Advanced Engines and Physics 1A Designs

**Bomb**Explosion on collision with a collision cylinder, rotates slowly in the air.   
Functions: Explode  
Attributes: Damage, Radius  
Components: Particle System, Collision Sphere and Mesh  
OO: Extends from Actor

**Time Bomb**  
Waits until the player enters its collision cylinder before starting a timer and then exploding.  
Functions: Timer   
Attributes: {inherit from Bomb} and time.  
Components: {inherits from Bomb}  
OO: Extends from Bomb

**Remote Bomb**Creates a Bomb on trigger, explodes on a second trigger like a button.  
Functions: {inherits from Time Bomb}  
Attributes: {inherits from Time Bomb}  
Components: {inherits from Time Bomb}  
OO: Extends Time Bomb