



The screenshot shows the Visual Studio Code editor with the "Checkpoint.cs" file open. The code defines a "Checkpoint" class that inherits from "MonoBehaviour". It contains a private void method "OnTriggerEnter2D" that checks if the collision object has a tag "Player". If it does, it calls a "ReachedCheckPoint" method on the player's component.

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

public class Checkpoint : MonoBehaviour
{
    private void OnTriggerEnter2D(Collider2D collision)
    {
        if (collision.CompareTag("Player"))
        {
            collision.GetComponent<PlayerRespawn>().ReachedCheckPoint(transform.position.x, transform.position.y);
        }
    }
}
```

The image shows two screenshots of a game development environment. The top screenshot is a code editor window for Unity, displaying a C# script named `PlayerRespawn.cs`. The script contains code for a `PlayerRespawn` MonoBehaviour that sets the transform position based on PlayerPrefs values and saves the current position when a checkpoint is reached. The bottom screenshot is the Unity Editor interface, showing a 2D level titled "niveles2". The Hierarchy panel shows objects like Main Camera, frogzisa, Grid, background, Pink, Main, and several Apple_0 variants. The Scene view shows a green grassy level with a red apple on a green block, some spikes, and a flag with a checkered pattern. The Inspector panel is focused on a "Checkpoint (Flag Idle)(64x64)_0" object, showing its Transform (Position: X: 0.01966, Y: -0.6022, Z: 0), Sprite Renderer (Sprite: Checkpoint (Flag Idle)(64x64)), and Animator (Controller: Checkpoint (Flag Idle)(64x64)). The Project panel shows assets like Checkpoint, End, Start, Fruits, Materials, Other, PRACTICOA3, prefabs, terrains, Traps, palettes, and scenes.

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

public class PlayerRespawn : MonoBehaviour
{
    private float checkPointPositionX, checkPointPositionY;

    void Start()
    {
        if(PlayerPrefs.GetFloat("checkPointPositionX")!=0)
        {
            transform.position=(new Vector2(PlayerPrefs.GetFloat("checkPointPositionX"), PlayerPrefs.GetFloat("checkPointPositionY")));
        }
    }

    public void ReachedCheckPoint(float x, float y)
    {
        PlayerPrefs.SetFloat("checkPointPositionX", x);
        PlayerPrefs.SetFloat("checkPointPositionY", y);
    }
}
```

