

```
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4
5 public class BossBorderR : MonoBehaviour {
6
7     private void OnTriggerEnter2D(Collider2D collision)
8     {
9         GameObject Boss = GameObject.Find("ZombieBoss");
10        BossController bossScript = Boss.GetComponent<BossController>();
11        if (collision.CompareTag("Boss"))
12        {
13            bossScript.facingRight = false; //Changes direction of boss
14        }
15    }
16 }
17
```