Point System Tutorial

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I started by creating a simple object, like a sphere, and named it “**Coin**”. I then created a new script called “**CoinPickup**”. Under void Update I wrote:

**private void OnTriggerEnter(Collider other)**

**{**

**if (other.name == "player\_model")**

This line of code meant that something will happen once the player collides with the coin. I then wrote:

**other.GetComponent<PointSystem> ().points++;**

**Destroy(gameObject);**

This means that when the coin is destroyed it will be represented on the points display in the game and increase each time the player collects one.