



- Place the 2 different pill sprites.
- Give them both a collisionbox2D and make sure the is trigger box is selected.
- Create a new script and call it Pacpills
- Give it to both sprites.
- The script should look like this

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

public class Pacpills : MonoBehaviour
{
    public int Pilltype;

    private void OnTriggerEnter2D(Collider2D collision)
    {
        if (collision.gameObject.tag == "Player")
        {
            Destroy(this.gameObject);
        }
    }
}
```

Test the project and you will be able to pick up (eat) the pills. To set the type of pill (Normal or power pill) we use the int variable. 1 means a normal pill en 2 means a powerpill. The both use the same script but will react differently as we will discover later.

- Add a UI text element and call it Score
- Create a new script and call it Scoring
- Give the script to the UI text element
- The script should look like this :

```
using System.Collections;
using System.Collections.Generic;
using UnityEditor;
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");
    }
}
```

Drag the UI text element to the inspectors window. Use any font and setting you like for this UI text.



The normal pills will give 10 points and the power pills will give 50. We need to change the pill script into this one :

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

public class Pacpills : MonoBehaviour
{
    public int Pilltype;

    private void OnTriggerEnter2D(Collider2D collision)
    {
        if (collision.gameObject.tag == "Player")
        {
            if(Pilltype == 1)
            {
                Scoring.scoreValue += 10;
            }
            if(Pilltype == 2)
            {
                Scoring.scoreValue += 50;
            }
            Destroy(this.gameObject);
        }
    }
}
```

Duplicate some pills and test the project. Score points will be added depending of the type of pill eaten. You can make prefabs out of this 2 pill sprites like you learned before.