# Food Flight

## Overview:

In this lesson, you will allow the player to launch the projectile through the scene. First you will write a new script to send the projectile forwards. Next you will store the projectile along with all of its scripts and properties using an important new concept in Unity called Prefabs. The player will be able to launch the projectile prefab with a tap of the spacebar. Finally, you will add boundaries to the scene, removing any objects that leave the screen.

## Project Outcome:

The player will be able to press the Spacebar and launch a projectile prefab into the scene, which destroys itself when it leaves the game’s boundaries. The animals will also be removed from the scene when they leave the game boundaries.

By the end of this lesson, you will be able to:

* Transform a game object into a prefab that can be used as a template
* Instantiate Prefabs to spawn them into the scene
* Override Prefabs to update and save their characteristics
* Get user input with GetKey and KeyCode to test for specific keyboard presses
* Apply components to multiple objects at once to work as efficiently as possible

[Unity Video Series](https://learn.unity.com/tutorial/lesson-2-2-launch-projectiles-by-instantiating-prefabs?uv=2020.3&courseId=5cf96c41edbc2a2ca6e8810f&projectId=5cdcc312edbc2a24a41671e6)

[Written Instructions](https://drive.google.com/file/d/12WPkrVNs8FgRzaMcFAU5ruCCtDwLf28d/view?usp=sharing)