CODE:

SAME COLLIDESCRIPT:

using UnityEngine;

using UnityEngine.SceneManagement;

public class samecollide : MonoBehaviour

{

public static int score = 0;

private void OnCollisionEnter2D(Collision2D collision)

{

if (collision.gameObject.name == this.gameObject.name)

{

if (this.gameObject.CompareTag("Player2"))

{

Vector3 newScale = this.transform.localScale + new Vector3(4, 4, 4);

this.transform.localScale = newScale;

}

if (collision.gameObject.CompareTag("Player"))

{

Destroy(collision.gameObject);

}

score = score + 1;

if (score > 10)

{

SceneManager.LoadScene(2);

}

}

else if (collision.gameObject.name == "Ground" || collision.gameObject.name != this.gameObject.name)

{

this.gameObject.tag = "Player2";

}

}

}

* When two objects with the same name collide:

If the current object has the tag "Player2", its size is increased.

If the colliding object has the tag "Player", it is destroyed.

The score is incremented.

If the score exceeds 10, scene 2 is loaded (presumably the next level or a game over screen).

* When the object collides with something named "Ground" or an object with a different name, its tag is changed to "Player2".

MOVEMENTSCRIPT(MV):

using UnityEngine;

public class mv : MonoBehaviour

{

public float moveSpeed = 5f;

private Rigidbody2D rb;

void Start()

{

rb = GetComponent<Rigidbody2D>();

if (rb == null)

{

Debug.LogError("Rigidbody2D component missing! Add one to enable movement.");

}

}

void Update()

{

float moveHorizontal = Input.GetAxis("Horizontal");

Vector2 movement = new Vector2(moveHorizontal \* moveSpeed, rb.velocity.y);

rb.velocity = movement;

}

}

ENABLES THE PLAYER TO MOVE LEFT AND RIGHT WITH ARROW KEYS.

TILESPRITESCRIPT:

using UnityEngine;

public class tilesprite : MonoBehaviour

{

private MonoBehaviour movementScript;

private MonoBehaviour samecollideScript;

void Start()

{

movementScript = GetComponent<mv>();

samecollideScript = GetComponent<samecollide>();

}

void OnCollisionEnter2D(Collision2D collision)

{

if (movementScript != null)

{

movementScript.enabled = false;

}

if (samecollideScript != null)

{

samecollideScript.enabled = false;

}

}

}

This script disables the movementScript and samecollideScript components attached to the same GameObject as this script upon any collision.

**OnCollisionEnter2D(Collision2D collision)**

* This method is called when the GameObject's collider collides with another collider.
* It checks if movementScript and samecollideScript are not null (meaning they were found in Start()).
* If they are not null, it sets their enabled property to false, effectively disabling them. This will stop the sprite's movement and prevent it from triggering any further collisions handled by the samecollide script.

GAMEOVERSCRIPT:

using UnityEngine;

using UnityEngine.SceneManagement;

public class gameover : MonoBehaviour

{

public float gameOverYThreshold = 4f;

public string gameOverSceneName = "GameOverScene";

public samecollide scoreScript;

void Update()

{

GameObject[] player2Objects = GameObject.FindGameObjectsWithTag("Player2");

foreach (GameObject player2Object in player2Objects)

{

if (player2Object.transform.position.y > gameOverYThreshold)

{

SceneManager.LoadScene(1);

}

}

}

}

This script checks if any GameObject tagged as "Player2" goes above a certain Y threshold (gameOverYThreshold). If any of them do, it loads scene number 1(GAMEOVER SCREEN).