# Collision Detection

## Overview:

Our game is coming along nicely, but there are some critical things we must add before it’s finished. First off, instead of pressing S to spawn the animals, we will spawn them on a timer so that they appear every few seconds. Next we will add colliders to all of our prefabs and make it so launching a projectile into an animal will destroy it. Finally, we will display a “Game Over” message if any animals make it past the player.

## Project Outcome:

The animals will spawn on a timed interval and walk down the screen, triggering a “Game Over” message if they make it past the player. If the player hits them with a projectile to feed them, they will be destroyed.

By the end of this lesson, you will be able to:

* Repeat functions on a timer with InvokeRepeating
* Write custom functions to make your code more readable
* Edit Box Colliders to fit your objects properly
* Detect collisions and destroy objects that collide with each other
* Display messages in the console with Debug Log

[Unity Video Series](https://learn.unity.com/tutorial/lesson-2-4-collision-decisions?uv=2020.3&courseId=5cf96c41edbc2a2ca6e8810f&projectId=5cdcc312edbc2a24a41671e6)

[Written Instructions](https://drive.google.com/file/d/11sQ2k-8a3vAxJE2R8_rmzh_UsNolw0Vn/view?usp=sharing)