Lessons learned over Development

# Controlling Collisions using layers

This was something that I learned after implementing the current solution. In my solution, on the “OnTriggerEnter2D” function for both lasers, I have the game object check whether it has collided with the appropriate ship or the appropriate destroyer. If it has, then it will destroy itself.

Here is the exact code I wrote for the enemy laser:

void OnTriggerEnter2D(Collider2D collision){

if (collision.gameObject.name == "PlayerShip" || collision.gameObject.name == "EnemyDestroyer") {

Destroy (gameObject);

}

}

I could have done this using the layers property in Unity. It probably would be a lot cleaner.