```
0 references
public class CollisionManager : MonoBehaviour
3 references
{   PlayerMovement move;
    1 reference
    [SerializeField] AudioClip crash;
    1 reference
    [SerializeField] AudioClip Success;
    4 references
    AudioSource audioSource;
    2 references
    int currentLevelIndex;

    3 references
    bool isTransitioning = false;              // Global Variable

    0 references
    void Start()
    {
        move = GetComponent<PlayerMovement>();
        audioSource = GetComponent<AudioSource>();
    }
```

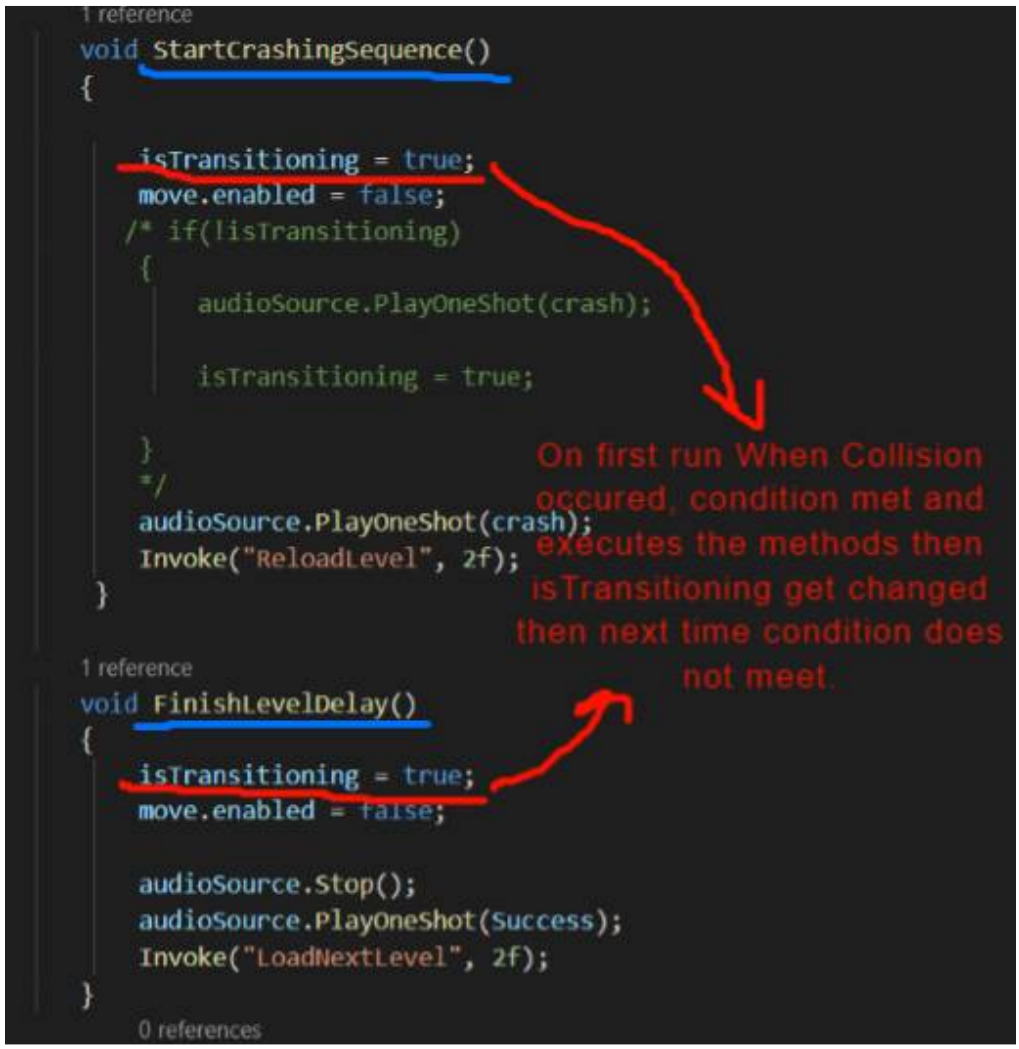
Variable Declared

```
0 references
void OnCollisionEnter(Collision other)
{   if(!isTransitioning)
    {
        switch(other.gameObject.tag)
            {

                case "Finish":
                        FinishLevelDelay();
                    break;
                case "Hit":
                        StartCrashingSequence();
                    break;
                default:
                        Debug.Log("Relax dear and keep playing");
                    break;

            }
    }
}
```

Condition Specified



Bool variable is useful in separating the two states of the game.

Another Way of doing :-

if(isTransitioning)

{ return; }

First time, condition will be **false** then code block of collision method will work and second time isTransistioning become **true** and condition will met and **return** keyword will bring the compiler out of the collision method, hence collision's block of code will not work.