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#### Haxe Individual argumentation

The score counter in the upper left corner is part of the UI of the game. We have put the score counter in the upper left corner because it's noticeable for the player but it's not in the way.

The score counter works gives you points when killing an enemy. So for example: you kill one enemy and you get one point, if you kill two enemies you get two points. So if you want to get points you need to kill enemies, in this way you can't just stay alive for 100 seconds and say that's your score. The score depends on how much enemies you have killed.

The code we used for this is small because we don't want it in the way for the player. The score counter will update every frame because of the code we implemented. With this way the score will always be correct.