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|  | description | Example |
|  | different aimer-angels |  |
|  | different aimer-velocity |  |
|  | bouncing off n times |  |
|  | gravity increase at max hight by a given factor (5) |  |
|  | gravity loss at max hight for a certain time |  |
|  | hightoffset, no terrain colision  (rainbow) |  |
|  | rain-effect 1  sub-projectile is generated at the highest point  (orange sub-projectile) |  |
|  | rain-effect 2  sub-projektiles are generated after a certain time in a fixed interval  (orange sub-projectiles) |  |
|  | 3d bomb, flys throuh everything, travel distance controlled by velocity |  |
|  | projectiles travel a certain distance after they impacted on the ground  left or right |  |
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