Corwin Schrauth

HW 3

CSC 3150

Homework 3

5.a) Explain the process of detecting collisions within Unity in a few sentences. [2 pt]

* The process for detecting collisions within Unity using the Box Collider component. Box Collider defines a box shaped collision area around the GameObject in Unity. Unity checks for collisions and physical interactions with other GameObjects through Box Collider.

5.b) 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. [2 pts]

* True, the reason why is when a script is added each GameObject gets its own copy of the script that has its own collision detection.

5.c) Explain the use of the GetComponent method within Unity. [1 pt]

* The GetComponent method within Unity is used to retrieve a reference to a component attached to a GameObject. The method does this by going into unity and retrieves the component you wish to access and allows you to edit parts of it.