//gameobject felvétel változóként tag vagy név alapjan

private GameObject gm;

[SerializeField] TextMeshProUGUI hpText;

private void Start()

{

gm = GameObject.Find("GameManager");

Player = GameObject.FindGameObjectWithTag("Player");

}

//overlap event collision trigger

private void OnTriggerEnter(Collider other)

{

}

void OnCollisionEnter(Collision collision)

{

if(collision.gameObject.tag == "key")

{

}

}

// külső föggvény hívás

gm.GetComponent<GameManager>().coinplus();

//destroy

Destroy(this.gameObject);

//enable disable

statusText.enabled = false;

//set text

hpText.SetText("HP: {0}", hpLeft);

//Corutine

StartCoroutine(Countdown());

IEnumerator Countdown()

{

while (true)

{

yield return new WaitForSeconds(1);

}

}

// spawn

Instantiate(bottlePrefab, new Vector3(Random.Range(-10f, 10f), 0.1f, Random.Range(-10f, 10f)), bottlePrefab.transform.rotation);

//Anim

Animator anim;

anim = GetComponent<Animator>();

animator.SetBool("walk", true);

// chek key down

if (Input.GetKeyDown("r"))

{

}

// delayed call

Invoke(„wait”,3f);