In this lesson we will start adding our Score and we will also create a score manager That will take care of how to increment our score and when to stop counting our score and that will also take care of saving our score to our mobile ,our computer So lets get started doing that First we are goin to create an empty game object and I am going to quickly rename it to Score Manager and create a script called as Score Manager script

And open it in Visual Script

Now first of all we are going to create singleton instance of these ScoreManager

Se we write public static ScoreManager instance

And what we did in awake of UIManager we will do it here.

So we have created singleton instance of our ScoreManager

Now we will create two function

One name is increment Score of return type void

This function will increment our score by one

So first we need to do is declare a variable public int score

So this variable will store our scores

And now in start method we set score to 0

Let desclare another variable highScore which will store our high score

We will set it later

So inside our increment Score function we gonna say

Score+=1

So this will increment our score by 1 it means if there score 2

Now we are going to create another method and name it as startScore method

This start score will repeatedly call our increment score function

So that our score will get incremented repeatedly

So inside it we call the function Invoke Repeating

And as we know we pass it the name of the function that we want to repeat anf after what time we want to call our function after start of the game (I take 0.1f mean 1/10 of the second )

And we pass it the time after which we want to call the function repeatedly (we take 0.5f which means we take ½ seconds)

Now our whole code look like this

public class ScoreManager : MonoBehaviour

{

// Start is called before the first frame update

public static ScoreManager instance;

public int score;

public int highScore;

void Awake()

{

instance = this;

}

void Start()

{

score = 0;

}

void incrementScore()

{

score += 1;

}

// Update is called once per frame

void startScore()

{

InvokeRepeating("incrementScore", 0.1f, 0.5f);

}

void Update()

{

}

}

3:30