Interactable - Explosive Object (WIP)

Overview

Create an interactable object that causes an explosion when hit by a player's bullet. The explosion damages enemies and will provide a greater variety to combat encounters.

Goals

- Create an interactable object that causes an explosion when hit by a player's bullet

Stats

- The explosion should deal most of grunt enemies hp **[~75%]** (WIP)
- Once triggered, the explosive object does not respawn, **unless** the player triggered it and also died in the combat encounter they triggered it in

Model