

## Package 4 notes and implementation

This is a Respawn script when the player encounters a certain object.

How to implement:

For this to work you will need to create a an empty GameObject tag this as the Respawn Rename the empty GameObject as RespawnPoint. Place this GameObject wherever you wish for your player to Respawn. Tag your Playable Character as a player tag. Next create an object that you wish to cause your player to respawn on this object attach this script. Note that this object must have a Rigidbody and a |BoxCollider. On the BoxCollider tick the box named Is Trigger.

Once you have attached to the script to the object you wish to respawn your player assign all variable to the scripts in the inspector panel. The player is your playable character and the RespawnPoint is where you would like your player to respawn.