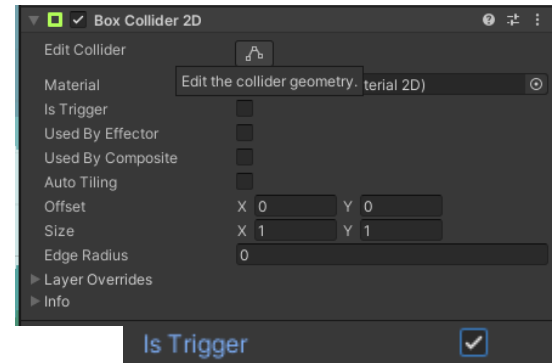


I have decided that having checkpoints would be a good addition to the game, and thought that the little pointer could be a cute way of making checkpoints.

First, I duplicate my respawn point and rename it to "CheckPoint 1", and move it on top of the Pointer.

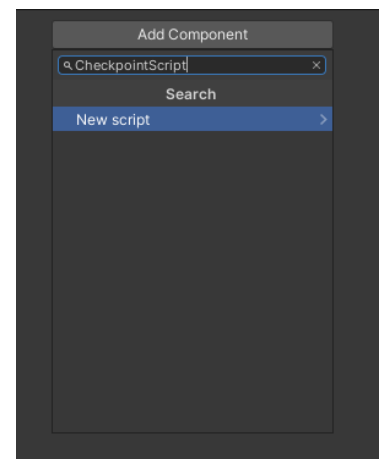


Next, I will add a 2D Box Collider to my CheckPoint 1 and make it a bit bigger by pressing the Edit button. (I made it a bit taller than the pointer just in case the player jumped over the pointer while playing the game). Lastly, I have also ticked the "Is Trigger" box so that the player can collide with it while also being able to pass through the collider, and added a new tag called "CheckPoint" to this object.



Continuing, I will now add a new component to my CheckPoint and create a new script which will be called "CheckpointScript".

Next I will open up the script and start writing. From my understanding from following a tutorial I'm telling this script to set a respawn and change it every time the player collides with a Checkpoint, meaning when the player dies it should go back to the checkpoint rather than the beginning of the game. I also had to tell the script to grab a component from my previous script (KillPlayer) so that everything works correctly.



```

Unity Script (1 asset reference) | 0 references
public class CheckpointScript : MonoBehaviour
{
    private KillPlayer respawn;
    private BoxCollider2D checkPointCollider;

    // Unity Message | 0 references
    void Awake()
    {
        checkPointCollider = GetComponent<BoxCollider2D>();
        respawn = GameObject.FindGameObjectWithTag("Respawn").GetComponent<KillPlayer>();
    }

    // Start is called before the first frame update
    // Unity Message | 0 references
    void Start()
    {
    }

    // Update is called once per frame
    // Unity Message | 0 references
    void Update()
    {
    }

    // Unity Message | 0 references
    private void OnTriggerEnter2D(Collider2D other)
    {
        if (other.gameObject.CompareTag("Player"))
        {
            respawn.respawnPoint = this.gameObject;
            checkPointCollider.enabled = false;
        }
    }
}

```