Create a class named 'BulletScript' for managing bullet behavior.

Inside the class:

- Declare a public variable 'spawnPoint' of type Transform to store the bullet's spawn point.

Define a method called 'OnTriggerEnter' with a parameter 'other':

- Check if the collider's GameObject has the tag "Player".

- If true, destroy the bullet GameObject.

End of the 'BulletScript' class.