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CSC 3150 – Game Development

September 13, 2024

**Question 5a:**

Collision detection in Unity is managed through the Rigidbody and Box Collider components of game objects. The Box Collider component defines an area around the GameObject where it will collide with other objects if any objects enter that area. Rigidbody allows the object to operate under Unity’s built-in physics engine, which includes the feature of collision detection. The OnCollisionEnter method that can be used in a C# script helps with recording information about any collisions involving objects the script is attached to.

**Question 5b:**

True. Say, for example, we added the same exact WallScript to two separate walls in our Unity project that logs to the console how many times we collided with it. If the collision of a game object interferes with other game objects implementing that same script, the number of times that we collided should increase every time, even if it’s a new wall. However, that’s not the case. If we collided with one wall 10 times, and then collide with a separate wall, the counter will state that we collided with the new wall 1 time, not 11 times.

**Question 5c:**

The GetComponent method is used to get a reference to a component of a GameObject. For example, we could get the MeshRenderer component of a wall object to change its color.