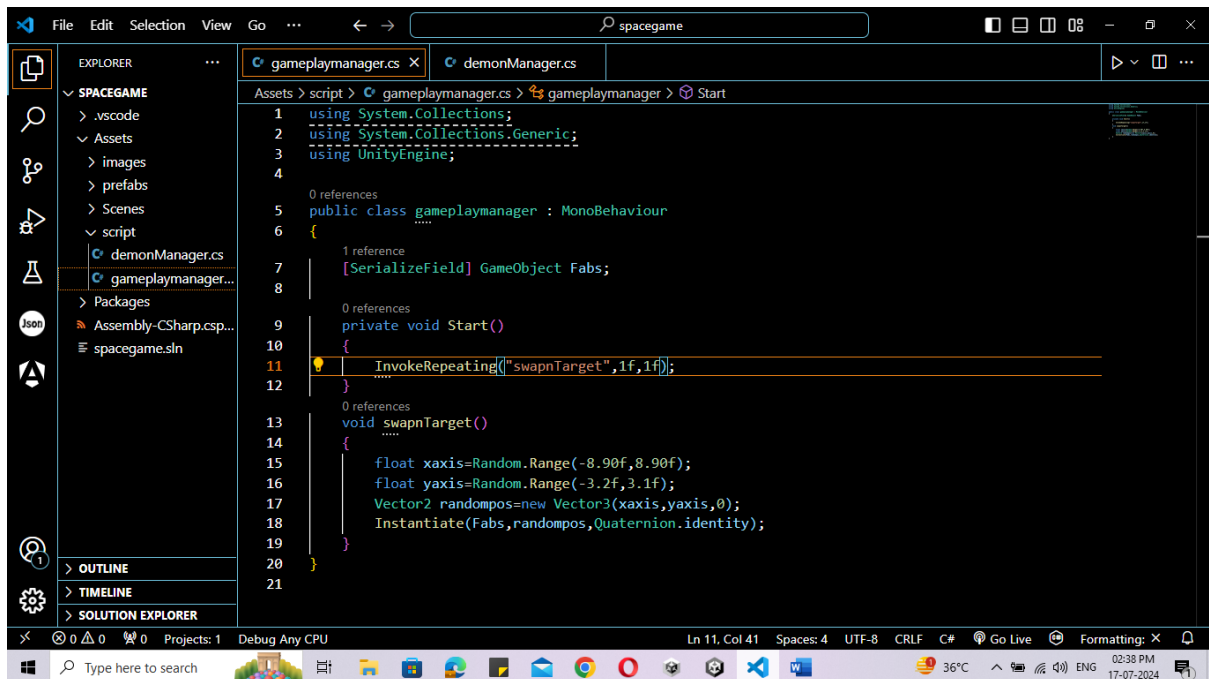Destroying the object on click

To do this we use a unity function OnMouseDown()