Tutorial #4 Collecting coins in a 2D space.

**Setting up the scene**In this tutorial, we’ll be doing the same thing as we did last tutorial with movement, if you haven’t read into it then first things first make a 2D project from the unity hub. You should see the screen below once the project is open.

Graphical user interface, application

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Next what we want is to do the same thing as before and make two squares so right click in the hierarchy and click 2D Object>Sprites>Squares. One square be big and stretched out as our ground seeing as we’ll be needing one and one a standard size as our player. You should have something that looks like this. Graphical user interface, application

Description automatically generated

Once we have this be sure to add a Rigidbody 2D to the player as well as a Box Collider 2D component to both objects in our scene so they function well. To do so just select an object and go into the object’s inspector on the right and click Add Component, once that’s done add a “RigidBody2D” and a “Box Collider2D” to the player sprite and a collider.

Now we’re ready, we’re going to be making some collectibles for games like coins and whatnot. For this tutorial we’ll be using a simple Circle sprite, so just like we did with the Player sprite, go to your Hierarchy, right click and choose 2D objects then sprites and circle. Make sure that we give the object a circle collider 2D, and make sure to make it an is trigger. To do this, select the coin game object, then in “Add component” let’s add a Circle Collider 2D component.

Graphical user interface, application

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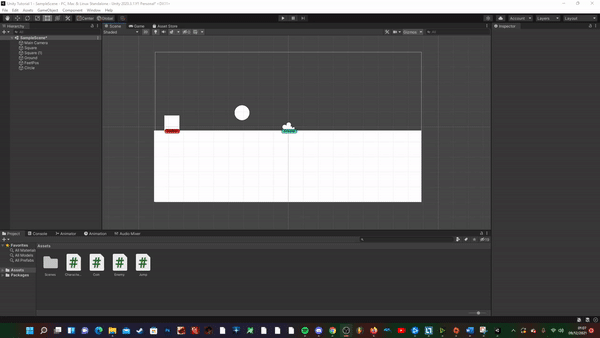
Now we should have our first “coin”. If we enter play mode, we can see that we can move around our coin but not pick it up. So in order to fix this we need to make a brand new script. Open one up and let’s name it “Coin”. The Code itself is fairly simple all we need to do is tell our program to find the coin and when we try to collect it we destroy the game object. Here’s a look at the code.  
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The code is fairly simple to understand here we’re calling on our Trigger component on our Circle collider, and we’re telling the program that if the player interacts with an object that has the tag “Coin” then we’re able to collect it. Once we’ve written that let’s drag and drop our script to the “Player” object.

But before we test, there’s something we’re missing. That’s giving the coin a suitable tag. As previously said, if we don’t give the coin a suitable tag then the player can’t collect it. So we need to give the player a tag and object to search for.

To do this, select the coin object we have. While it’s selected you should be able to see in the Inspector the “Tag” section.  
Graphical user interface, application

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Select the drop-down menu and go to “Add tag” name it coin. We need to make sure that the name of the tag resembles the one in our code so that our player can find the coin for it to be destroyed. Once it’s been added click on the coin object once again and change the tag to the “Coin” tag that we just made. Now we can test the game and it should work.



It destroyed the game object! Meaning that it works!