

## Throwable Cartoon Bomb Documentation

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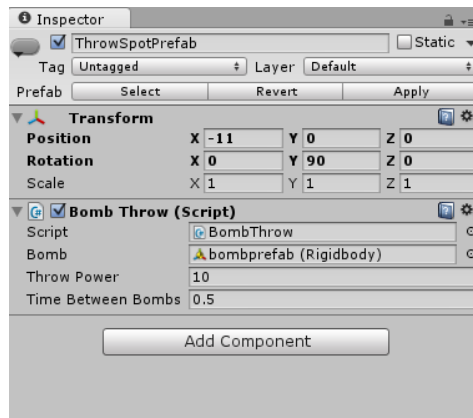
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### QuickStart

Place the throw spot prefab wherever you want the bomb to originate from.

## Available Adjustments

### ThrowSpotPrefab



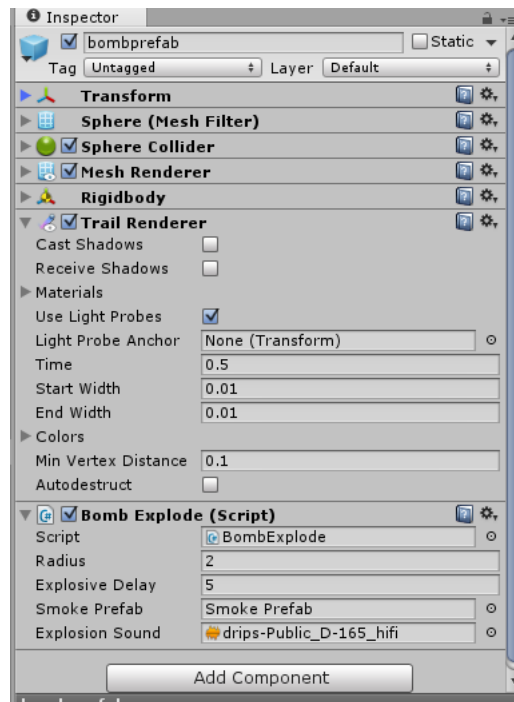
Note: The Bomb Throw Script can be added to whatever object you want the bomb to originate from.

The ThrowSpotPrefab (BombThrow Script) allows you to adjust the following:

- Throw Power
  - The power at which the bomb is thrown
- Time Between Bomb
  - The time that must pass before another bomb can be thrown

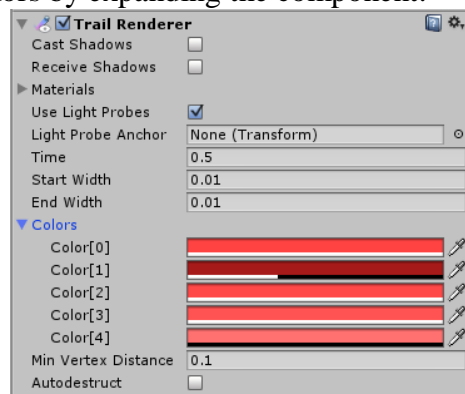
The bombprefab (or another item with the appropriate components), but be added to this script for the functionality to work correctly.

## Bomb Prefab



The Bomb Prefab allows you to adjust the following:

- Trail Render
  - The trail that follows behind the bomb.
  - You can adjust the colors by expanding the component.



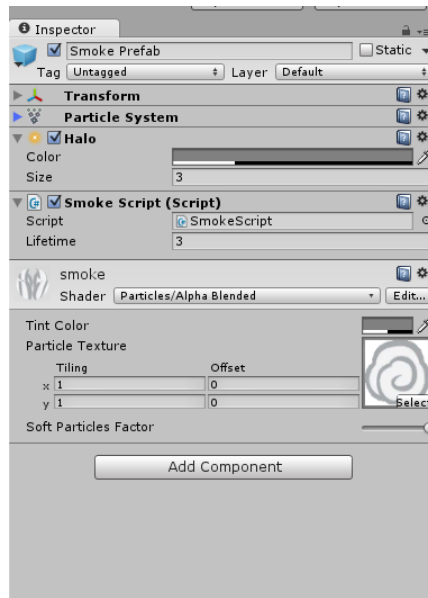
- Do not select “Autodestruct” or the smoke may never instantiate.
- Radius
  - This is the blast radius of the bomb.
  - This does not affect the size of the smoke, only the size of the radius in which objects are affected by the blast.
- Explosive Delay
  - How long after the bomb is thrown it will explode.
- Sound
  - The sound included is a public domain explosion sound.

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To add the effect to your own bomb:

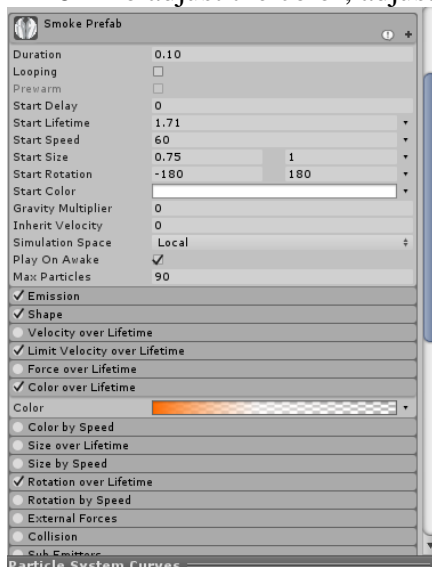
- Add the following components:
  - Rigidbody
  - Sphere collider
  - Trail renderer
  - BombExplode Script
- Save it as a prefab.
  - It must be a prefab to instantiate correctly.
- Add the new prefab to the ThrowSpotPrefab.

## Smoke Prefab



The Smoke Prefab allows you to adjust the following properties:

- Halo
  - Remove this component if you do not want the smoky sphere to remain after the cloud disappears.
- Lifetime
  - The time that elapses until the instance is removed from the scene.
- Explosion Color
  - To adjust the color, adjust the Color over Lifetime color properties.



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Thank you for purchasing my asset. Please feel free to contact me with any concerns or questions.