5a) The OnCollisionEnter callback in Unity helps to detect collisions that one game object makes with another. The other parameter records information on the game object that has collided.

5b) True, when you add a script to a game object you are simply adding an instance of that script which will not affect any other instances of the script in other game objects. Therefore, collisions will not conflict.

5c) GetComponent is a method used to retrieve a reference to a component attached to a GameObject.