

## This is a Coin pick-up Tutorial

This Tutorial will help step by step on how to create a Coin pick-up item in Unity

### STEP 1

When you first create a new script for the coin, you will need to put in box brackets “SerializeField” and next to that put “private int counter;”. Using “SerializeField” makes private variables accessible in Unity without making them public and using “private int counter” creates a counter for the coin and the coin only.

### STEP 2

Underneath you need to delete “void update” and replace the text with “private void OnTriggerEnter2D(Collider2D collision)”. By doing this it makes sure that the coin can detect when something is in its box collider.

### STEP 3

In the Curly brackets underneath where you put “private void OnTriggerEnter2D(Collider2D collision)”, you will need to put “if (collision.tag == “coin”)”. This makes it easier for the player to interact with the coin by having the item tagged as “coin”.

### STEP 4

Right after step 3, create curly brackets and press enter. After doing that type “counter = counter+ 1;” which means that when the player collides with the coin it adds one to the counter every time.

### STEP 5

Click enter again after that to start a new line of code. Type “Destroy(collision.gameObject);” after starting a new line. By doing this it makes sure that when the player collides with the game object (the coin), it gets destroyed.

## STEP 6

After doing all of the steps above save the code above go back into Unity and add the newly created script to the coin as well as the player because they are going to be interacting with the game object. Once you've done that click on the coin you've already made and click on "tag". When you've done this click on add tag and create a new tag under "coin" and make sure to spell it the same way you spelled it in the code. By doing this it lets the player collide with the coin destroying it whilst also adding 1 to the counter.

Once you complete all of these steps you have successfully created a coin game object that you can use for your game.