

# PLAYER SHOOTING

```
RaycastHit hit;
if (Physics.SphereCast(shootingAim.transform.position, 0.3f, shootingAim.transform.forward, out hit, weaponRange)
{
    // Get a reference to a health script attached to the collider we hit
    AIZombie zombie = hit.collider.GetComponent<AIZombie>();
    if (hit.collider.CompareTag("zombie"))
    {
        // If there was a health script attached
        if (zombie != null)
        {
            // Call the damage function of that script, passing in our gunDamage variable
            zombie.Damage(gunDamage);
            zombie.isHit();
        }
        zombie.OnAware();
    }
    else
    {
        // Check if the object we hit has a rigidbody attached
        if (hit.rigidbody != null)
        {
            // Add force to the rigidbody we hit, in the direction from which it was hit
            hit.rigidbody.AddForce(-hit.normal * hitForce);
        }
    }
}
```