

# Unity tutorial 2

## Interactable collectables

Create a bool function for a ground check. Then return the true or false depending on if the circle is overlapping the ground or not.

```
private bool IsGrounded()
{
    return Physics2D.OverlapCircle(groundCheck.position, 0.3f,
groundLayer);
}
```

Apply this script to the character in the unity engine. Create a new script called PlayerItems. Create an int for the coins to store and display the amount of coins the player has collected.

```
using UnityEngine;

public class PlayerItems : MonoBehaviour
{
    public int coins = 0;
}
```

Create a new script named UIManager, reference the PlayerItems script and the coins text object.

The text object will constantly update the text to be the amount of coins collected from 0-5

```
using TMPro;
using UnityEngine;

public class UIManager : MonoBehaviour
{
    [SerializeField] private PlayerItems playerItems;
    [SerializeField] private TextMeshProUGUI coinText;
```

```
private void Update()
{
    coinText.text = playerItems.coins.ToString() + " / 5";
}
}
```

Make a new script named Coins. First you need to reference the PlayerItems script. You need to make the script find the player game object and from the player game object finds the item script. `using UnityEngine;`

```
public class Coins : MonoBehaviour
{
    private PlayerItems playerItems;

    private void Start()
    {
        GameObject player = GameObject.FindGameObjectWithTag("Player");
        playerItems = player.GetComponent<PlayerItems>();
    }
}
```

Create a trigger for If an object collides with the coin. Create an if statement for if it's the player. Make the trigger increase the coins by 1 and destroy the object (coin) in game.

```
private void OnTriggerEnter2D(Collider2D collision)
{
    {
        if (collision.tag == "Player")
        {
            playerItems.coins++;
            Destroy(gameObject);
        }
    }
}
```