﻿using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class HideSprite : MonoBehaviour

{

private void OnTriggerEnter2D(Collider2D collision)

{

if (collision.gameObject.tag == "tagOfTheKey")

{

gameObject.SetActive(false);

}

if (collision.gameObject.tag == "DoorClosed")

{

gameObject.SetActive(false);

}

}

}