

0 references

```
public class CollisionHandler : MonoBehaviour  
{
```

0 references

```
void OnCollisionEnter(Collision other)
```

```
{
```

```
    switch(other.gameObject.tag)
```

```
    {
```

```
        case "Friendly":
```

```
            Debug.Log("Friendly Collision");
```

```
            break;
```

```
        case "Hit":
```

```
            Debug.Log("Collided with an obstalce");
```

```
            break;
```

```
        case "Finish":
```

```
            Debug.Log("You have finished the level");
```

```
            break;
```

```
        default:
```

```
            Debug.Log("Nothing has happened yet");
```

```
            break;
```

```
    }
```

```
}
```

```
}
```

← Comparing