```csharp
1  using System.Collections;
2  using System.Collections.Generic;
3  using UnityEngine;
4
5  public class BossAttack : MonoBehaviour {
6
7      private void OnTriggerEnter2D(Collider2D collision)
8      {
9          GameObject Boss = GameObject.Find("ZombieBoss");
10         BossController bossScript = Boss.GetComponent<BossController>();
11         GameObject Player = GameObject.Find("Player");
12         PlayerMovement playerScript = Player.GetComponent<PlayerMovement>();
13         GameObject collided = collision.gameObject;
14         if (collided.CompareTag("Player"))
15         {
16             bossScript.attackPlayer(); //Boss attacks player
17             playerScript.attackByBoss(); //Player takes damage
18         }
19     }
20 }
21
```