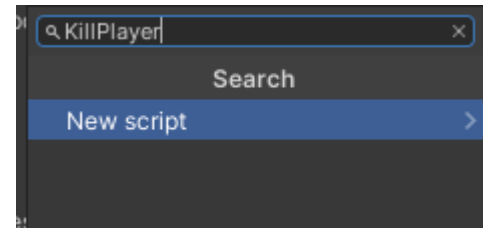


I was determined to make use of the spikes I have put in on my little map, and I have found a tutorial online about killing the player and respawning which really helped with that.

(<https://www.youtube.com/watch?v=tBj-FWclwYw>)

I have already made a 2D box collider for the spikes before, so all I had to do now was add a new script to them, which I will call KillPlayer.



Then in the visual studio I have basically told it that if the spikes touch anything tagged with the tag "Player" (which my playable character is), it will "kill" the character by teleporting it back to the respawn point, which I will soon make when I go back to Unity.

```

public class KillPlayer : MonoBehaviour
{
    public GameObject player;
    public Transform respawnPoint;
    // 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 OnCollisionEnter2D(Collision2D other)
    {
        if (other.gameObject.CompareTag("Player"))
        {
            player.transform.position = respawnPoint.position;
        }
    }
}
  
```

After I have coded that, I came back to Unity and right clicked in the hierarchy and created a 2D square (right click > 2D object > Sprites > Square) and then deleted the sprite renderer to make it invisible. (I have also renamed it to "Respawn", and moved it to an appropriate location.

I have then clicked and dragged from the hierarchy the Player and Respawn to the KillPlayer script attached to the spikes.

Now everytime my character touches the spikes it will come back to the beginning.

