

Intro to Unity – Intro to Collisions

Collisions

- Just like onMouseClick in Java...
- There are many methods built into Unity
- The one we care about now is:

```
void OnCollisionEnter2D(Collision2D coll)
{
    // put whatever you want to happen if your
    // object collides with another right here
}
```

Collisions (cont.)

- The 2 GameObjects that collide must EACH have colliders
- AND at least one of the GameObjects must have a Rigidbody component.
- Make sure the gravity component of the Rigidbody is turned off (set to zero)
- The script for one of the GameObjects colliding must have the **OnCollisionEnter2D** method

Lab Details

- Continue making Flappy Bird
- Delete all moving obstacles except one
- When the two GameObjects (your “flappy bird” and obstacle) collide, print a message out to the console window
- See included video sample output