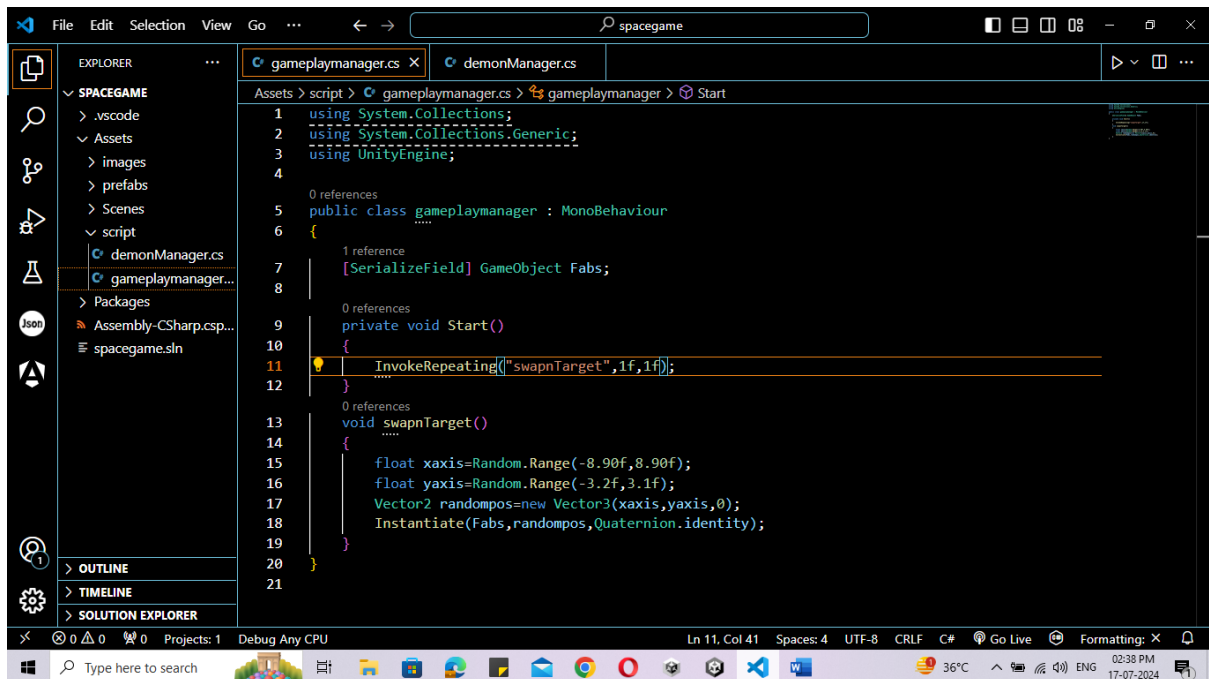


Destroying the object on click

To do this we use a unity function `OnClick()`



The screenshot shows the Visual Studio IDE with the file 'gameplaymanager.cs' open. The code defines a `gameplaymanager` class that inherits from `MonoBehaviour`. It includes a `Start()` method that calls `InvokeRepeating()` to trigger the `swapnTarget()` method. The `swapnTarget()` method generates random coordinates and instantiates a 'Fabs' object.

```
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4
5 public class gameplaymanager : MonoBehaviour
6 {
7     [SerializeField] GameObject Fabs;
8
9     private void Start()
10    {
11        InvokeRepeating("swapnTarget",1f,1f);
12    }
13
14    void swapnTarget()
15    {
16        float xaxis=Random.Range(-8.90f,8.90f);
17        float yaxis=Random.Range(-3.2f,3.1f);
18        Vector2 randompos=new Vector3(xaxis,yaxis,0);
19        Instantiate(Fabs,randompos,Quaternion.identity);
20    }
21 }
```

