

# Shooting Gun

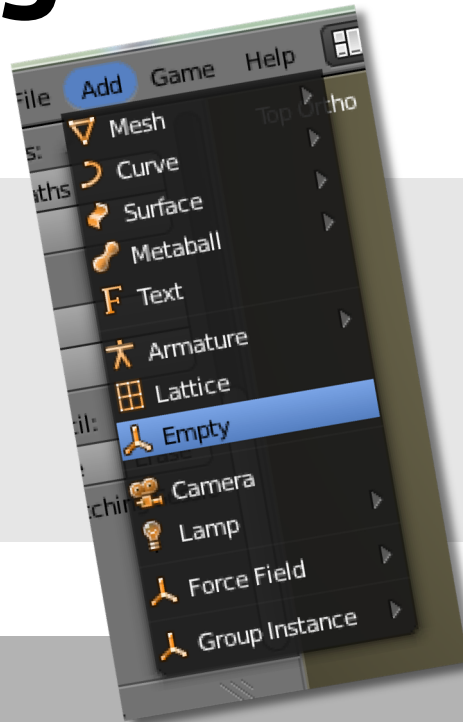
## Step 1:

Make a gun.

Place it correctly in the camera view.

Add an Empty on the end of the gun. Don't scale the Empty.

Make sure the Empty is exactly where the bullets come out.



## Step 2:

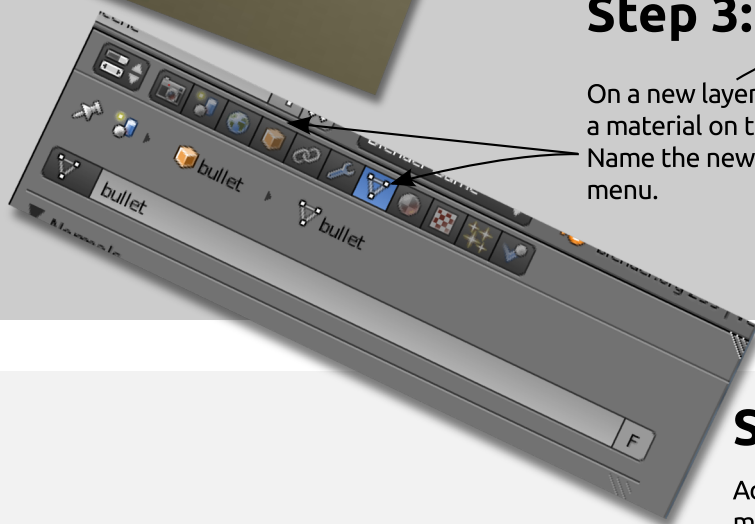
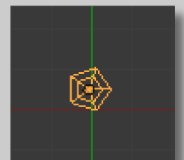
Select the Empty then the Camera, press CTRL + P, to parent them together.



## Step 3:

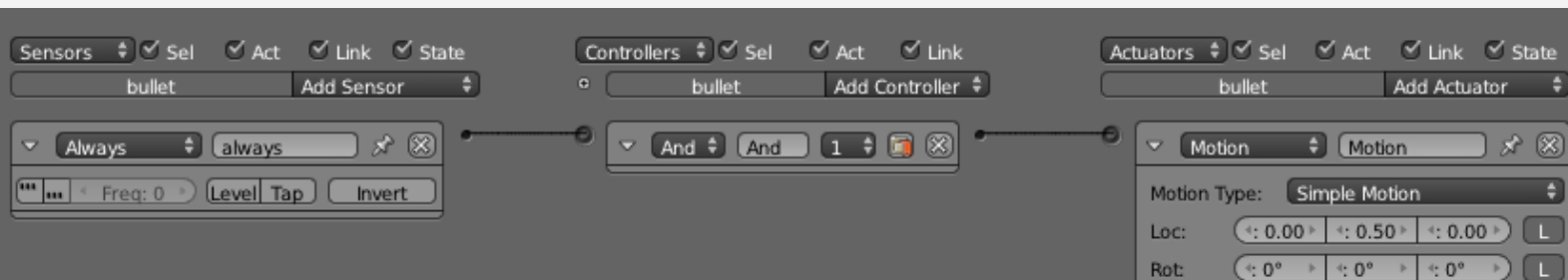
On a new layer create a small sphere with 6 sides. This will act as the bullet. Put a material on the bullet.

Name the new object bullet in the **Object Data** and **Object** menu.



## Step 4:

Add the following game logic to the bullet – this makes the bullet move forwards

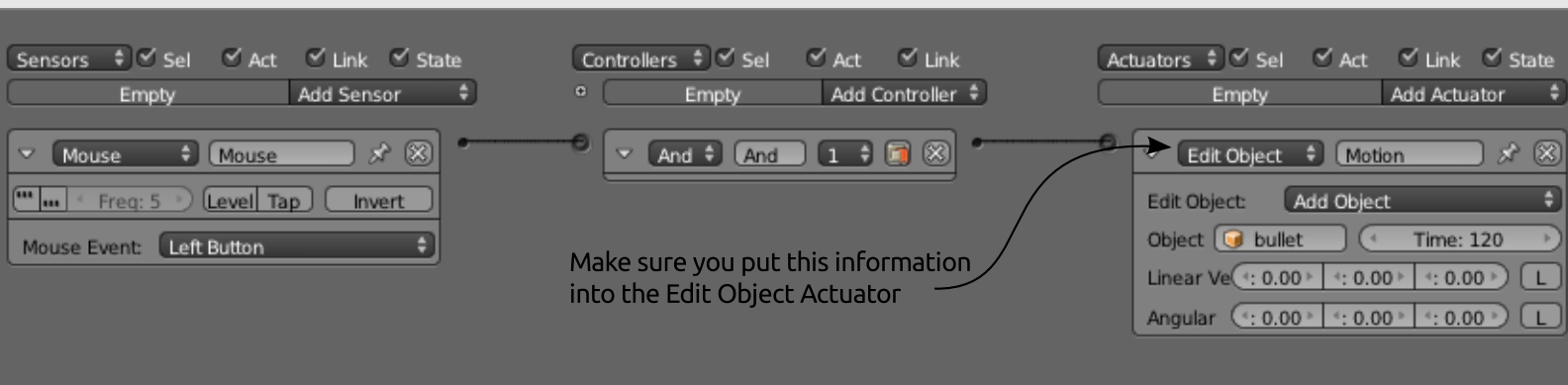


# Step 5:

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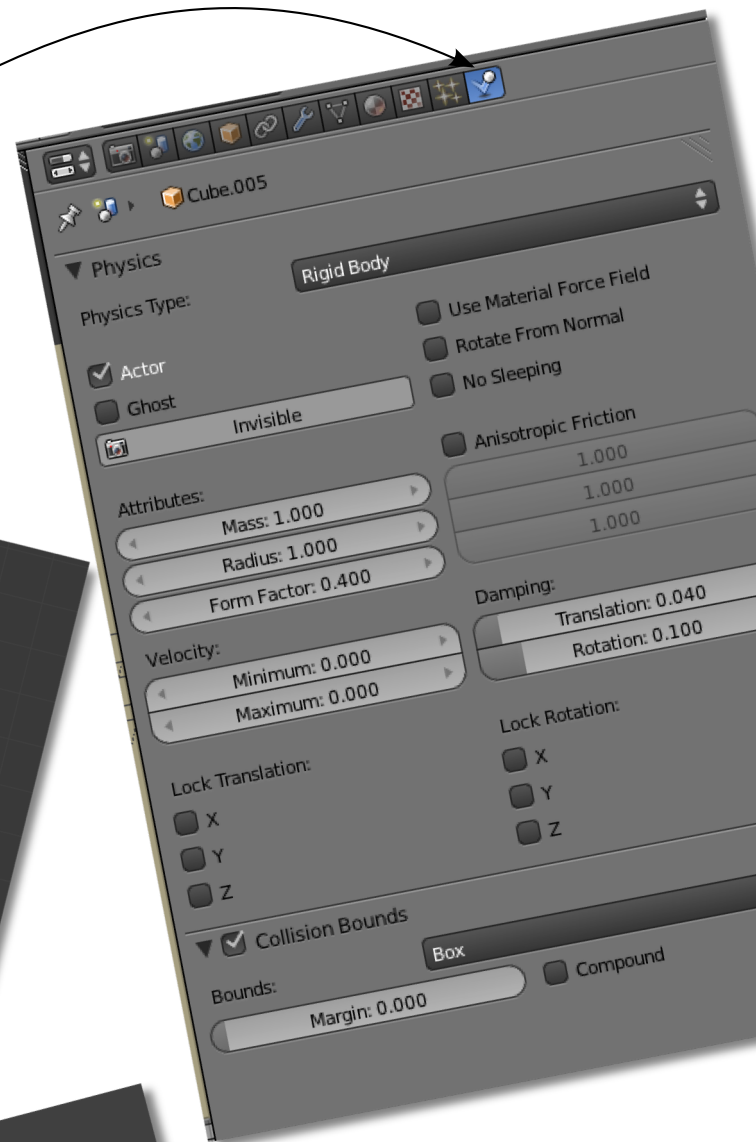
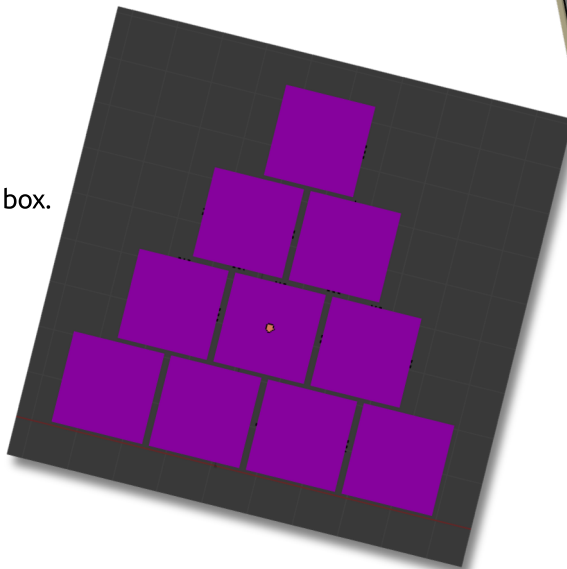
Add the following game logic to the Empty



## Making boxes to shoot

Make a cube and put a material on it.  
Click on the Physics button.  
Apply all of the information in the image to the right to your cube.

SHIFT+D to duplicate the box.  
Make a pyramid.



Press Numpad 0 to go to camera view. Press P to play, and click the mouse button to shoot.

