- Give the character the name tag Player.
- Give the ground the name tag Ground.
- Create a new script and name it FallDown.

On collision with the ground we will use the nametag of the ground so when the player hits it, it will be removed. The script we use :

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
public class FallingDown : MonoBehaviour
{
void OnCollisionEnter2D(Collision2D other)
{
if (other.gameObject.tag == "Ground")
{
Destroy(this.gameObject);
}
}
}
```

• Give this script to the player.

If you run the project now you will see that when the player hits the ground it get's removed.
It uses Destroy to make the player character disappear. If you want the ground also to disappear you just add the line : `Destroy(this.gameObject);`
The first 3 lines of the script are the standard libraries Unity uses. It makes programming in C# easier cause some scripts are allready in those libraries. The public class is the name of the script. Void means function and after void follows the name of any function. Every function opens with a { and closes with a } Most instruction programming lines end with a ;

If we want to control the gravity of the player we need to add some new lines to the players script. First we define the rigidbody2D by naming it rb. We create a new start function so when ever the player appears the first thing it does is using the Rigidbody2D and setting the gravity to 0.

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
public class FallingDown : MonoBehaviour
{
private Rigidbody2D rb;
private void Start()
{
rb = GetComponent<Rigidbody2D>();
rb.gravityScale = 0;
}
void OnCollisionEnter2D(Collision2D other)
{
if (other.gameObject.tag == "Ground")
{
Destroy(this.gameObject);
}
}
}
```