#1 PARTICLE SYSTEM

Where & When will we use particles?
- ↳ when we shoot ⟶ where the bullet spawns (this is known)
- ↳ when there is a collision
  - – bullet + asteroid
  - – bullet + ship ?
  - – ship + asteroid

  } where the collision occured (how do we get this point?)

  OnTrigger Enter
  * use "Asteroid" layer *

what to spawn & how?
- ↳ circles seem like a diverse shape for smoke/fire

Attach to bullet prefab

↳ move away from the bullet like it's a rocket ejecting material

⟹ use -ve of bullet velocity Vector3

#2 Bullet Trail

Using "Trail" ~~Component on the~~ in the Bullet Prefab
Game Object

↳ trail needs a color and a width dropoff graph

↳ trail glitchs across the screen when a bullet teleports

Our script should ...

- redraw the trail when a bullet teleports (when a
bullet moves more than a threshold distance) ?
    in global space

- be attached to the trail for straight forwardness

It will be a prefab w/ 2 or 3 particle systems to create smoke & fire

What we need to script :

- we need to detect collisions where we want to spawn the prefab

- we need to load the prefab & spawn it

[• particle velocity based on collision details?]

Not needed. Spawning particles in 3D space is striking enough