1. Setup the crystal in the scene. Either a new, specific for this purpose scene or the exact place in the game scene where we’ll have our dynamic obstacle.
2. Bake the animation by writing code that does the following:
   1. Trigger a ‘breaking’ simulation on the crystal from a key press.
   2. Record the state of the sub crystals every frame and store them in a file.
3. At runtime, read from this file and set the position/rotation/whatever else for each sub crystal manually based on your perceived frame, exactly like how we handle tails but simpler (since we don’t need to worry about birth/destruction).