The zombie will be able to drop bomps on the press of a key. We will use Instantiate for it and a gameobject from where the bomb gets dropped. First we create a simple prefab bomb.

- Place the bomb in the air.
- Give it a collisionbox2D and a Rigidbody2D
- Make sure the Z constraint is selected and gravity is set to 0.
- Give this game Object the name tag Bomb
- Create a new script and call it Bomsaway
- Give the script to the Bomb game Object
- The script should look like this:

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class BombsAway : MonoBehaviour
{
public float Fallingspeed;

private void OnCollisionEnter2D(Collision2D collision)
{
{
if (collision.gameObject.tag == "Ground")
{
Destroy(this.gameObject);
}
}
}
void Update()
{
transform.Translate(Vector2.down * Fallingspeed * Time.deltaTime);
}
}
```

Test the project and set the falling speed in the inspector window. When the bomb hits the ground it will be destroyed. An other example of using Collision2D like we learned before.

- Drag the bomb to the prefabs folder. If you do not have this folder create it.
- Delete the bomb in the game view.
- Select the Zombie and give it an empy child object
- Name the child object Bombdropper

The child object will always stick to it's parent (The zombie) and it will be used to Instantiate the bombs from.

- Change the flying Zombie script into this :

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class FlyingZombie : MonoBehaviour
{

public float Flyingspeed;
public Transform bombdropper;
public GameObject Bomb;

void Update()
{
if (Input.GetKeyDown(KeyCode.Space))
{
Instantiate(Bomb, bombdropper.position, Quaternion.identity);
}
transform.Translate(Vector2.right * Flyingspeed * Time.deltaTime);
if(transform.position.x > 7)
{
transform.position = new Vector3(-7, transform.position.y, transform.position.z);
}
}
}
```

- Drag the bomb dropper to the inspection view and the bomb prefab to.

Every time the spacebar is hit a bomb will get created at the transform point (bombdropper.position) and no rotation will be applied to the bomb sprite.