using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class Grass : MonoBehaviour

{

public GameObject text;

// private RayCastShoot raycastShootScript

private void Start()

{

//raycastShootScript = GameObject.Find("player).getComponent<RayCastShoot>()

}

private void OnTriggerEnter(Collider other)

{

if (other.name == "Player"// && raycastShootScript ammo <=0)

{

text.gameObject.SetActive(true);

//raycastShootScript.ammo = 100;

//Destroy(GameObject);

}

}

private void OnTriggerExit(Collider other)

{

if (other.name == "player")

{

text.gameObject.SetActive(false);

}

}

}