Count-up Documentation:

Today I will be making a game component that will adjust the score upon interaction, this in short will be a form of UI that will potentially count up from zero to possibly a hundred or more depending on how many points the player receives. This is as I feel having a score system is essential to have in a game. I will also make it count up rather than just be a straight up score increase, in short it will count up from 1 – 10 if that is how the score system would work, this is as I feel that it will give the player some form of satisfaction seeing the number go up rather than a simple increase.

Steps:

1. Create a UI element within the current scene and call it score
2. Create a script, call it whatever, and attatch it to the UI element you plan to be using for the scoring system

Scripting Steps:

1. Add Using UnityEngine.UI; at the top