

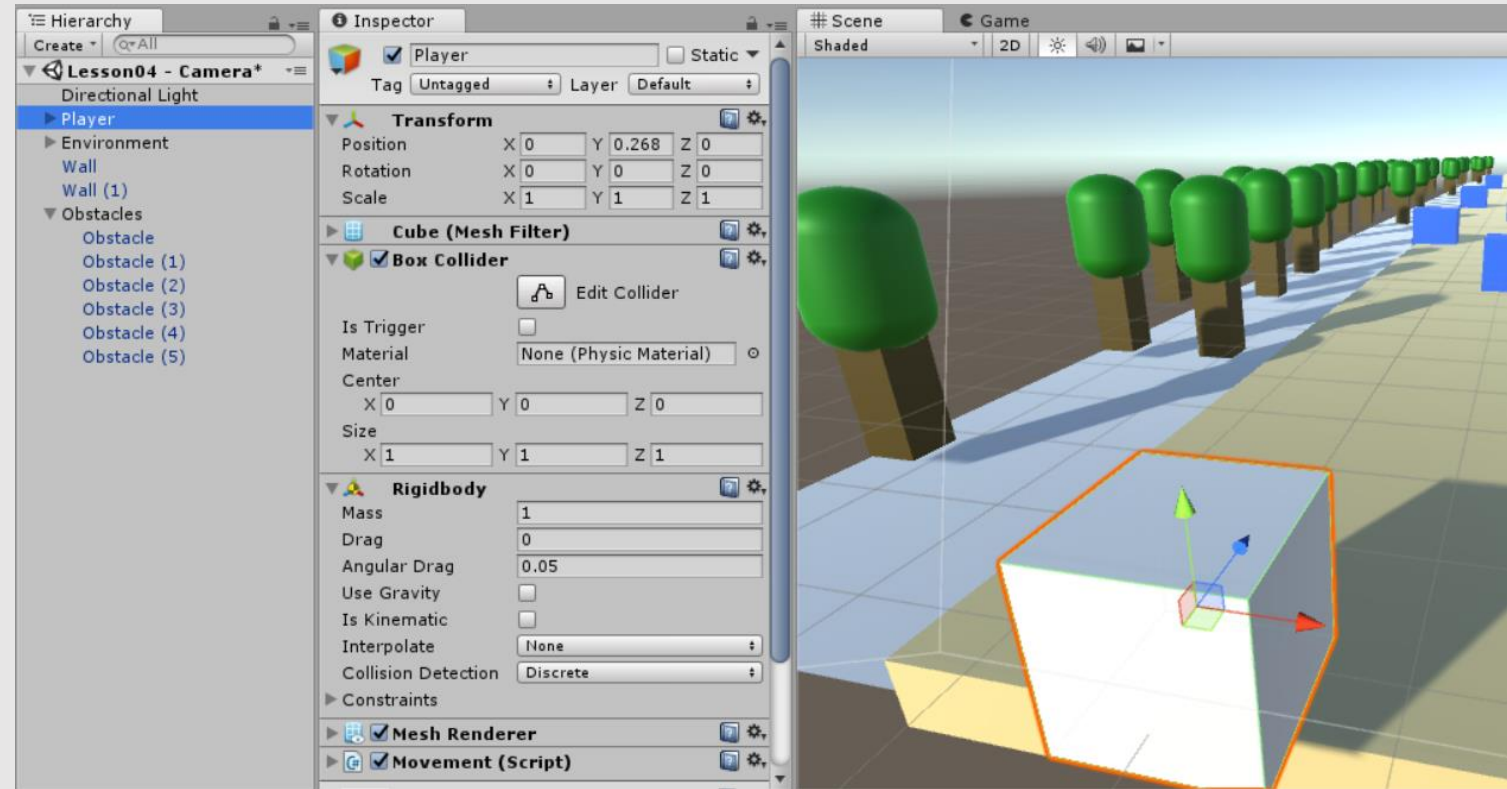
Game Dev with Unity3D

TRIGGERING



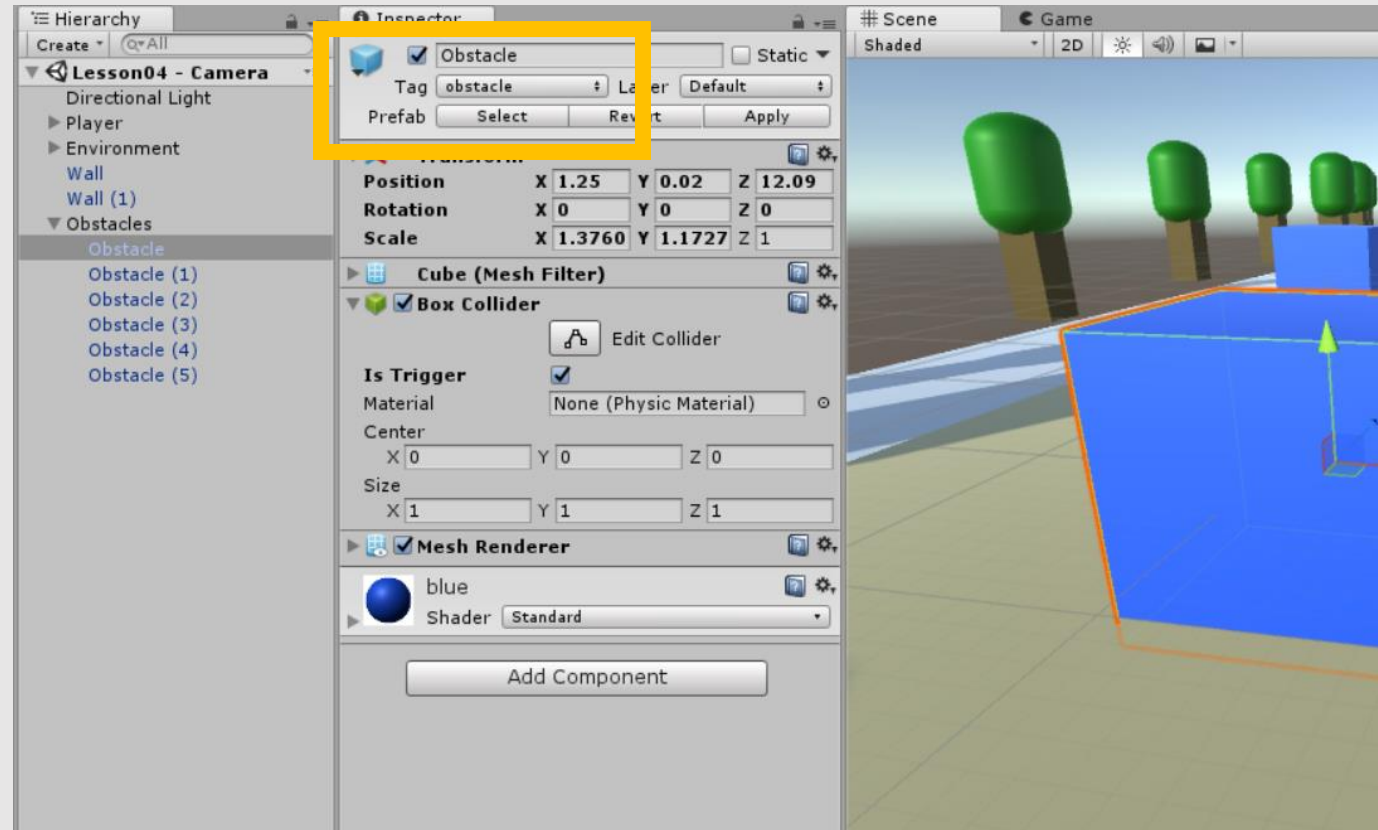
Step 1: Player game object

1. Make sure it has a collider (doesn't have to be Trigger)
2. Add a Rigidbody component.



Step 2: Obstacle game object

1. Add a collider
2. Set it to a Trigger
3. Add a tag with the name you specify for that purpose (such as "Obstacle" or "PickUp")



Step 3: Add code for the Player

```
public void OnTriggerEnter (Collider other)
{
    Debug.Log ("I collide with something ");

    if (other.tag == "obstacle")
    {
        Debug.Log (" I HIT AN OBSTACLE ");
    }
}
```