

# Fire Wall

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## 1 Summary

Summons a four flaming balls around your character. If a ghost runs into one of your fireballs, both the ball and the ghost are destroyed. In order to implement this class we had to make two classes. The fire sphere and the actual fire wall. This was done so that we could just have each ball handle deleting itself on contact with a ghost, but in hindsight we could have made them the spheres components and turned off visibility collision for the each individual sphere, but that took away some abstraction and particles systems could still be running the calculations while not visible. Once we run out of fire spheres we deactivate the power up, which in this case is just destroying it.