



Smart Turret Template

Template for the smart security turret.

The automatic turret searches for objects with a specific tags and attacks them.



Features:

- C# solution;
- Physics based;
- Targeting with tags;
- Shooting by ray-casting and send messages;
- Demo assets included;

Content:

- Example 3D models of turret with PBR textures;
- Some environment models with PBR textures;
- FX with particle systems;
- Sounds;

In the example scene the turret shooting some targets.



Smart Turret Template contain two component: Actor and Turret;

The Actor is:

Actor - The component that works with Rigidbody and serves to determine incoming damage.

Actor.Parameters:

Toughness - the "Health" of the object;

Armor - Threshold for the incoming damage;

Damage Factor - The incoming damage will be multiplied by this value. The result will be applied as an explosive force to the rigidbody.;

Actor.VFX:

Damage FX - This GameObject will be instantiated at the point of the hit.

Deactivate FX - This GameObject will be instantiated when toughness = 0.

Actor.SFX:

Destroy Clip - Audio clip that will be played when the object is destroyed.

The Turret is:

Turret.parameters:

Active - Activate or deactivate the turret;

CanFire - Permission for turret's fire;

Power - The amount of damage that will be sent upon hit;

Shooting Delay - delay between shots;

Radius - The radius of detection of enemies;

Turret.targeting:

Aiming Speed - Speed of the turret rotation;

Aiming Delay - delay before the turret start aiming;

Tags To Fire - Array of tags (string) which will be identify as enemies;

Targets - List of all targets in the radius;

Target - Current target;

Turret.VFX:

Muzzle - a Transform, origin for the shooting raycast and transform for the Shot FX;

Shot FX - This GameObject will be instantiated at the Muzzle transform in the shot event;

Turret.SFX:

Shot Clip - Audio clip that will be played when the turret shots;

Recommendation:

- Lock the rotation of the turret for X and Z axis;
- Increase the angular drag of the turret;