Getting back into the swing of things after that past week of mourning. To add to the fire level, which I’m naming “Fire Lake”, I’m thinking of making random fire balls fall from the sky. These fireballs will do minimal damage, but should have potential still to cause damages over time (DOTs).

To do this properly I would need to create an automatic projectile spawner capable of:

Spawning projectiles from a range of positions

Spawning ANY projectile (probably prefabs)

Providing necessary stats of projectiles during creation

I know I can create this kind of object easily since pieces of this concept are utilized by the Game Controller and the Player classes. If one can make projectiles spawn in front of a character no matter where they are and have those projectiles move on their own, then they can create an automatic and random projectile spawner. Also, learning from the mobile platforms, I could create a list made to contain as many prefabs of objects as I need within this script and have the object randomly pick between projectile prefabs input if I’m wanting for multiple types of environmental projectiles to be at play.