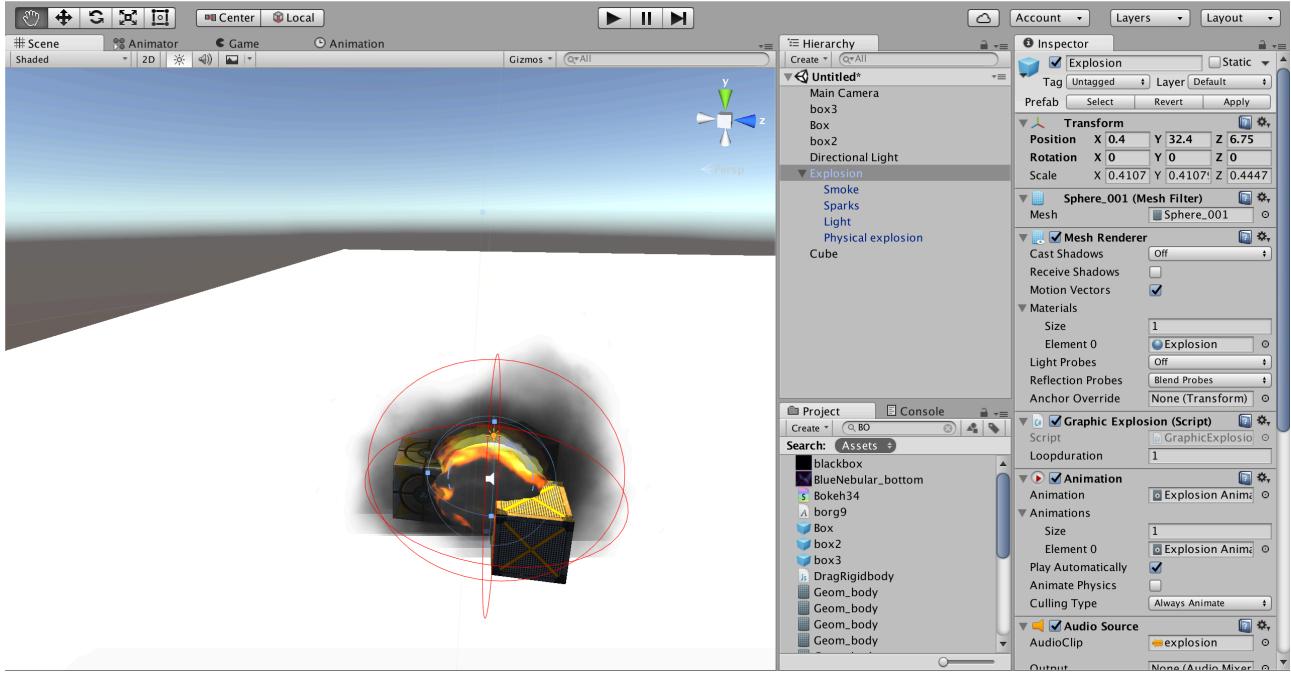


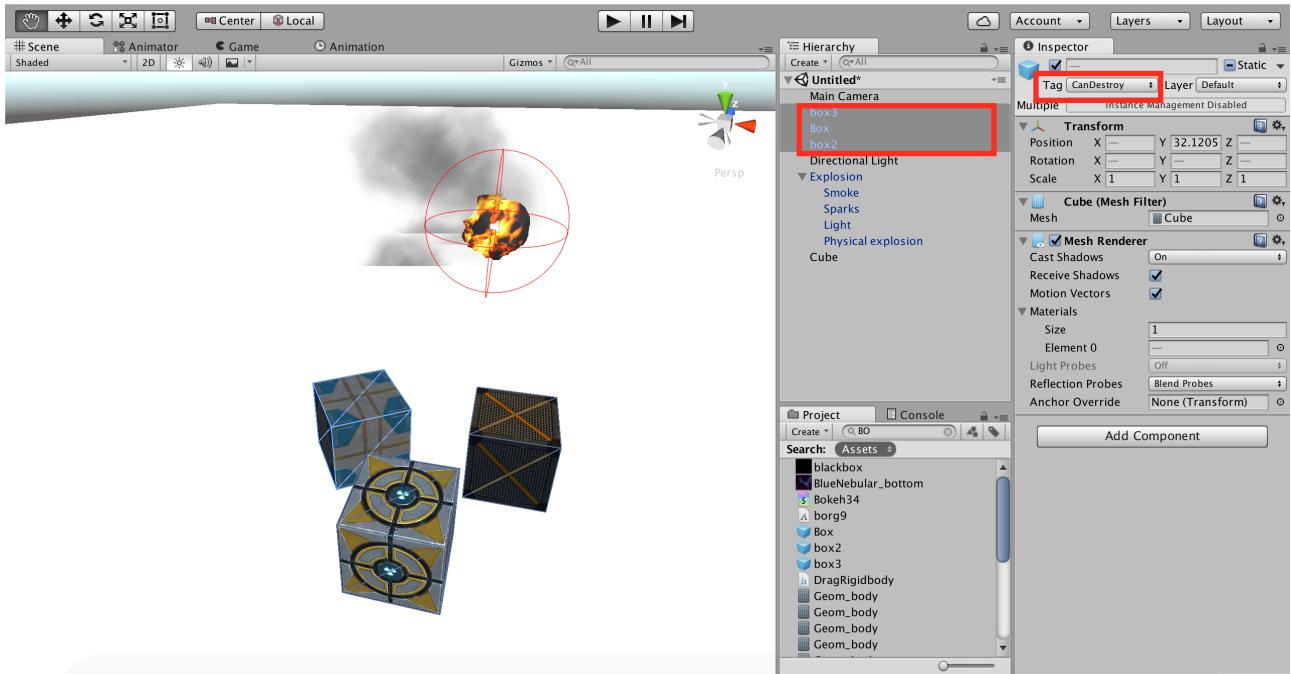
# Instruction

## How to use Explosion System

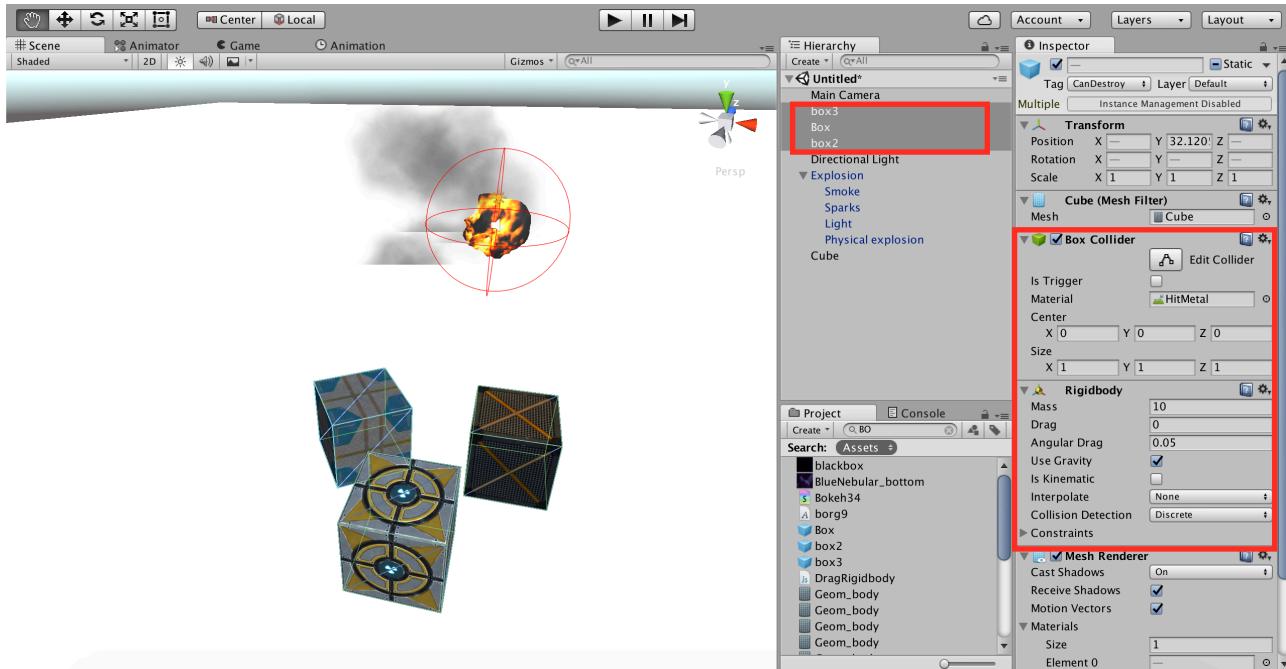
- 1) Add in a scene prefab «Explosion».



- 2) Create a tag «CanDestroy».
- 3) Add the tag to objects that you want to blow up.



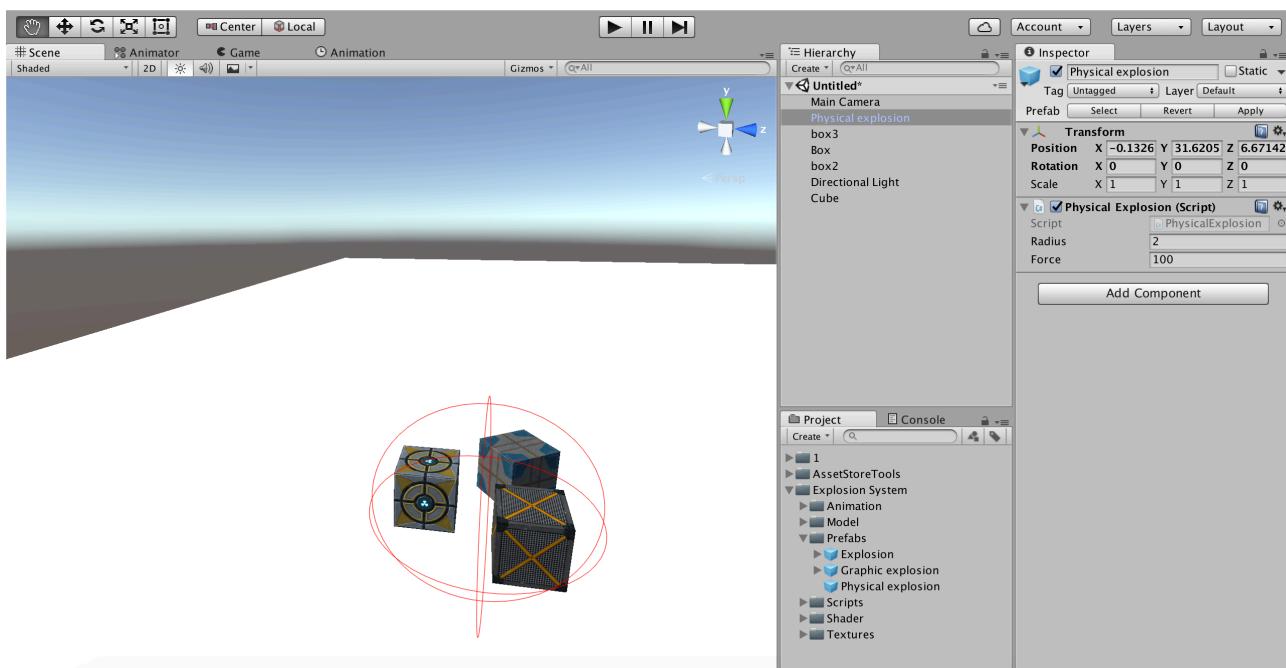
4) Add «Collider» and «Rigidbody» to objects that you want to blow up.



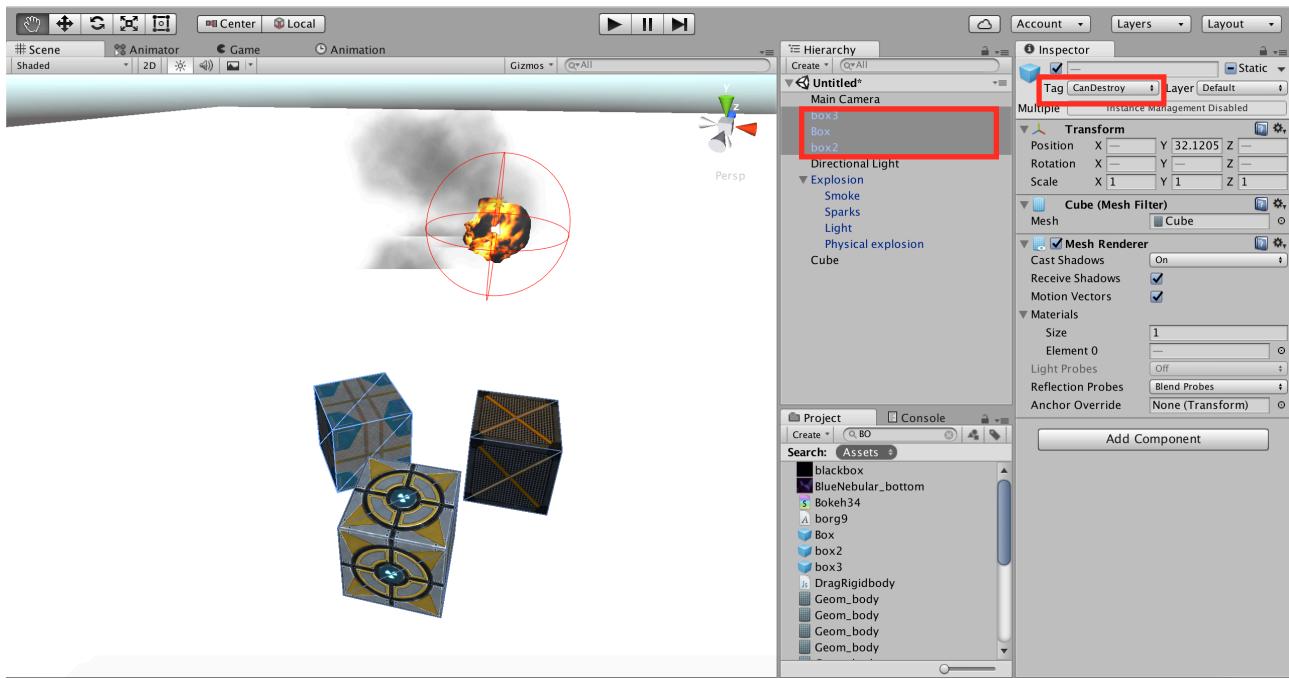
5) Start a game.

## How to change a graphic explosion

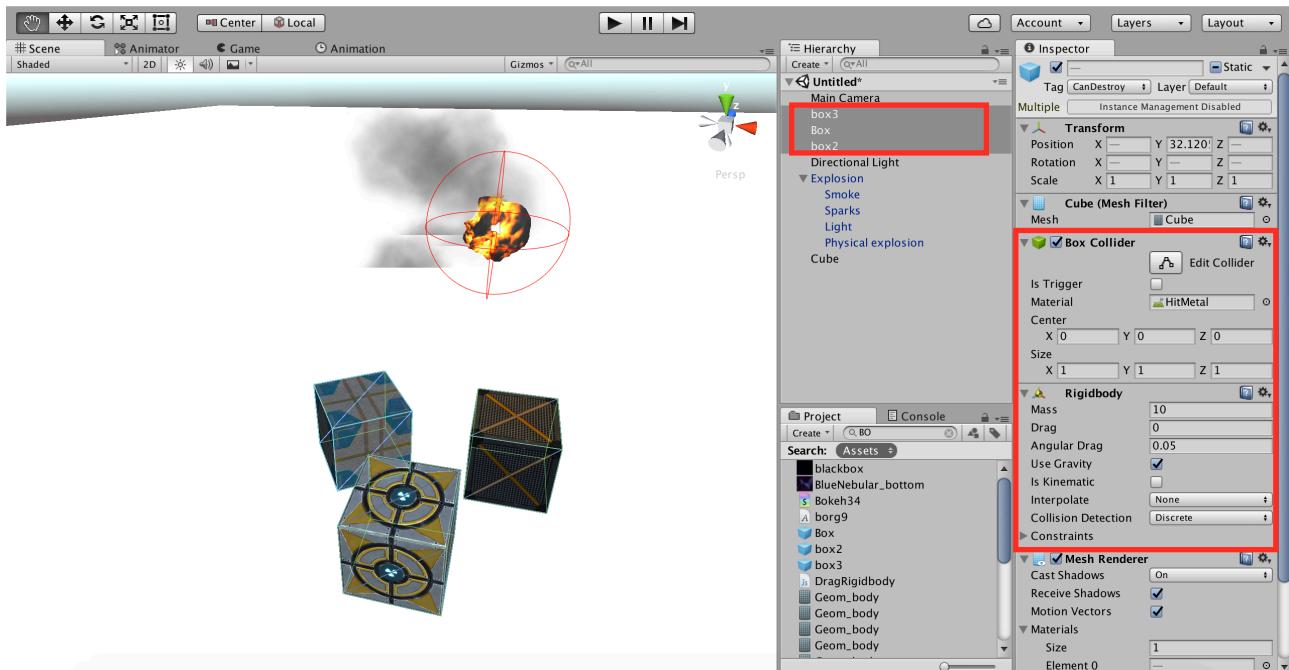
1) Add in the scene prefab «Physical explosion».



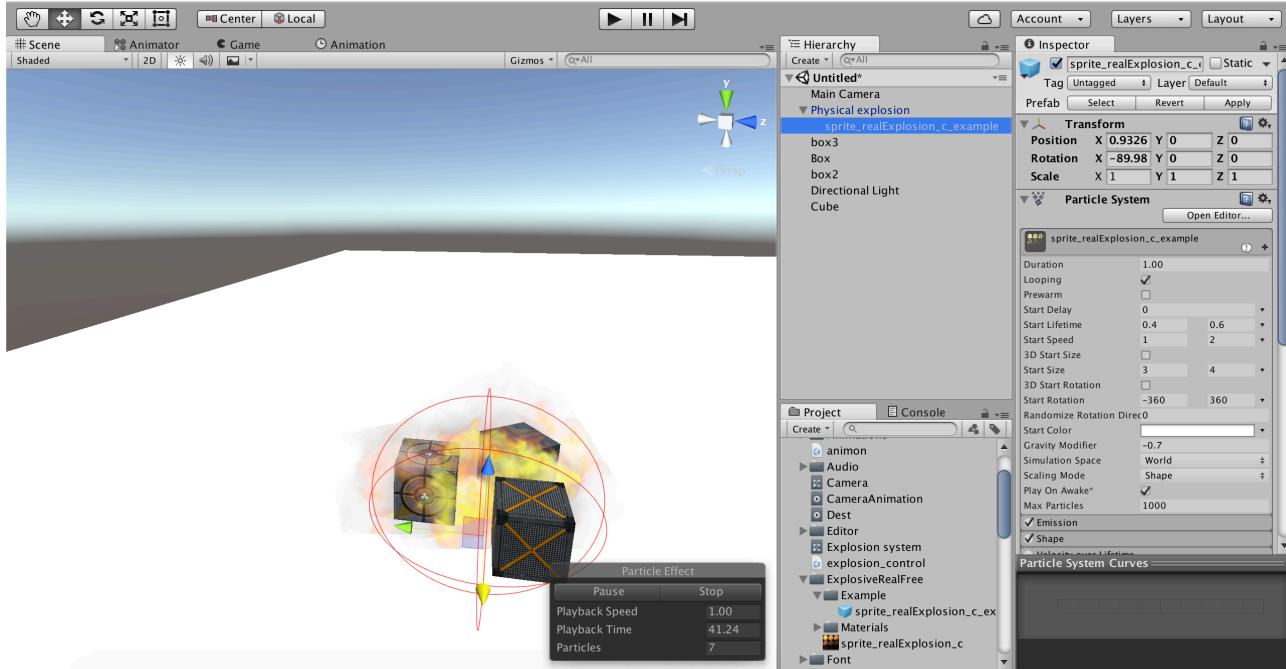
- 2) Create a tag «CanDestroy».
- 3) Add the tag to objects that you want to blow up.



- 4) Add «Collider» and «Rigidbody» to objects that you want to blow up.



5) Add in the scene your graphic explosion.



6) Start a game.

You can change the parameters of the explosion in «Physical explosion».

