

# Unity How to handle objects going off screen

Create an empty game object with a (2d) box collider. Scale and position it in your scene so it catches bullets or everything that can fall in it. This makes sure GameObjects get destroyed and don't linger around.

[DeathZone.cs](#)

```
using UnityEngine;
using System.Collections;

public class DeathZone : MonoBehaviour {

    // Use this for initialization
    void Start () {

    }

    // Update is called once per frame
    void Update () {

    }

    void OnCollisionEnter2D(Collision2D coll) {
        Destroy(coll.gameObject);
    }
}
```

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