# Damir Nabiullin - Unity HW 8

## Task 2

[source code](source code)

For UIController script I added static functions that add one to enemies count when enemy dies and function that called when health is updated. Both this functions updates values. In Update method I have updated UI text to show current values.

## Task 4

[source code](source code)

I have created a function in UIController that updates speed for Enemies and Player. I have updated scripts of player and enemies so that it has static function to update speed and static speed property. UIController *SetSpeedForAll* method use this functions to update speed for all enemies and for player.