1) BuildingPlacement.cs + BuildingManager.cs 🡺 scene (camera /gameobjectempty…)

2) boxcollider(istriger) +rigidbody (iskinematic) + PlacebaleBuilding.cs on Emptygameobject

2.1) Emptygameobject tag=Building + Layer=buildings

3) put the gameobject as a child

4) add collider to the gameobject