



Every time a dude get's spawned we want 10 points added to a score. In order to do this we create an UI element.

- Create an UI text
- A canvas is created and the text is on that canvas. Its like an image over our game.
- Create a new script and call it Scoring.
- The script should be like this :

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

public class Scoring : MonoBehaviour
{
    public static int scoreValue = 0;
    public Text score;

    void Start()
    {
        score = GetComponent<Text>();
    }
    void Update()
    {
        score.text = scoreValue.ToString("000000");
    }
}
```

Its important that the library for the UI is used. Otherwise the UI elements won't show.

- Give this script to the UI text.
- Drag the UI text into the inspectors window
- Change font settings to your likings. (Colors,size and so on)



Now the UI text will show the scoreValue by giving it on screen in the way we like. (6 digits in this case) In order to add points we need to add one line to the dudespawner.

- Change the script into this:

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

public class Dspawner : MonoBehaviour
{
    public float countdown = 5;
    public GameObject tospawn;

    void Update()
    {
        countdown -= Time.deltaTime;
        if(countdown <= 0)
        {
            Instantiate(tospawn, new Vector3(-5 + Random.Range(1, 8), 5, -10), Quaternion.identity);
            countdown = 5;
            Scoring.scoreValue += 10;
        }
    }
}
```

Every time a gameobject gets spawned 10 points will be added to the score. It will look for the Scoring script and adds 10 to the scoreValue variable in it.