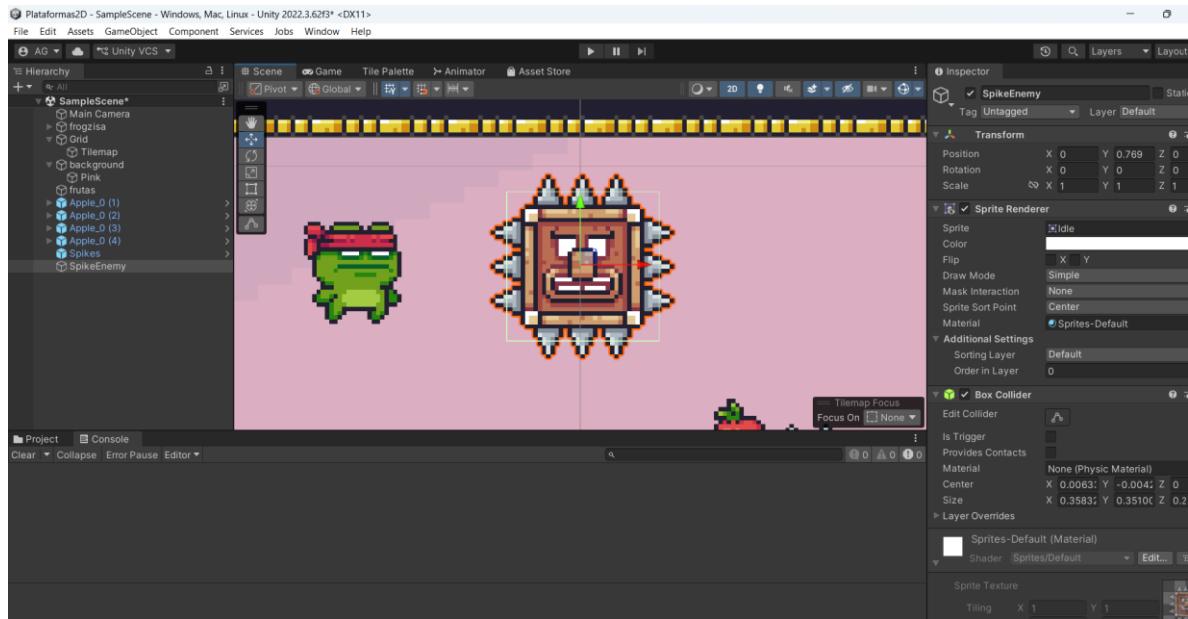
A screenshot of the Visual Studio Code editor showing the "DamageObject.cs" file. The code defines a MonoBehaviour class with a private void method "OnCollisionEnter2D(Collision2D collision)". Inside this method, it checks if the colliding object has a "Player" tag and, if so, logs a message and destroys the object.



The code editor shows the `EnemySpike.cs` script:

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class EnemySpike : MonoBehaviour
{
    private void OnCollisionEnter2D(Collision2D collision)
    {
        // Detecta si lo que chocó tiene el Tag "Player"
        if (collision.transform.CompareTag("Player"))
        {
            Debug.Log("Player Damaged");
            // Destruye al jugador
            Destroy(collision.gameObject);
        }
    }
}
```

