

```
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4
5 public class DetectorColisiones : MonoBehaviour
6 {
7
8     //private static float puntuacion = 0f;
9     //private static float vidas = 3f;
10    private void OnTriggerEnter(Collider other){
11        if (other.CompareTag("Enemigo")) // Verifica si el objeto tiene
12            el tag "enemigo"
13        {
14            DestruirFueraEscena.SumarPuntos(1f);
15            Destroy(other.gameObject); // Destruye el enemigo
16        }
17        /*if(other.CompareTag("Granjero")){
18            vidas -=1f;
19            Debug.Log("Vidas restantes: " + vidas);
20        }
21
22        if(vidas == 0) {
23            Debug.Log("GAME OVER");
24        }*/
25
26        Destroy(gameObject);
27    }
28
29
30    // Start is called before the first frame update
31    void Start()
32    {
33
34    }
35
36    // Update is called once per frame
37    void Update()
38    {
39
40    }
41 }
42
```