**Enemies and Hazards**

**The first step in making a functional script in Unity, is to first practice on a placeholder. To make your placeholder ‘character’ click on Assets at the top of the screen.**

**Next, go down to Create > 2D > Sprites and pick any of the options shown in the window. Here, you can name your sprite something like “Spike”, “Hazard” or “Enemy”, depending on the context of your game.**

**And place these sprites wherever you see fit on your playable area.**

A screenshot of a computer

Description automatically generated

A screenshot of a video game

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**After adding your hazards, sprite, make a Script that allows the To do this, go to Assets > Create, and then click C# Script.**

**After clicking this, you can give the sprite a name, such as “KillPlayer” so that it is clear what the script does.**

**Now you have a script and a sprite, drag and drop the script from the ‘Assets’, and attach it to anything you want to kill the player character.**

A screenshot of a computer

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**After placing the script onto the sprite, double click the script, and Unity will automatically open which ever code writing software you have set as the default.**

**The “OnCollisionEnter2D” part of this code tells the game when to run the parts of code within the curly brackets.**

**Once activated, the code within the brackets tell unity to set the scene back to its original state, which is what is shown as soon as you press play.**

A screen shot of a computer code

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**Above the “private void” section, there should be empty space.**

**If all you want to use this script on is hazards, such as lava or spikes, you can remove these parts or leave them blank. However, if you want to code an enemy or moving hazard, there is space to do so.**

**You can also use this space to create any extra visual effects, such as the player character exploding, before the game ends.**

A screen shot of a computer program

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