

??????????



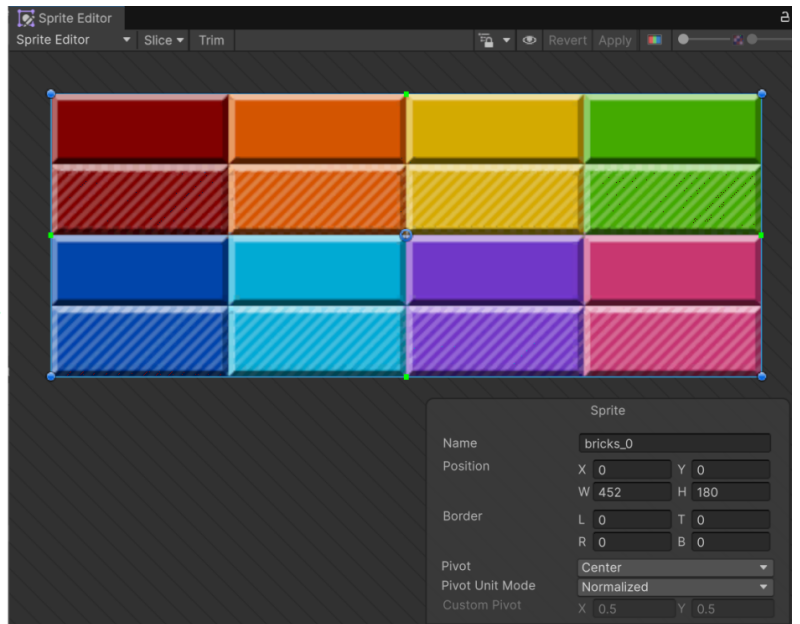
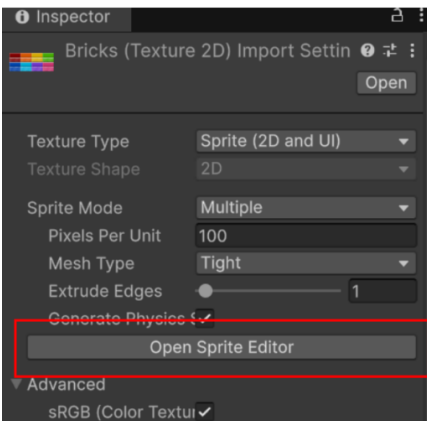
??????



Unity Sprite Editor



Inspector Open Sprite Editor



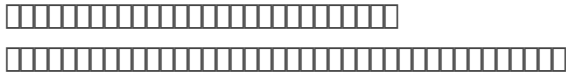
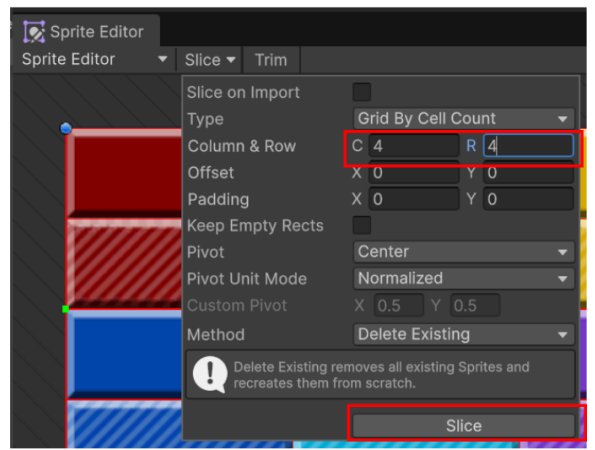
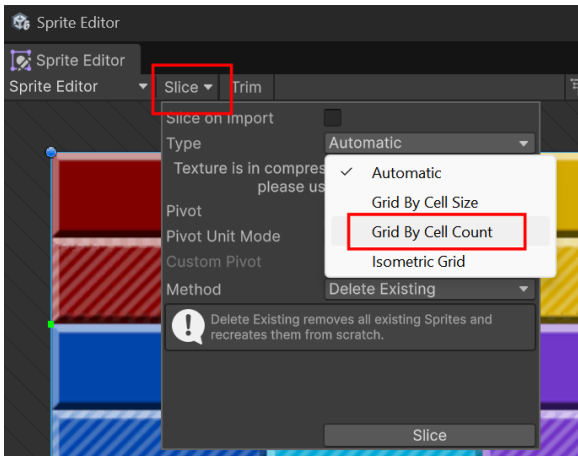
Cell Count 4 4

Slice

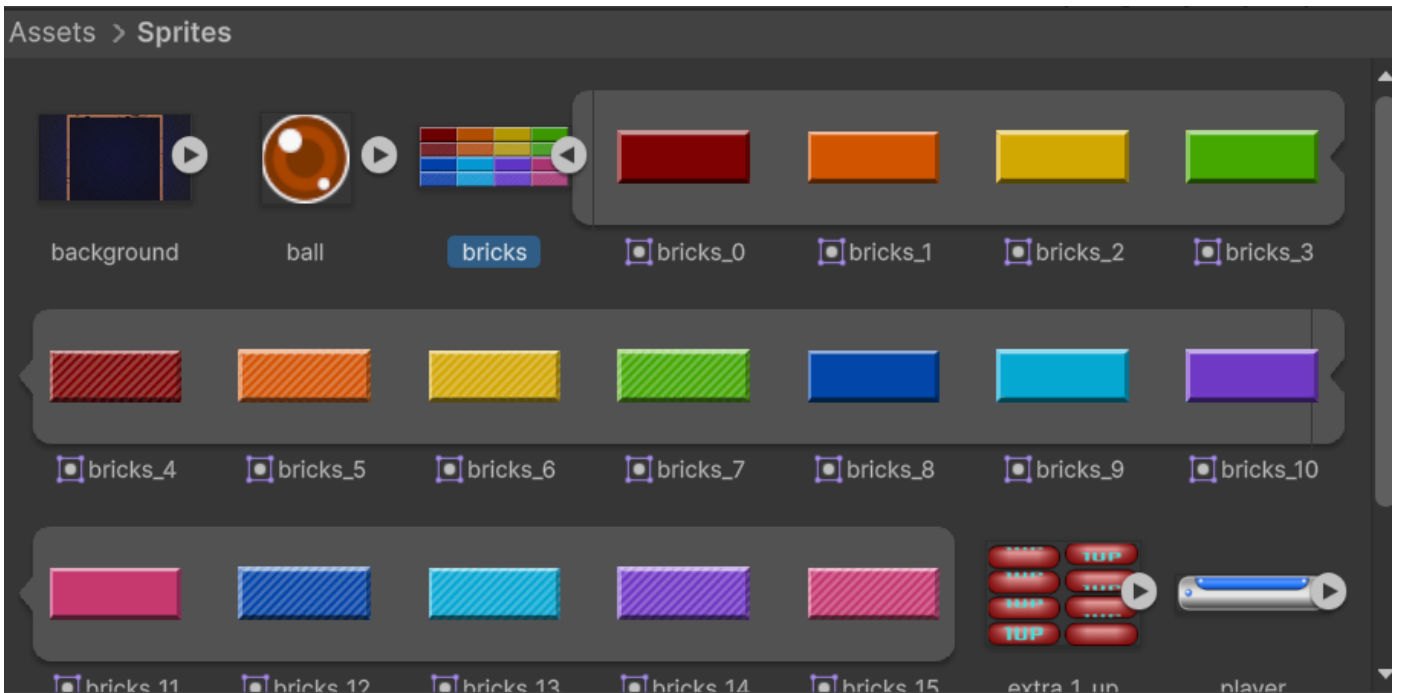
Slice

Automatic

Grid by



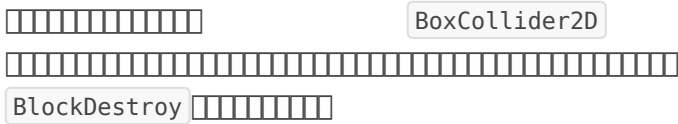
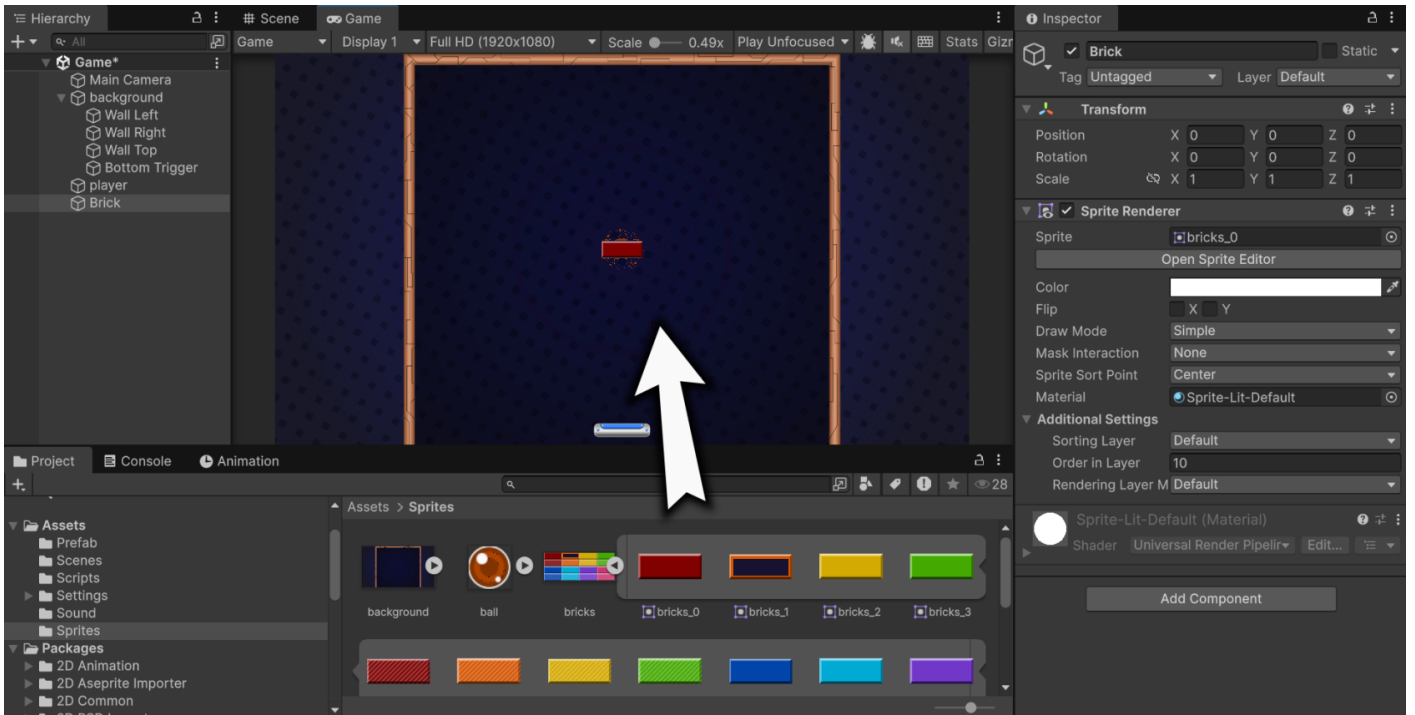
Apply



??????



Brick

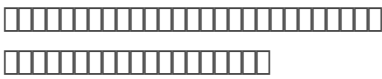
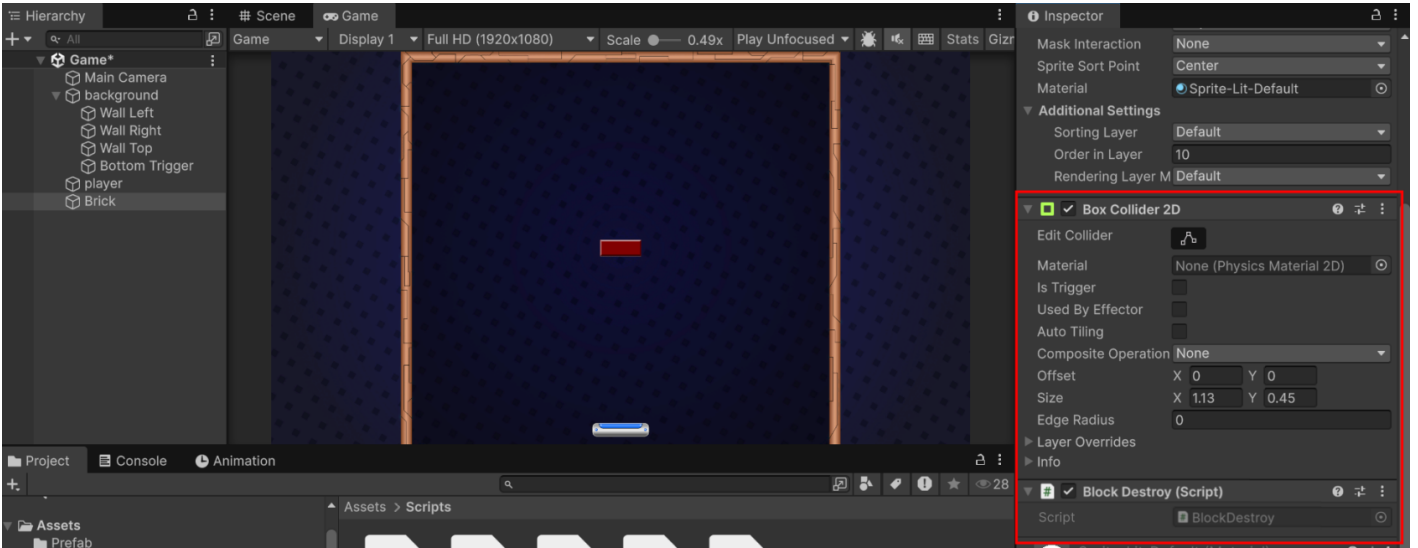


```

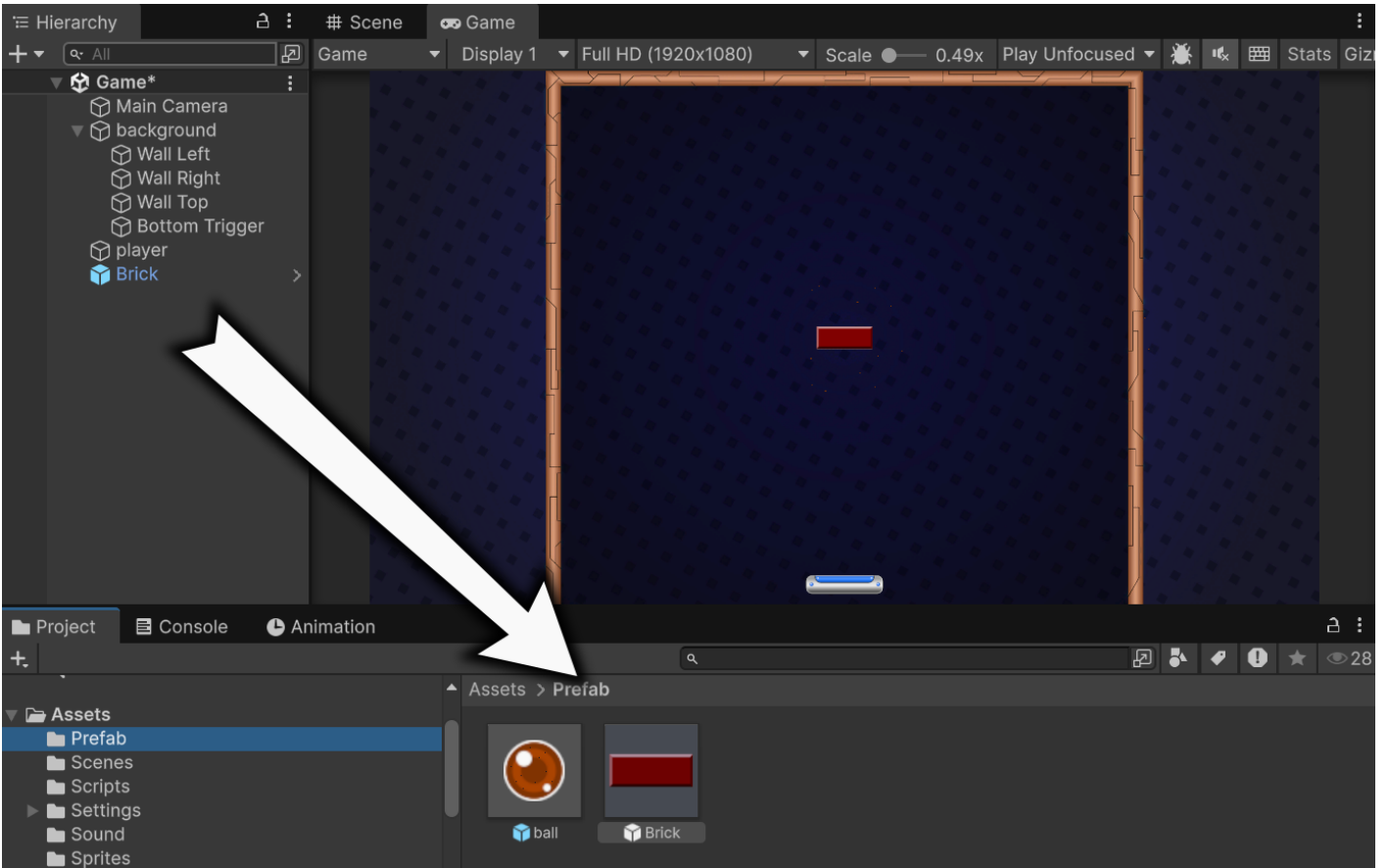
using UnityEngine;

// 
public class BlockDestroy : MonoBehaviour
{
    // 
    private void OnCollisionEnter2D(Collision2D other)
    {
        // 
        Destroy(gameObject);
    }
}

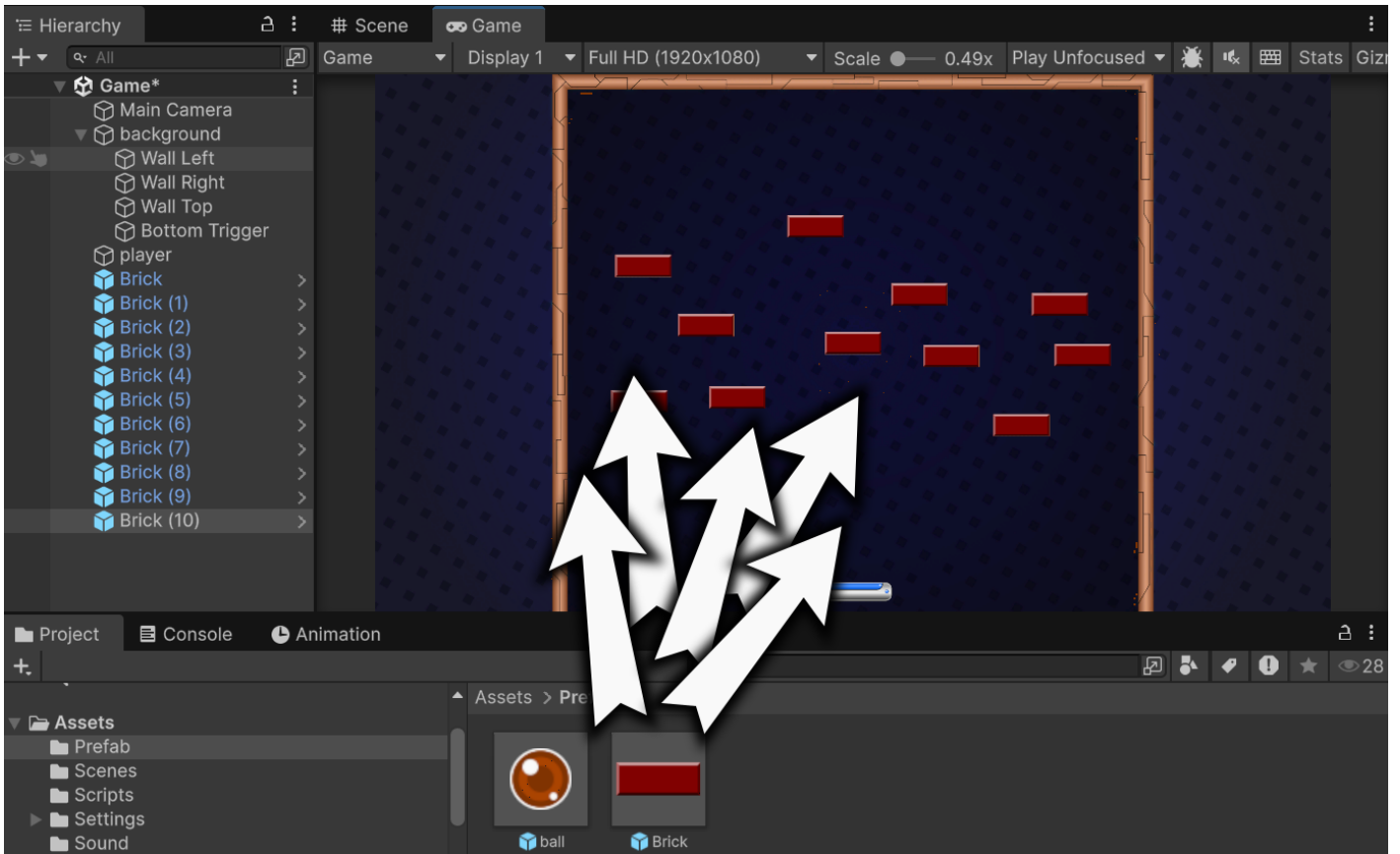
```



Prefab



Prefab



Revision #2

Created 2026-04-21 06:33:37 UTC by Menendez Francisco

Updated 2026-04-27 07:23:29 UTC by Menendez Francisco