Game Development HW 3

5.

a. To detect collisions in Unity you can use the box colliders which provides collision detection and physical interactions for GameObjects. It defines a box shaped collision area around the GameObject and defines the collision area for characters and GameObjects within the scene.

b. True. When the same C# script is added as a component to multiple game objects to detect collisions, each game object detects its own collisions without interfering with the collisions of the game objects. This is because of the separate instances and since each GameObject has its own instance of the script, the collision detection is managed separately. Also, the Box colliders and rigidbody methods play a role too. They handle collisions based on the individual GameObject’s rigidbodies and box colliders

c. The GetComponent method is used to retrieve a reference to a component attached to a GameObject. GetComponent<T>() where T is the type of componenet you want to access.