**Instructor Task#4.3/4.4**

**Task:- 7 Hours**

**Game Reference:**

[Bomb Squad](https://www.youtube.com/watch?v=yYgQdJkzTuo&ab_channel=TouchNewGames)

**Particle Pack:**

[*Download Particle Pack*](https://assetstore.unity.com/packages/vfx/particles/cartoon-fx-free-109565)

**Requirements:**

1. Make the Replica of Reference Video.
2. By Default player throws explosive bombs(One at a time). Unless MultiBomb(Pick-up) is equipped.
3. Player can also pick up Mines(Use Squeezed Cubes), MultiBomb(10 seconds), Sticky Bombs(3 only), and lives(+1 Life).
4. Spawn Enemies in waves. Design 5 Enemy waves with different health of enemies and random Spawn Points.

**Bonus**(Will only be graded \*if Requirements are complete)**:**

1. Ragdoll death effect.
2. Player Punching.
3. Player Sprint.

**Submission:**

1. Project should be Uploaded to your GitHub repository.
2. Your Repository should be submitted in the Google Form provided by instructors.

**Note: Any kind of Plagiarism will result in absolute Disqualification.**

**Best of Luck**