



Instead of collisions we can also use triggers. A trigger will activate when it comes close to an other object. We gave the player a Player tag. So let's create a game Object that gets triggered by that nametag.

- Place the balloon sprite.
- Give it a Box2D collider and make sure the trigger box is selected.
- Create a new script and call it Balloon.
- Give this script to the balloon.
- The script should look like this

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

public class Balloon : MonoBehaviour
{
    private void OnTriggerEnter2D(Collider2D collision)
    {
        if (collision.gameObject.tag == "Player")
        {
            Destroy(this.gameObject);
        }
    }
}
```

Test the project and see how the balloon Disappears as soon as the player get's close to it. Triggers are used for many things : Activating sounds, using doors, picking up coins and a lots more. Place more ballons and make them give 100 points each by adding one line that uses our scoring script.

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

public class Balloon : MonoBehaviour
{
    private void OnTriggerEnter2D(Collider2D collision)
    {
        if (collision.gameObject.tag == "Player")
        {
            Scoring.scoreValue +=100;
            Destroy(this.gameObject);
        }
    }
}
```