

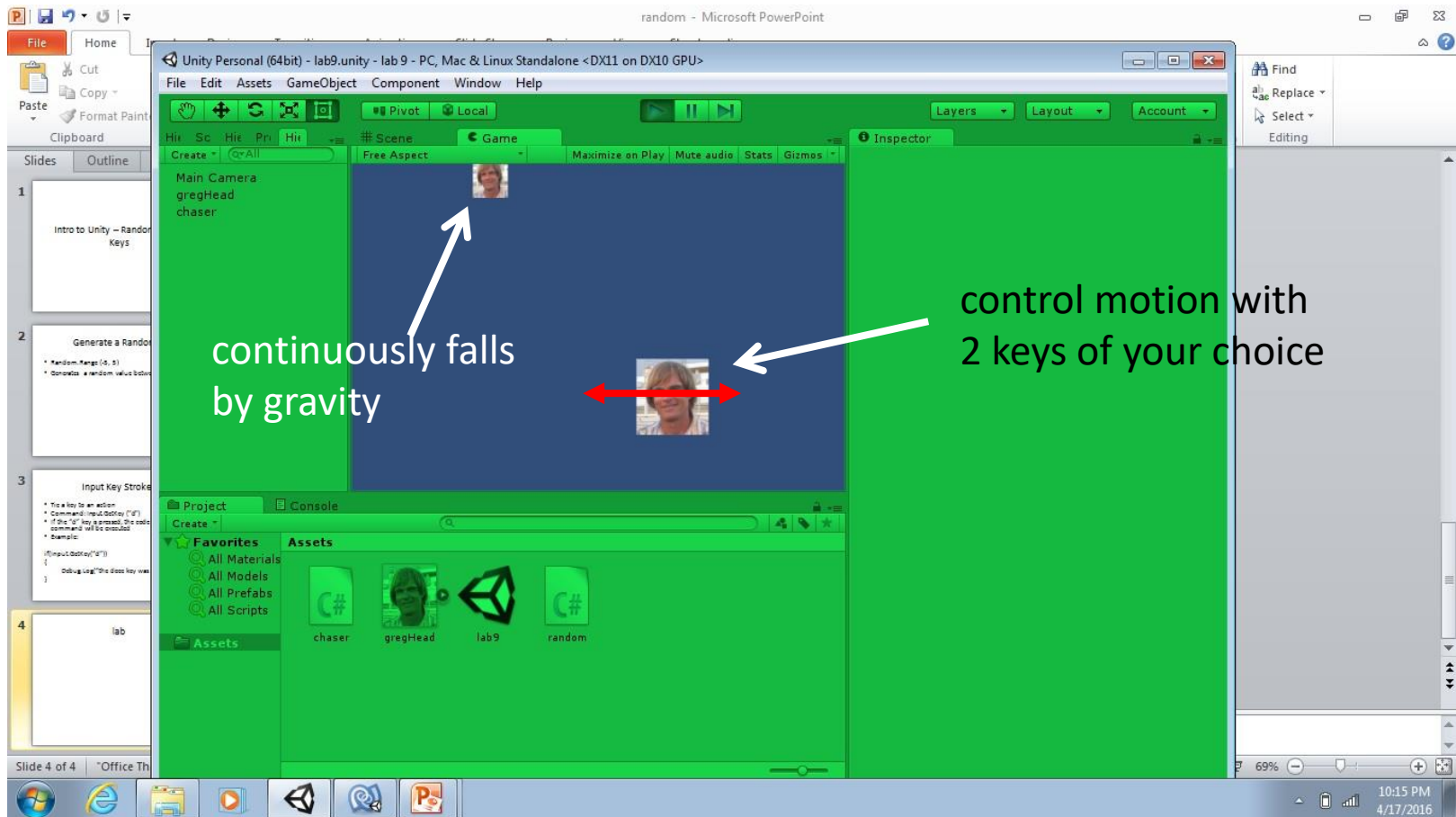
Intro to Unity – Collisions

Collisions

- Just like onMouseClick in Java...
- There are many methods built into Unity
- The one we care about now is:

```
void OnCollisionEnter2D(Collision2D coll)
{
    // put whatever you want to happen if your
    // object collides with another right here
}
```

Lab – Hit the GameObject



Lab Details

- Falling GameObject is controlled by gravity
- Left-right GameObject controlled by (keys)
- User tries to move controlled GameObject so that it hits falling GameObject
- When GameObjects collide, falling GameObject moves back to top of frame at a new Random x location.
- Game is lost if the falling GameObject passes by the controlled GameObject