



[IvyMoon](http://IvyMoon.com)

# Currency: Gold Silver Copper + Score

Enjoy! Here are the steps :

1. OpenUnity
2. Import the asset
3. Open CurrencyExample file in IvyMoon>Scenes
4. Run the Scene and watch the numbers go as you collect.You did it!

Scripts Explained:

### Currency UI

UI\_Canvas has script called Currency UI. this script does the following:

- Use Score - Will have the score visible in game
- Use Gold - Will have the gold silver and copper values visible in game
- Show Text - shows script driven text for the score and gold
  - If you edit the script and change the text inside the “ “ it will change it in game.
    - i.e. : string scoretext = “**your change here**”;
- Score Text - attach text setting you want for score here
- Gold Text - attach text setting you want for gold here
- Silver Text - attach text setting you want for silver here
- Copper Text - attach text setting you want for copper here

### Currency

GameObject Currency has this script attached. It holds the information for the gold/silver/copper amounts and a total called coins.

### PickUp

The coins in the scene use this to be picked up by the player

- Pick Up Range - how close the player has to be to pick up
- Spin Speed - how fast object turns
- Player - Should be set to FPSController if using built in FPSController
- Activate Sound - Play sound when item turns on
- Coins - the value of item when picked up. This affects your currency total
- Pickup Sound - Play a sound when item is picked up

## Score Point

This will add one point to the score.

If you want to change the amount open up the script and go to:

```
{  
  score.score++;  
}
```

Change that to:

```
{  
  score.score = score.score + x;  
}
```

Where  $x$  is the value you want it to be



**Thank you for your support!**

If you have any questions or comments please contact [ivymoongames@gmail.com](mailto:ivymoongames@gmail.com)