﻿using UnityEngine;

using System.Collections;

public class HT\_Explode : MonoBehaviour {

public GameObject explosion;

public ParticleSystem[] effects;

void OnCollisionEnter2D (Collision2D collision) {

if (collision.gameObject.tag == "Hat") {

Instantiate (explosion, transform.position, transform.rotation);

foreach (var effect in effects) {

effect.transform.parent = null;

effect.Stop ();

Destroy (effect.gameObject, 1.0f);

}

Destroy (gameObject);

}

}

}