Destructive Tornado Setup Guide

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Getting Started:

1. Find the **Tornado** prefab and drag it to your scene.
2. Make some cubes and make sure you add **Rigidbody component** to all of them.
3. Place these cubes near the Tornado prefab.
4. Playing the game, the cubes get sucked by the tornado and are flying/rotation all about with the tornado.

You are free to make your own tornado effect using the particle system. Follow these steps:

1. Make an **empty game object** which contains the particle system (tornado effect)
2. Add script component **"DT_Tornado"** to this empty gameobject.
3. Make an **empty <u>child</u>** game object and name it *Trigger.*
4. Add component of **"Mesh Collider"** to this child object. Check both *Convex* and *IsTrigger.* Set the Mesh to **Cylinder.**
5. Scale this child object carefully to your needs. (60, 20, 60) is on the prefab. You can experiment. For this is the trigger that detects other objects in order to suck into the tornado.