**Bow and Arrow Game.**

How to:

1. Switch to Blender Game Engine.
2. Start with the start file given along side this tutorial.
3. Set the origin for the arrow in the file to the centre of the bow string.
4. Duplicate the arrow and move to another layer.
5. Add original arrow to vertex group, named string.
6. Parent the arrow to the armature of the bow, as “armature deform” and “bone relative”.
7. Enable “invisible” and “no-collision” for arrow and only “no-collision” for Bow-mesh in Physics Properties.
8. Add keyboard sensor “spacebar, controller ‘AND’ and actuator “visibility” and connect them.

7:20