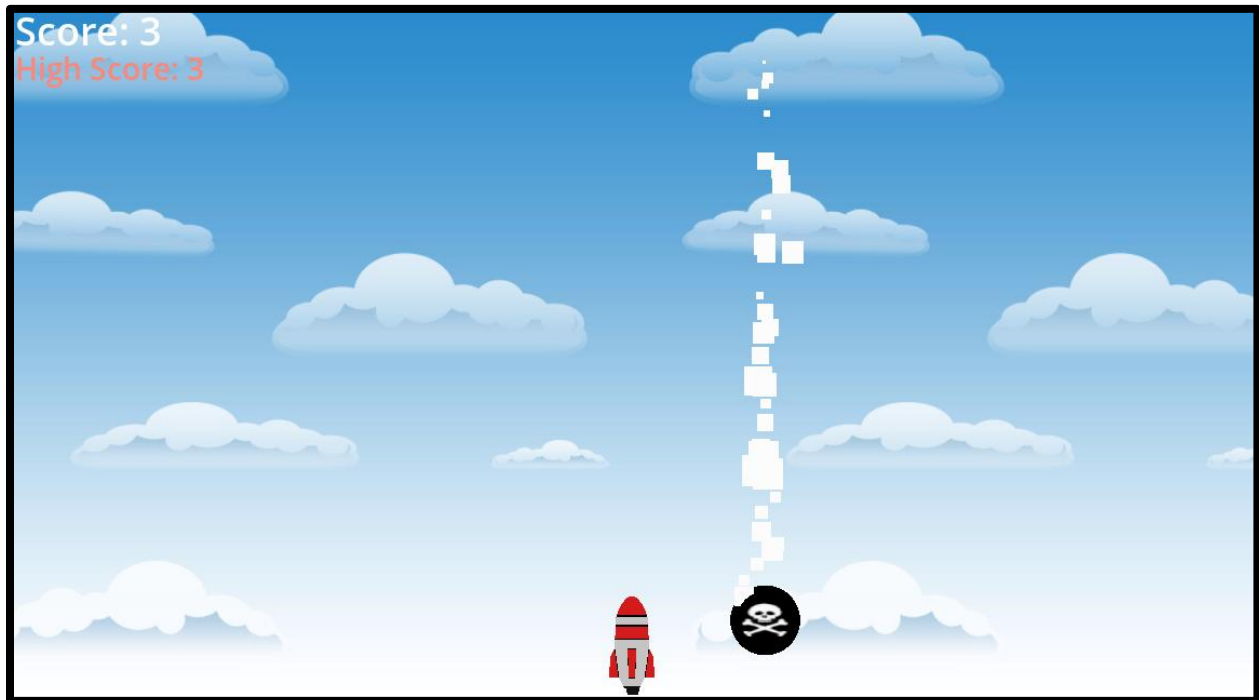




Activity 12 Prove Yourself: Dropping Bombs Finale

PROVE YOURSELF: DROPPING BOMBS FINALE

For this Prove Yourself, create a smoke trail for the bombs as they drop.



Open the Dropping Bombs Part 6 project and playtest the game. What do you notice?

The Rocket has two different particles, one emulating smoke and the other fire. Explore how to use **CPUParticles3D** to create a trail of smoke for the bombs as they fall.

1 In the Rocket scene, select the Smoke node and view its inspector. Notice that the properties changed are listed below alphabetically:

- a) Amount
- b) Emission Shape
- c) Gravity
- d) Lifetime
- e) Mesh Size
- f) Radial Accel
- g) Scale Amount Curve
- h) Scale Amount Min/Max
- i) Transform

2 From the previous list, match them to the property descriptions and begin to tinker with values in your project. Hover the mouse over each property name in the **Inspector** to get a tooltip description of what the property does.

- a. *What property makes the smoke fall below the Rocket?*
- b. *What property controls how long each particle will exist for?*
- c. *What property changes the size of the mesh's generated plane?*
- d. *What property makes the particles spawn at different sizes?*
- e. *What property makes the particles vary and decrease in size as their lifetime goes on?*
- f. *What property moves the particle emission point's location so they spawn below the rocket and not in its center?*
- g. *What property makes the particles emit from a random spot within a specific region?*
- h. *What property makes the particles all accelerate onto one path as they reach the end of their lifespan?*
- i. *What property controls the number of particles emitted at a time?*

3 Open the Bomb scene and explore creating smoke trail particles.

- *Do these particles need any scripting?*
- *Was the project playtested?*

Congratulations on completing **BB Activity 12: Dropping Bombs Part 6, Prove Yourself: Dropping Bombs Finale**, and all of **Bronze Belt** in Godot – **You Rock!** You are now ready to save this project and submit it.

Continue your exploration with Godot by opening the Silver Belt **Activity 01: Robomania** Ninja Guide.