

Missile and Rocket behavior

Hello and thanks for purchasing the Missile and Rocket Behavior asset!

You can use any of the 14 premade examples and use directly in your game or create new missile behavior with no necessity of write a line of code.

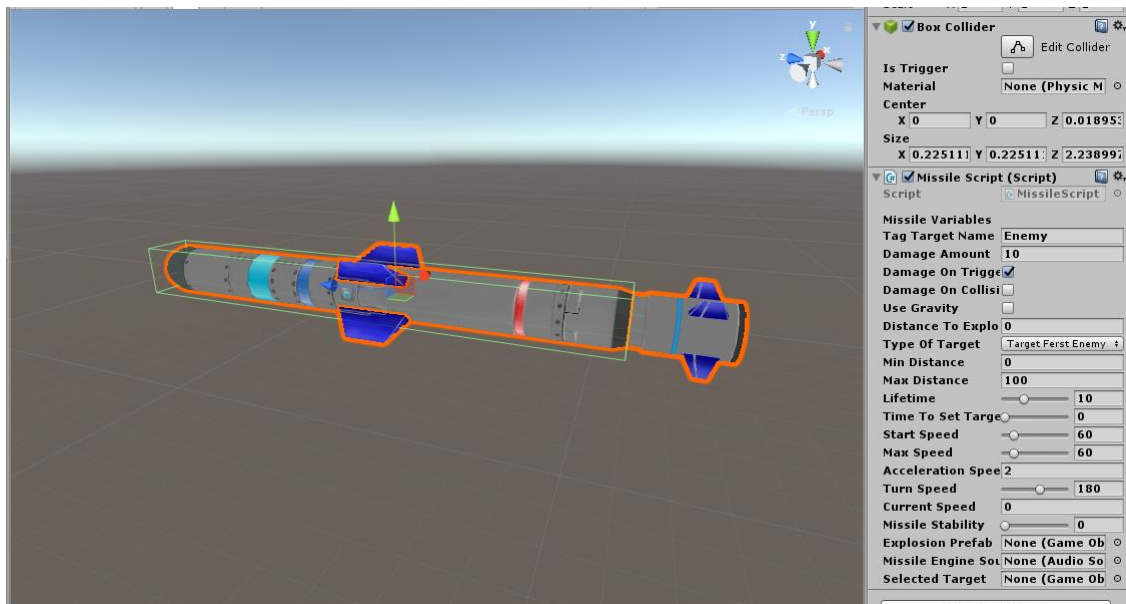
You may want to start by watching this tutorial. It covers most of the core elements of the asset:

https://youtu.be/G_U0KvNxSxg,

Or see a resume version:

Drag and drop a model for your missile in scene, if you don't have a collider in your model put one and add the script **MissileScript**:

Note: If you want you can put a rigidbody on the missile to collider with other object that don't have one.



In the field **Tag Target Name** set the name of the tag target to pursuit and destroy.



You need to set tag to **missile** in the missile gameobject to avoid be destroy for another missile. Is done, a new missile is ready.

If you want you can modify the missile:

Missile Variables

Tag Target Name: The projectile will go for the object that has this tag.

Damage Amount: The projectile damage. (This damage only work if you target have the hit point component)

Damage On Trigger: If damage OnTriggerEnter.

Damage On Collision: If damage OnCollisionEnter.

Use Gravity: If it have rigidbody component, using gravity.

Distance To Explode: Explode if the target is close less or equal than distanceToExplode.

Type of Target: You can choose if the missile target the first enemy in scene, target a random enemy in scene, and target the nearest enemy in scene between minDistance and maxDistance.

MinDistance: If type of target = target nearest enemy the target must be between the maximum and minimum distances for the projectile to consider it a target.

MaxDistance: If type of target = target nearest enemy the target must be between the maximum and minimum distances for the projectile to consider it a target.

Life Time: The projectile life time, if reach 0 destroy it.

Time To Set Target: The time this projectile wait to mark the target, if exit a target.

Start Speed: This is the projectile start speed after activate projectile.

Max Speed: this is the maximum speed the projectile can reach.

Acceleration Speed: This is the speed of acceleration.

Turn Speed: This is the speed of rotation, the higher the number, the faster it will turn.

Current Speed: This is the projectile current speed.

Missile Stability: This is the projectile accuracy.

Explosion Prefab: Drag the prefab of the explosion here.

Missile Engine Sound: Drag the sound of the missile here (this is the active sound of the missile, the explosion sounds is recommended to put in explosion prefabs).

Selected Target: The current selected target.

I hope you enjoy this asset and if you create cool stuff with it, please send me a link to your game! If you have any issues or question then please don't hesitate to contact us:

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Page: <https://www.facebook.com/NLessStudio/>