Intro to Unity

Hands-On Challenges

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Challenge L: Explosion Particles

Here's where things star getting fun. Now that you have the basic setup for your breakout game, it's time to start adding some touches to make it really start to pop.

Getting Started

Open the starter challenge project. If you've been following this series from the beginning, open your last saved project.

> **Note:** Unity will open to empty scene. Find the scene that you saved, or if you are using the Starter Project, open Main.scene.

Your challenge is to create two explosions. One for the bricks and another for the ball when it strikes the ground.

To really customize your explosion, it's a good idea to create a GameObject in your scene and add a particle system to it. This way, you can look at the particle system as you alter it.

Once you have the particle system custome tailor to what you need, you can copy the particle system then paste it as a new component.

There are just a few notes about each of these particle systems. They should only play for a limited duration. For the brick explosion, have each particle system be a different color. You can change the colors of particle systems in code.

Remember, once the ball collides with the ground, it should be removed from play.

Need a Hint?

Remember that particle systems can saved as prefabs and can be instanced on demand.

You will ultimately need to create some events to notify GameObjects when particles systems have ended.

I preferred to created a BallExplosion gameobject and put it as a child of the actual ball.

For bricks, I made sure to add two different particle systems to it in code. One particle system represented the actual prefab, and another particle system represented the instanced component.

Finally, break down what needs to be done and tasks one at a time. If you have any trouble, feel free to ask in the forums.

Good luck!