Quick Start Guide

Step 1:

- Create and open a **new scene**.

Step 2:

- Go to: **3D Breakable Core Pack → Prefabs → 00 Prefabs of Fine Items**
- Drag and drop your selected **Breakable Item** into the scene.

Step 3:

- Right-click in the **Hierarchy** and go to: **3D Object → Sphere**
- Add a **Rigidbody** component to the sphere.
- Move the sphere so it sits **directly above** the breakable item.

Step 4:

- Press **Play** and enjoy the satisfying destruction!

Final Note:

During gameplay, the **3D Breakable Core Pack** automatically looks for a **Destroyable Manager** in the scene. If one is not present, it will create a default instance at runtime.

However, it's recommended that you **manually add the Destroyable Manager** to your scene for better control. You can find it at:

3D Breakable Core Pack → Resources → DestroyableManager

The **Destroyable Manager** allows you to configure **global settings** for all breakable items, including:

- **Collision Condition Type**
- **Action Type**
- **Fade-Off Effects**
- **Sound control (on/off)**
- **Loot settings and behavior**

This gives you an easy way to standardize behavior and fine-tune destruction effects across your entire scene.