using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class Obstacle : MonoBehaviour

{

PlayerMovement playerMovement;

// Start is called before the first frame update

void Start()

{

playerMovement = GameObject.FindObjectOfType<PlayerMovement>();

}

private void OnCollisionEnter(Collision collision)

{

if(collision.gameObject.name == "Player")

{

//kill the bird

playerMovement.Die();

}

}

// Update is called once per frame

void Update()

{

}

}