

## LineDrawer.cs

```
1  using UnityEngine;
2
3  public class LineDrawer : MonoBehaviour
4  {
5      public LineRenderer lineRenderer;
6
7      private bool isDrawing = false;
8      private Vector2 startPoint;
9      private Vector2 endPoint;
10
11     private void Update()
12     {
13         if (Input.GetMouseButtonDown(0))
14         {
15             isDrawing = true;
16             startPoint = Camera.main.ScreenToWorldPoint(Input.mousePosition);
17         }
18         else if (Input.GetMouseButtonUp(0))
19         {
20             isDrawing = false;
21             endPoint = Camera.main.ScreenToWorldPoint(Input.mousePosition);
22             DrawLine();
23         }
24
25         if (isDrawing)
26         {
27             endPoint = Camera.main.ScreenToWorldPoint(Input.mousePosition);
28             UpdateLineRenderer();
29         }
30     }
31
32     private void DrawLine()
33     {
34         // Perform collision detection and remove intersected circles
35         RaycastHit2D[] hits = Physics2D.LinecastAll(startPoint, endPoint);
36         foreach (RaycastHit2D hit in hits)
37         {
38             if (hit.collider.CompareTag("Circle"))
39             {
40                 Destroy(hit.collider.gameObject);
41             }
42         }
43
44         lineRenderer.positionCount = 0;
45     }
46
47     private void UpdateLineRenderer()
48     {
49         lineRenderer.positionCount = 2;
50         lineRenderer.SetPosition(0, startPoint);
51         lineRenderer.SetPosition(1, endPoint);
```

```
52     }  
53 }  
54  
55  
56
```