

Which of the following is the correct way to write your code when trying to destroy the Player when it hits a trigger.

A: 

```
void Update () {  
    Destroy (gameObject);  
}
```

B: 

```
void OnCollisionEnter (Collision col)  
{  
    if (col.gameObject.tag == "Enemy") {  
        Destroy (gameObject);  
    }  
}
```

C: 

```
void OnTriggerEnter (Collision col)  
{  
    if (col.gameObject.tag == "Enemy") {  
        Destroy (gameObject);  
    }  
}
```

Answer: C