Projectile Behavior

Descripción

Files: CGFProjectileBehavior.cs

Path: "CGF/Systems/Actions/Attack"

Description

Responsible for providing and managing projectile characteristics, such as speed, damage, travel range, and the owner of the weapon that fired the projectile.

Reference

- **Destroy On Contact Enter** – Controls whether destroy On Contact Enter is enabled.
- **Destroy On Exit Camera** – Controls whether destroy On Exit Camera is enabled.

Use

Add this component to the GameObject that should own the behavior.
Configure the inspector fields listed in Reference and assign the required scene or asset references before entering Play Mode.