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**HW3 Worded answers**

**5a)** Unity detects collisions between GameObjects using **colliders** and a **Rigidbody** component. A collider defines the physical shape of an object for collision detection, while a Rigidbody enables physics-based interactions. The collision detection occurs automatically when two GameObjects with colliders come into contact, and specific methods like **OnCollisionEnter** or **OnTriggerEnter** are used in scripts to handle collision events.

**5b)** True. Each GameObject detects its own collisions independently because every instance of the script operates within the context of the specific GameObject it is attached to.

**5c)** The **GetComponent** method in Unity is used to access components attached to a GameObject. For example, if a GameObject has a Rigidbody or Collider component, **GetComponent** allows scripts to retrieve and interact with that component.