We used collision before to determine if the player hits the ground. This can be done also with Raycast2D and Physics2D. Here is how.

- Place the falling dude sprite.
- Give it a Box2D collider an a Rigidbody2D
- Make sure the Z constraint is selected
- Create a new script and call it testray
- Give this script to the falling dude sprite
- The script should look like this

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

public class testray : MonoBehaviour
{

private int layerMask = 1 << 8;

void Update()
{
RaycastHit2D hit = Physics2D.Raycast(transform.position, Vector2.down, 0.2f);
if (hit.collider != null)
{
if(hit.collider.CompareTag("Ground"))
{
Destroy(this.gameObject);
}
}
}
}
```

- Set the layer of the gameObject to Ignore Raycast otherwise it will hit itself.

Test the project and see how the sprite vanishes as soon as it hits the ground. An invisible line is sticking out a certain given distance (0.2f) at the bottom of this gameobject. If it hits an other object with the name tag Ground it responds. You can make this invisible line visible by adding one more line to the script. It draws a line in the color you need at the position of the Raycast.

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

public class testray : MonoBehaviour
{
private int layerMask = 1 << 8;

void Update()
{
RaycastHit2D hit = Physics2D.Raycast(transform.position, Vector2.down, 0.2f);
Debug.DrawRay(transform.position, Vector2.down,Color.red, 0.2f);
if (hit.collider != null)
{
if(hit.collider.CompareTag("Ground"))
{
Destroy(this.gameObject);
}
}
}
```