# Balloons, Bombs, & Booleans

## Challenge Overview:

Apply your knowledge of physics, scrolling backgrounds, and special effects to a balloon floating through town, picking up tokens while avoiding explosives. You will have to do a lot of troubleshooting in this project because it is riddled with errors.

## Challenge Outcome:

* The balloon floats upwards as the player holds spacebar
* The background seamlessly repeats, simulating the balloon’s movement
* Bombs and Money tokens are spawned randomly on a timer
* When you collide with the Money, there’s a particle and sound effect
* When you collide with the Bomb, there’s an explosion and the background stops

[Unity Video Series](https://learn.unity.com/tutorial/challenge-3-bouncy-balloons-bombs-and-booleans?uv=2020.3&courseId=5cf96c41edbc2a2ca6e8810f&projectId=5cf9639bedbc2a2b1fe1e848)

[Written Instructions](https://drive.google.com/file/d/1AJU__4ZN1h2NEJI-WynScKwg5wzJKy2k/view?usp=sharing)