

Tutorial; Destroying Objects

Setup

Set up a new game object sphere that acts as the collecting item in this coding example. For this script, the code will be attached to the player in the player code, and will be written in the void update section.

Coding destroying objects

The code for destroying objects uses colliders that interacts between object player and the game object its interacting with. For the game to find this, we must create a new void OnCollisionEnter so the game knows this is happening on the collider. Then, use “if” to instruct the game to find the object sphere, and simply use Destroy(contact); where the object will simply disappear when it comes into contact with the player. At the end, the code should look like this;

```
void OnCollisionEnter(Collision collision)
{
    GameObject contact = collision.gameObject;

    //Pick up sphere
    if (contact.name == "Sphere")
    {
        Destroy(contact);
    }
}
```