



Let's see if we can teleport the player back to its start position when it hits the ground.

- Change the players script into this:

```
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")
        {
            transform.position = new Vector3(0, 4, 0);
        }
    }

    public void Update()
    {
        {
            if (Input.GetKeyDown(KeyCode.A))
            {
                rb.gravityScale = 1;
            }

            if (Input.GetKeyDown(KeyCode.D))
            {
                rb.velocity = Vector3.zero;
                rb.gravityScale = 0;
            }
        }
    }
}
```

Every time the player hits the ground its position is set to the new coordinates x,y,z. By giving a new vector3 the player will teleport to that position. The coordinates can be found in the inspector's window. This way you could for example make a player respawn at a start position if it hits something dangerous.