Rigid body component: To enable game object to be influenced by gravity.

SampleMaterial

Dynamic Friction	0.6
Static Friction	0.6
Bounciness	0.6
Friction Combine	Average
Bounce Combine	Average
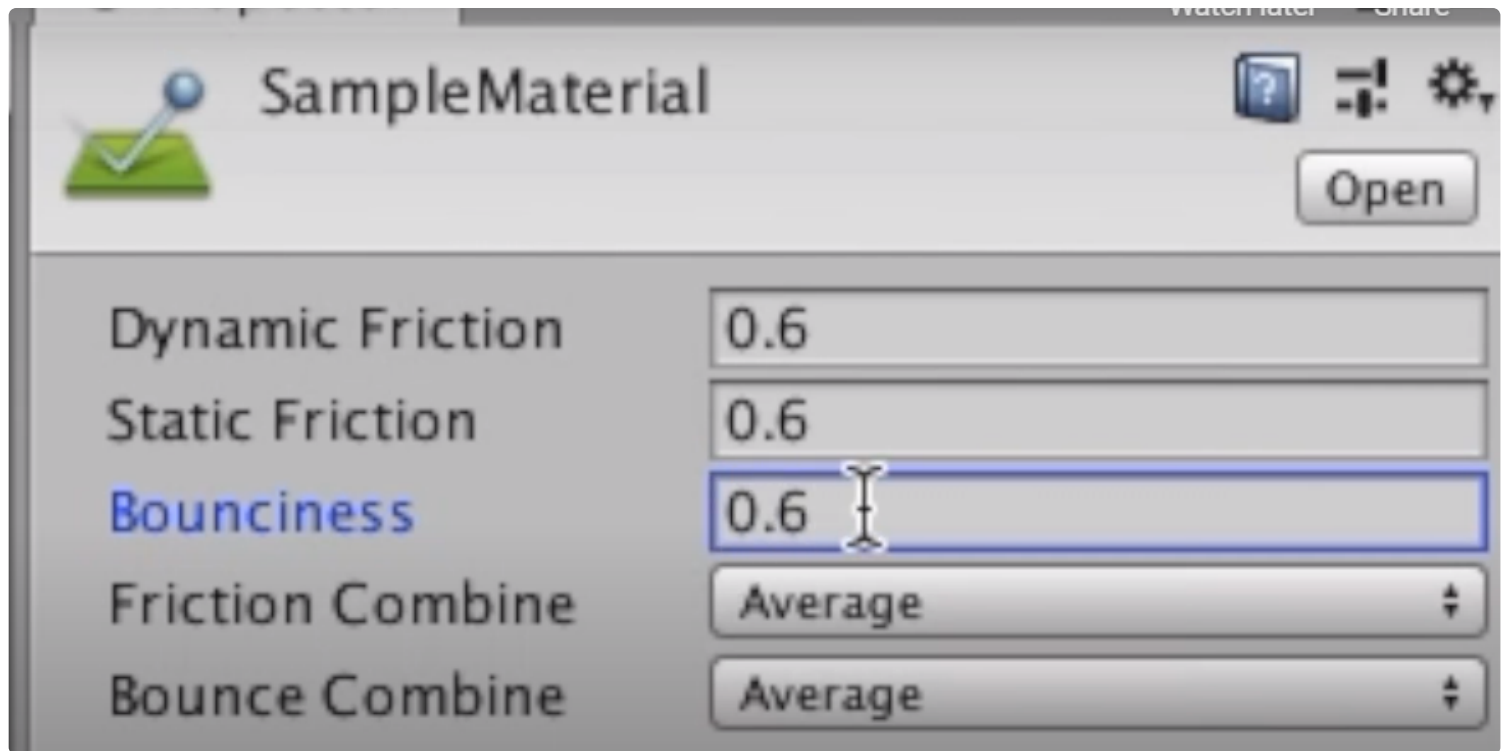
Physics Material: bounciness, frictions etc.

Checkpoint Trigger

On checking Is Trigger box, will make the object triggerable without the collision impact.

```
0 references
public class CollisionDetectionExample : MonoBehaviour
{
    0 references
    void OnCollisionEnter()
    {


    }

    0 references
    void OnCollisionExit()
    {


    }

    0 references
    void OnCollisionStay()
    {
        |

    }
}
```

Unity Pre-Defined Functions/Methods

Note :- Collision Script should be attached to a game object which is having a rigid component for checkpoint system.

```
0 references
void OnTriggerEnter()
{
    print("Entering trigger");
}

0 references
void OnTriggerExit()
{
    print("Exiting trigger");
}

0 references
void OnTriggerStay()
{
    print("Staying in trigger");
}
```

OnTriggerEnter,Exit,Stay are also one of the pre-defined methods for detecting collision.

```
public class CollisionDetectionExample : MonoBehaviour
{
    0 references
    void OnCollisionEnter(Collision c)
    {
        print("Collided with "+c.gameObject.name);
    }

    0 references                    Collider
    void OnTriggerEnter(              c)
    {
        print("Entering trigger");
    }
}
```

Above syntax used to detect object collided to which object in which parameter ' Collision c ' is used.

```
0 references
void OnTriggerEnter(Collider c)
{
    print("Collided with "+c.gameObject.name);
}
```

NOTE : ABOVE PRE-DEFINED FUNCTIONS ARE FOR 3D game objects.

```
private void OnTriggerEnter2D(Collider2D other){
```

correct syntax for 2D game objects...

```
public class ObjectHit : MonoBehaviour
{
    0 references
    private void OnCollisionEnter(Collision other)
    {
        Debug.Log("Bumped into the wall");
    }
}
```

pre-defined method to trigger a
certain event written inside a body