**Pick Ups**

**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 “Coin”, “Gem”, or whatever you want your character to be collecting.**

**Now, place some of your pickups onto the screen.**

A screenshot of a computer

Description automatically generatedA screenshot of a video game

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**After making a temporary sprite, make a Script. To do this, go to Assets > Create, and then click C# Script.**

**After clicking this, you can give the script a name, such as “Pickup” 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’ menu at the bottom of the screen into the sprites representing your pickups.**

**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.**

**With these lines of code, the pickup item that the script is attached to will continue to check if the player character’s collider and the pickup collider make contact.**

A computer screen shot of text

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**In this script, “player” refers to the name of the sprite representing your player character.**

**“PlayerMove” is the name of the script attached to said character.**

Both can be interchanged for anything else, so long as they match the required assets.

**The last part of the code needs to be written in your player move script.**

A screen shot of a computer program

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**This means ensures that your pickup items will be collected once your player character move into them.**

NOTE: make sure that any other ‘Debug’ commands have been removed from your previous movement script, as the game can only run one at a time.