

```
1 using UnityEngine;
2 using System.Collections;
3
4 public class DeathZone : MonoBehaviour {
5     private PlayerMovement Player;
6     public float xValue;
7     public float yValue;
8     public float zValue;
9     void Start()
10    {
11        GameObject Player = GameObject.Find("Player");
12        PlayerMovement playerScript = Player.GetComponent<PlayerMovement>();
13        Vector3 playerPos = playerScript.transform.localPosition;
14        this.xValue = playerPos.x;
15        this.yValue = playerPos.y;
16        this.zValue = playerPos.z;
17    }
18    void OnTriggerEnter2D(Collider2D other)
19    {
20        GameObject Player = GameObject.Find("Player");
21        PlayerMovement playerScript = Player.GetComponent<PlayerMovement>();
22        GameObject collided = other.gameObject;
23        if(collided.CompareTag("Player"))
24        {
25            {
26                collided.GetComponent<PlayerMovement>().deathByVoid();
27            }
28            playerScript.transform.localPosition.Set(xValue, yValue, zValue); // ↗
29                Respawns player at the starting point of the level
30        }
31    }
```