**Explenation document**

**-**In here I will explain to you how to add the effect easily to your game and how to change it.

**What isn’t important to you**

**-**Firstly just know that the mesh and texture folders probably won't help you, those are just some stuff that are part of each effect, the things you probably need to actually use are the stuff in the prefab folder and in the script folder.

**How to change parameters**

**-**All of the prefabs except for the meteors are parents of something smaller like sparks (in particle system) for example in the fireball effect there are 2 children, those children's are the air effect around the fireball so if you want to change the effect parameters in the inspector remember some part of the effect is the children of the main effect so you will need to open it up (open up the parent) in order to be able to change the whole effect parameters.

**The scripts**

**-**In the script "InstantiateScript" there are functions to spawn each effect and to each effect I made the option to change the lifetime in the script. Inside each function it calculates how much does the lifetime should be of the other thing attached to the main effect like sparks and the lifetime of the main effect(usually the VFX graph), so make sure you copy the whole function to your scripts in your game and the right variables like the prefab variable.

**-**If you would like to do some function when the fireball hits someone so you can do it in the script that’s already attached to the fire ball its called " fireBallScript" in this script when it detects a hit it spawns an impact effect so near the spawn of the impact effect you can add your code inside the script.

**Pipeline and post processing**

**-**I didn’t make any changes to the pipeline asset but I did add a really small amount of post processing and I have added both to the project in the folder "pipelineAsset".