# Unity Physics 2D Explosion Force Alternative

Here's the easiest solution if you really need to add explosion force on 2D Rigid Body in Unity Game Engine. It consists of a single script and only have two attributes (Power, Radius) to control the explosion power and to define the impact area. Add the script on any sprite having RigidBody2D element attached on it. Define the explosion power and area through attributes and immediately it will be starting to respond to the nearest mouse click. Here's the mouse click assigned as the point of explosion. This script is also applicable for iOS and Android platforms where it detects touches as point of explosion.

WebPlayer Demo:
http://anandagupta.com/unity3d-physics-2d-explosion-force/


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