GetCompoenet<Collider>().isTrigger = true;

OnTriggerEnter (Collider Other)

OnTriggerExit

MatchID

PowerUp Gameobject = Cubs

Player Gameobject = Sphere

MatchID > Player

MatchID > Player

{

OnTriggerEnter (Collider other)

{

If (other.CompareTag(“Fred”))

{

//do work

}

}

}

MatchID > Player

Public NameID nameIDObj;

{

OnTriggerEnter (Collider other)

{

Var otherNameID = other.GetComponent<MatchID>().nameIDObj;

If (nameidObj == null) return;

Var otherNameId = NameIDObj;

If (nameIDObj == otherNameID)

{

//do work

}

}

NameID

[CreateAssetMenu]

NameID : ScriptableObject

Fred