Component 2. Learning Journal. Programming course work 2.

I have created a respawn script component for my second component for coursework 2. I added this mechanic to an existing moving sphere. I made a floor for the sphere to roll on and without walls so it can fall off. I added a floor underneath. When the sphere rolls of the top floor where it was moving and down to the beneath floor the respawn happens and it brings the player sphere back to its starting position. To do this I had to make a script and attach it. I also made an empty object that is the respawn area. I had to assign the floors and sphere differently to make sure the C# script work and the respawn happens.