Documentation of Component 3. Collectibles.

For my third component I created collectible coins. In this component I made a player square with basic movement C# script and then made the collectible coins. I made the shapes of the coins within unity. These coins have C# script attached to them to make sure they disappear when the player hits them. I made a floor for the player to move on and the coins to sit on. Certain scripting triggers when the collider of the player hits the collider of the coin creating the mechanic of collectibles. I duplicated the original coin and the mechanic worked on the new coins as well.