**Objective**: Create logic that will communicate with the Player script telling the SpawnManger script to stop spawning new objects after the defined Player lives(3) are depleted.

**Exception Error Details:**

Severity Code Description Project File Line Suppression State

Error CS1061 **'SpawnManager'** does not contain a definition for **'OnPlayerDeath'** and no accessible extension method **'OnPlayerDeath'** accepting a first argument of type 'SpawnManager' could be found (are you missing a using directive or an assembly reference?)

**I have reference to the component I want**

private SpawnManager \_spawnManager;

**I have assigned it**

\_spawnManager = GameObject.Find("SpawnManager").GetComponent<SpawnManager>();

**I’m simply trying to check if its NULL**

void Start()

{

transform.position = new Vector3(0, 0, 0);

//find the object > get the component.

\_spawnManager = GameObject.Find("SpawnManager").GetComponent<SpawnManager>();

//\_spawnManager.onPlayerDeath

if( \_spawnManager == null )

{

Debug.LogError("The SpawnManager is NULL!");

}

}

**I want to communicate with the SpawnManger, however, here is where I am getting the exception error regarding** OnPlayerDeath **not being accessible.**

public void Damage()

{

\_numOf\_lives--;

if (\_numOf\_lives < 1)

{

//communicate with Spawn Manager

//Stop Spawning

\_spawnManager.OnPlayerDeath();

Destroy(this.gameObject);

}

}

}