

Player Death 2D

In this tutorial we'll create a simple code for the Player Death for 2D. You will learn to code:

- Player death

I would assume you know the basics of Unity editor as well we will be tutorial Unity 5/2018.

Created a folder for the code player as well create a new C# Script call it Player set and put inside the Code player folder and attach it to the main character.

Writing down the following code and some of the code will be able in notepad to look at:

```
PlayerDeath: using UnityEngine;

public class PlayerDeath : MonoBehaviour {

    void OnTriggerExit(Collider other)
    {
        // Destroy everything that leaves the trigger
        Destroy(other.gameObject);
    }
}
```