

## Roblox Targeting System – Reference Project

This project contains the **complete, working reference implementation** shown across **Video 1** and **Video 2** of the targeting system series.

### What this project includes

#### Core targeting architecture (Video 1)

- GetBestTarget — selection logic only
- ValidateTarget — validation rules only
- Client/server mirroring for debugging and teaching
- Strict server authority with client-side intent preview

#### First real ability (Video 2)

- Fireball tool (client + server)
- Demonstrates how a real ability uses the targeting system
- No targeting rules are rewritten or duplicated

#### Production details

- Part hits resolved to tagged models
- Projectiles excluded from targeting
- Defensive checks for real gameplay edge cases
- Required RemoteEvents and debug scripts

### Important clarification

The **targeting architecture from Video 1 is unchanged**.

The Fireball ability in Video 2 does not modify the design — it **reveals the production details every real targeting system needs** in practice.

Think of this project as:

*The finished, reusable targeting system plus the first ability built on top of it.*

### How to use this project

- Open the place file
- Play in Studio
- Use the Fireball tool to observe client intent, server validation, and agreement vs rejection cases

This project is intended as a **learning reference**, not a copy-paste combat system.