



Find all game Objects with the same tag and Destroy them.

<https://youtu.be/cjMP679cY54>

Place a few game Objects with the name tag Enemy. Create a new empty game object and call it EnemyDestroyer. Give it this script :

```
// Find all game objects with the same name tag and destroy them//  
//by René Pol for the Script Library -2021- RP-Interactive.nl@//
```

```
using System.Collections;  
using System.Collections.Generic;  
using UnityEngine;  
  
public class EnemyDestroyer : MonoBehaviour  
{  
  
    GameObject[] Enemies;  
  
    void Start()  
    {  
        Enemies = GameObject.FindGameObjectsWithTag("Enemy");  
    }  
  
    void Update()  
    {  
        if(Input.GetKeyDown(KeyCode.Space))  
        {  
            foreach (GameObject A in Enemies)  
            {  
                Destroy(A.gameObject);  
            }  
        }  
    }  
}
```

We define a group that holds all tags with the name Enemy and call it Enemies. At start the group will check for all its members (The objects with the tag Enemy) For every object in this group we define a name (In this example A but it can be anything) and destroy all these A game objects with the press of the space bar.

This comes in handy when you need all enemies removed if you cleared a level.