



First something we did before. When the bomb hits the ground we will make it play the explosion sound. We did it before in Mini tutorial 5.

- Change the bomb script into this

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

public class Bombsaway : MonoBehaviour
{

    public float Fallingspeed;
    public AudioClip explosion;

    private void OnCollisionEnter2D(Collision2D collision)
    {
        if(collision.gameObject.tag == "Ground")
        {
            AudioSource.PlayClipAtPoint(explosion, new Vector3(0, 0, -10));
            Destroy(this.gameObject);
        }
    }
    void Update()
    {
        transform.Translate(Vector2.down * Fallingspeed * Time.deltaTime);
    }
}
```

- Drag the explosion sound you want to use to the Inspector window.

Test the project. Every time a bomb hit's the ground it plays the audio file near the camera position. We will create a int variable next to give it a certain ammount of bombs to drop. Int is a variable used for round numbers without decibels. We change the 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;
    public int Bombnr;

    void Start()
    {
        Bombnr = 5;
    }
    void Update()
    {
        if(Input.GetKeyDown(KeyCode.Space) && Bombnr > 0)
        {
            Bombnr --1;
            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);
        }
    }
}
```

Every time the spacebar is hit it will check if the Bombnr variable is bigger then 0. If it is it drops a bomb and subtracts 1 off the Bombnr variable. When the Bombnr gets to 0 you are no longer able to drop bombs. At start it has 5 bombs to drop. It would be handy if we could somehow reload on a keypress say by pressing the R key.

Change the zombie script into this one :

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

public class FlyingZombie : MonoBehaviour
{

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

    void Start()
    {
        Bombnr = 5;
    }

    void Reloadingbombs()
    {
        if(Bombnr == 0)
        {
            Bombnr = 5;
        }
    }
}
```



```
void Update()
{
    if (Input.GetKeyDown(KeyCode.R))
    {
        Reloadingbombs();
    }
    if (Input.GetKeyDown(KeyCode.Space) && Bombnr > 0)
    {
        Bombnr -=1;
        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);
    }
}
```

We created a new function called Reloadingbombs. Only when the Bombnr is zero it will reset the Bombnr back to 5. In the update function we use the R key to call the Reloadingbombs function. You can add sounds to it if you want you should know by now how to do that right ?