5. a. Collisions are detected in Unity with the Box Collider component. This defines a box around the object for which other objects coming into contact with is considered a collision. Both objects in a collision must have the box collider component, so that they can detect each other’s collision boxes.

b. True. Each object treats the script as its own component and reactions are done independently. We proved this was the case with our wall script, where only one wall at a time would change color despite all relying on the same WallScript file.

c. The GetComponent method in Unity pulls specific components of a GameObject so that it can use the behaviors of those components. For Box Collider, GetComponent can be used to pull the Box Collider component, and then the script can use methods for reacting to collisions.