

```
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4
5 public class FallingBoxRespawn : MonoBehaviour {
6     private GameObject prefabBox;
7     private Transform boxTrans;
8     private void Start()
9     {
10         prefabBox = GameObject.Find("SpikeblockSteelC"); //Template box
11     }
12     private void OnTriggerEnter2D(Collider2D box)
13     {
14         if(box.CompareTag("Box"))
15         {
16             boxTrans = box.GetComponent<Transform>();
17             Vector3 boxPos = boxTrans.transform.localPosition;
18             boxPos.y += 11f;
19             Instantiate(prefabBox, boxPos, Quaternion.identity); //Spawns the
20             Destroy(box.GetComponent<SpriteRenderer>()); //Destroys the box that
21             has already fallen
22         }
23     }
24 }
```