




```
1 using UnityEngine;
2
3  UnityScript(1 asset reference) | 0 references
4 public class OnTrigger_Explosion : MonoBehaviour
5 {
6     public GameObject explosionPrefab;
7     public Transform locationExplode;
8
9      UnityMessage | 0 references
10    private void OnTriggerEnter(Collider other)
11    {
12        if (other.name.Contains("Controller"))
13        {
14            Explode();
15        }
16    }
17     1 reference
18    private void Explode()
19    {
20        // We will pull from Unity's code libraries
21        // Name of the class and script
22        // Explosion we will create
23        // Where we will create it
24        // If something hits me..
25        // and they have 'Controller' in their name..
26        // Call Explode function
27        // Explode function
28        // Create a new explosion at our location
29        // Destroy the explosion after effect is done
30    }
31 }
```