#5) The process of detecting collisions in Unity starts when two objects collide. By default, Game Objects have a box collider, or a region around the Game Object, which is used to detect two GameObjects colliding. There is an “other” parameter which contains information about the other object that is hit in the collision. And this is all done in the OnCollisionEnter callback.

b)True. When we added the same WallScript to all four of our walls in class, each of the walls had a different count of the number of collisions.

c)The GetComponent method in Unity takes in a class as an input, and grabs a reference to a class to get a component in the inspector console. For example, you have to go through Mesh Renderer to get to the material, that is why <MeshRenderer> is typed out like this.