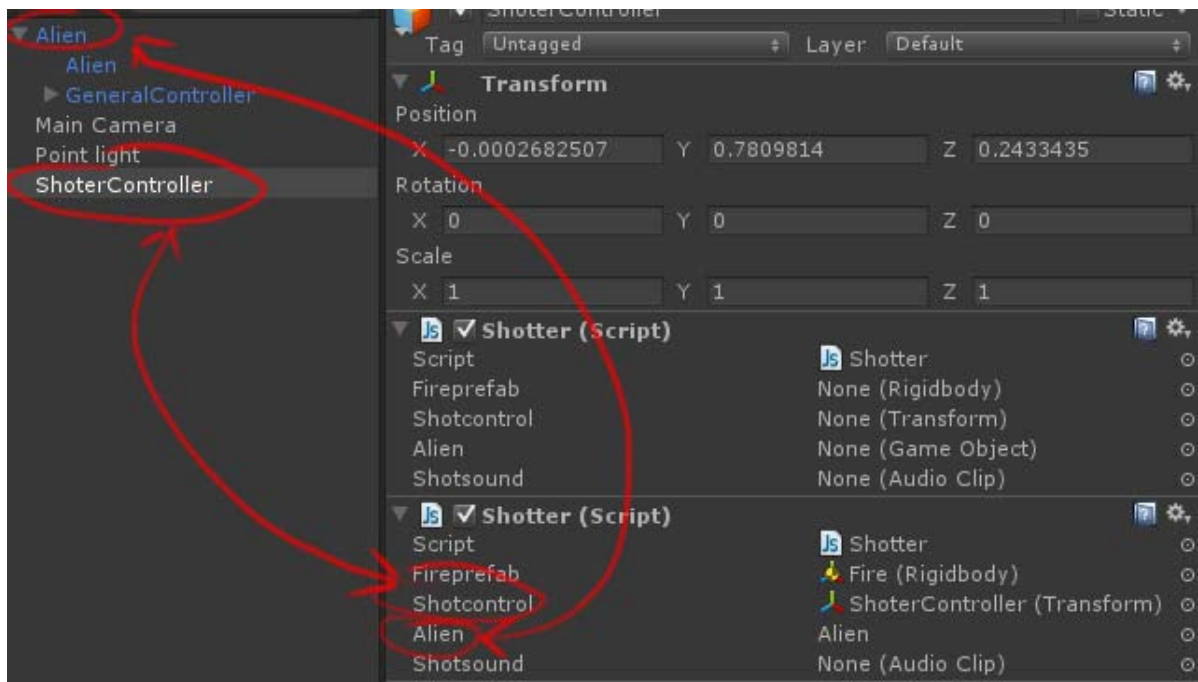
3. Drag and Drop the Shotter Script to ShoterController gameobject in Inspector Panel.



4. Drag and Drop the Fire prefab you find in Prefabs Folder into Fireprefab Shotter Script variable.



5. Drag and Drop Alien and ShoterController into Alien and ShotControl variable of the Shotter Script respectively



6. Drag and drop ShooterController into Alien GameObject.



7. If you press your Left Mouse button the Alien attack animation will be activated and also the shot.



8. Also if you want put sound the fire shot Drag and Drop the sound you choose into Shotsound variable of the Shotter Script be sure to include an Audio Source Component into the ShooterController.

Enjoy:)

