User Guide Collect Coin + move next scene Package

Behaviours
- Collect, destroy object, move to a next scene

There are two scripts that are included in this package, CountObjects should be applied to the event system in Unity. This behaviour allows the UI to update when you collect objects and it will move you to a new scene, once the objects are collected.
The second script named ObjectsToCollect should be applied to the object that you want the Player to collect. This behaviour allows the player to collect and destroy the object once it collides with the collectable object. The collectable object can be duplicated many times in the scene.

Limitations will occur if the Player Object in the example isn't tagged Player in the inspector this means the UI will not be able to count down when it collects the objects in the scene. The Text object needs to be named ObjectNum for it to show in the canvas and countdown as well.