Destroyer

This component automatically destroys the current gameObject after a certain amount of time, and allows you to fade or shrink the object as it dies.

This component is usually used in conjunction with the D2dRequirements component to automatically destroy an object once it reches a certain level of destruction.

Life
The amount of seconds remaining until the current GameObject gets destroyed.

Fade
Fade the current destructible out?

Fade Duration
The amount of seconds it takes to fade out.

Shrink
Shrink the current destructible out?

Shrink Duration
The amount of seconds it takes to shrink out.