

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

public class PlayerDeath : MonoBehaviour
{
    [SerializeField] GameObject ui;
    [HideInInspector]
    public static bool isDead = false;
    private void OnCollisionEnter2D(Collision2D other)
    {
        if (other.gameObject.CompareTag("Player"))
        {
            isDead = true;
            ui.SetActive(true);
        }
    }
}
```