# Pickup item gives points script.

In this simple script will be shown how to pick up an object and once picked up the object it will add a point to a scoreboard.

First create a script and then add a variable called Public Int Score;

Once you have done this you will need something to add the score up and trigger the score add up.

private void OnTriggerEnter(Collider other)

{

if (other.tag == "PickUp")

{

Score += 50;

Debug.Log("Test");

Destroy(other.gameObject);

}

This part of the script will make it so when you collide with the object that has the tag PickUp the player will gain 50 points which will be added to the score.

Next to make it show up on a UI first add ‘Using UnityEngine.UI; to the very top below the Score Integer add ‘ Public Text ScoreUI’

Next add this line of code to the script ‘ ScoreUI.text = "Score = " + Score;

Now add this script to the player and then make sure to add the text that will display to the script once placed on the object and then it will work.