

```

30 // Die by offscreen
31 Vector2 screenPosition = Camera.main.WorldToScreenPoint(transform.position);
32 if (screenPosition.y > Screen.height || screenPosition.y < 0)
33 {
34     Die ();
35 }
36 }
37
38
39 void Fire()
40 {
41     //fire projectile method
42     if (Time.time > firingRate + lastShot)
43     {
44         var offset = new Vector3(2.0f, 0, 0);
45         GameObject missile = Instantiate(projectile, transform.position + offset, Quaternion.identity) as GameObject;
46         missile.GetComponent<Rigidbody2D>().velocity = new Vector3(projectileSpeed, 0, 0);
47         lastShot = Time.time;
48     }
49 }
50
51 void OnCollisionEnter2D(Collision2D collision)
52 {
53     if (collision.gameObject.tag == "Stars" || collision.gameObject.tag == "Projectile")
54     {
55         return;
56     } else {
57         Die ();
58     }
59 }
60
61 void Die()
62 {
63     SceneManager.LoadScene("Game");
64 }
65 }
66 }
67

```

\* Note: Change this line to include the end portion.