

# LEONARDO FUNARI

## Dynamic UI score tutorial

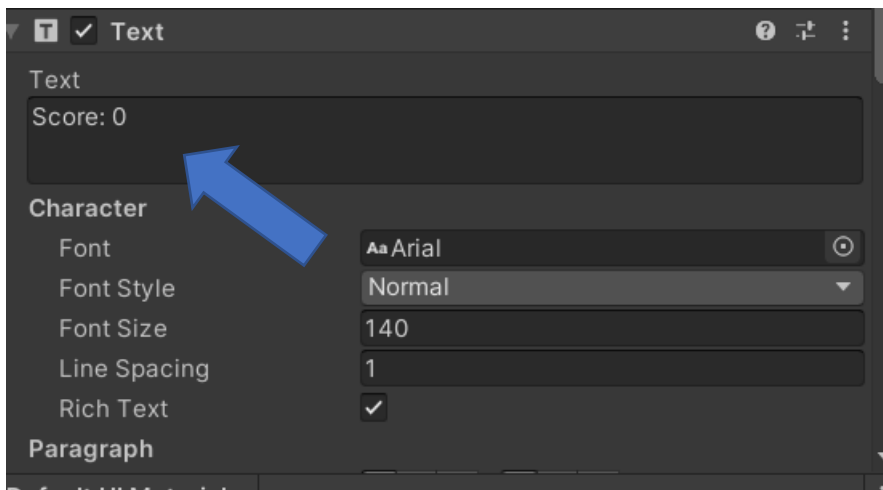
In this tutorial I will explain to you how to keep a score about anything and how to translate it into a UI element

### STEP 1

Create a scene and add a UI element by going through the “GameObject” → “UI” → “Text” menus.

This will create what is called a “Canvas”: the physical 3D representation of what will be displayed on the screen during play, when seeing through any camera. Canvas are not thus truly present in the scene, but only represented in here.

If you click on the new text just created you can see that moving it around the canvas will change its position whe looking through a camera in the Game window. Put the new text in the position you prefer. Change the text displayed initially by the game by writing “ Score : 0” inside the apposite box in the Inspector window.



### STEP 2

Create an empty game object and create the “Score Manager” script to it.

Inside this script you’ll declare a reference to the UI new text ( that you’ll then link through the inspector window ), a string variable and a basic counter variable.

```
public string dsplayedText;  
public Text textRef;  
int counter = 0;
```

### STEP 3

In the Update function, inside a input clause, you will be able to change the counter by one, then you will automatically update the displayedText string and the referenced text.

```
if (Input.GetKeyDown(KeyCode.C))  
{  
    counter++;  
    dsplayedText d = "Score: " + counter;  
    textRef.text = dsplayedText;  
}
```

The UI text will change automatically.