Caroline Bittman

Professor Margapuri

Game Development

Homework\_Two Questions

1. **Explain the process of detecting collisions within Unity in a few sentences.**

The process of detecting collisions within Unity is pretty straightforward, as both objects just need to have a collider component, and one of the objects has to have a Rigidbody component. In Unity, there are commands like OnCollisionEnter, OnCollisisionExit, etc. that are used (and can be used in C# scripts in Unity) by getting attached to a GameObject so that the collision’s behavior can be defined.

1. **True or False: 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 other game objects. Justify your answer.**

True; Each of the scrips are run independently of each other. Unity is able to do this because the login inside of the C# script is only applicable to the object that is attached to, so if attached to multiple GameObjects, then the collisions wouldn’t interfere.

1. **Explain the use of the GetComponent method within Unity.**

The GetComponent method within Unity is used when you want to control or change any of the components using a script. You use GetComponent when you want to take something attached to a GameObject (like, for example, its appearance). Once you do so, you can control or change it in your code within Unity.