

Week 5 exercise

The formula is for velocity

The number formula - **$v = gt + v_i$**

v = velocity

g = gravity

t = time

v_i = vertical velocity of the object

This code determines how far the grenade is thrown and the speed the grenade is thrown

```
var throwPower : float = 10; // how fast the grenade will move when used
```

```
clone = Instantiate(grenade, transform.position,transform.rotation);
```

```
clone.velocity = transform.TransformDirection(Vector3.forward * throwPower);
```