**GAMEDEVREJECTS:**

**C# Programming for Unity**

**DESTROYING OBJECTS**

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**Contents**

[**6.0** **Destroying Objects** 3](#_Toc93483783)

[**6.1** **Create A New Project** 3](#_Toc93483784)

[**Glossary** 6](#_Toc93483785)

[**Resources** 7](#_Toc93483786)

# **6.0 Destroying Objects**

One of the functions you may want to use in your game development is the “Destroy()” function.

Destroy() does the opposite to creating or instantiating an object. **Destroy removes the object from the scene**.

In other word’s we literally, destroy and/or remove the game Object, attached to the script in question, disappear from the Game View.

So, using the void Start function we write Destroy Open parentheses (and pass the parameter…the game object in the hierarchy. Destroy (gameObject > gameObject = the object to which this script is attached, then we type comma, to pass other parameters:

* **1st parameter = the gameObject,**
* **2nd parameter = the TIME in seconds we want the game Object to be removed or destroyed**

Therefore, if we want the cube to be destroyed after 3 seconds, we just write 3f. (i.e. Destroy(gameObject, 3f); > then add a closing parenthesis, and a semi-colon; …too recap after the game starts the object to which the script is attached is destroyed after 3 seconds approximately. Now, for the sake of completeness, we will add a debug.log ("Cube is destroyed !"); (to output a message log) > Save All > then exit the script. Ok so now if we go back to our editor in unity, lets create a 3d object cube game object as follows. So now if we run this in game mode. What one should see in the game view is the cube appear then disappears in 3 seconds.

# **6.1 Create A New Project**

Create a Scene as follows:

Refer to 00.9\_CREATE A SCENE for instructions via the file path as follows:

\*.\*\MICROINTERNSHIP\1\_C#4UNITY\00.9\_CREATE A SCENE

Graphical user interface, application

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using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class DestroyEx1 : MonoBehaviour

{

    // Start is called before the first frame update

    void Start()

    {

        Destroy(this.gameObject,3.0f);

        Debug.Log($"This Game Object is Destroyed !!!");

    }

    // Update is called once per frame

    void Update()

    {

    }

}

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class DestroyEx2 : MonoBehaviour

{

    // Start is called before the first frame update

    void Start()

    {

    }

    // Update is called once per frame

    void Update()

    {

        if(Input.GetKeyDown(KeyCode.Space))

        {

            Destroy(this.gameObject,3.0f);

            Debug.Log($"This Game Object is Destroyed !!!");

        }

    }

}

We can call this destroy function from wherever we want. Later, we will learn how to destroy different gameObjects.

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# **Glossary**

# **Resources**

/End