It would be fun if the balloon is gone when the player falls. We can use another sprite for that so it will replace the original during the falling.

- Change the players script into this:

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class FallingDown : MonoBehaviour
{
private Rigidbody2D rb;
public Sprite originalSprite;
public Sprite newSprite;

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;
this.GetComponent<SpriteRenderer>().sprite = newSprite;
}

if (Input.GetKeyDown(KeyCode.D))
{
this.GetComponent<SpriteRenderer>().sprite = originalSprite;
rb.velocity = Vector3.zero;
rb.gravityScale = 0;
}
}
}
}
```

Drag the sprites you want to use into the inspectors window. Public means you get this option if it was set private you could add nothing in the inspectors window. On key press the player sprite gets replaced with the sprite newSprite. On D key it will change back into the originalSprite.
Let's play a balloon pop sound when the balloon disappears.

- Change the players script into this:

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class FallingDown : MonoBehaviour
{
private Rigidbody2D rb;
public Sprite originalSprite;
public Sprite newSprite;
public AudioClip balloonpop;


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))
{
AudioSource.PlayClipAtPoint(balloonpop, new Vector3(0, 0, -10));
rb.gravityScale = 1;
this.GetComponent<SpriteRenderer>().sprite = newSprite;
}
if (Input.GetKeyDown(KeyCode.D))
{
this.GetComponent<SpriteRenderer>().sprite = originalSprite;
rb.velocity = Vector3.zero;
rb.gravityScale = 0;
}
}
}
}
```

Every time the A key is pressed the sound will play at a position near the camera. You can get the coordinates in the inspector's window. Make sure you drag the sound file you want to use to the inspector's view. You can use as many sounds if you want by adding audio clips with different names.