

2. a) The two methods identified for designing pickups, include using the GameObject method setActive. This method takes a boolean value as a parameter that essentially switches the object on/off. The second method would be using the destroy method, which simply takes parameters of type object and the optional time associated before destroying the object. The destroy method will destroy the object from the scene (hierarchy). If an object is to be used later, then setActive would be the best solution.

2. b) I chose to use the destroy method because, in the context of this assignment, I never need to reactivate the objects for later use; once the ball collides with the object, the game setting no longer requires it.