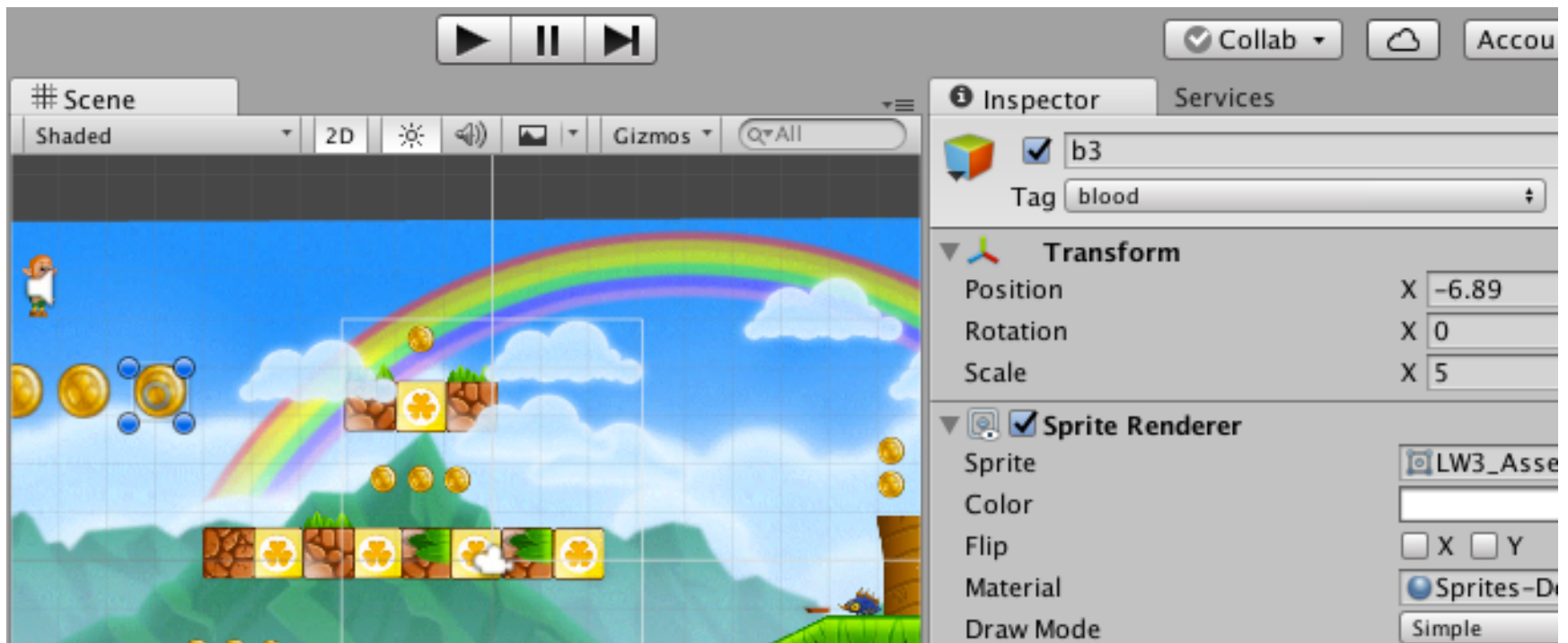# Trừ máu khi va chạm

Tạo 3 đối tượng với tag blood

Thêm vào file play (code player)

```csharp
public Object[] o1;

public delegate void ThreadStart();
// Use this for initialization
void Start () {
    //anh xa
    ani = GetComponent<Animator>();
    rig = GetComponent<Rigidbody2D> ();
    txtText = GameObject.Find("txtText").GetComponent<Text>();
    //endsource = GameObject.Find("source").GetComponent<Text>();

    o1 = GameObject.FindGameObjectsWithTag ("blood");
    float lifetime = 3.0f;
    foreach (Object o in o1) {
        Debug.Log ("A day roi: " + o.name.ToString());
        Destroy (o1[0], lifetime);
    }
}
```