Win screen Behaviour

 Drag the canvas into that scene as that has all the assets to the win screen, then drag the sound for the win screen in the inspector. Turn off the win screen and drag in the ball and coin to the scene to the scene drag the **Playerscript** onto the Player in the inspector add a **Ridgidbody** and make sure that the gravity is turned on in the collider of the Player. Also make a Player tag as this is what the coin is going to notice as anything it comes to contact with the player tag it will react to. Look onto the coin and check it has a box collider and the trigger box is check this is what is going to make them disappear when the ball comes into contact. Then add the **coinscript** to the coin. Put the ball above the coin and when you press play the ball should drop and hit the coin then turning on the win screen then click on the **ScoreText** in the hierarchy and scroll down to the script in the inspector this set the score number to how you want it and press play the UI should count to that score and slow down at the last few numbers.

Example Scene

Included in this package is an example demonstrating how the movement of the character should behave.

- Drag Canvas to the hierarchy
- drag player and coin to scene
- Give the player a Player tag
- Add coin script to coin asset
- Drag player script to player
- Add Ridgidbody to ball turn on gravity in collider for player
- Add collider to coin tun on trigger
- In the win UI in hierarchy drag sound from example into the component.
- Put player above coin
- set the score text to the number of coins in inspector

Press play Ball should drop on the coin it should then switch to the win screen depending on how many coins you have in the scene when win screen appears music should be playing and in the inspector, press play, and the UI should count to your number.