

Obstacle code:

```
using UnityEngine;
using System.Collections.Generic;
using System.Collections;
public class Obstacle : MonoBehaviour
{
    private GameObject player
    // Start is called once before the first execution of Update after the MonoBehaviour is
    created
    void Start()
    {
        player = GameObject.FindGameObjectWithTag("Player");
    }
    private void OnTriggerEnter2D(Collider2D collision)
    {
        if(collision.tag == "Border")
        {
            Destroy(this.gameObject);
        }
        else if(collision.tag == "Player")
        {
            Destroy(player.gameObject);
        }
    }
}
```