

Score System Package

What does this package do?

This package provides a prefab for a coin pickup and a UI score that increases by 10 each time one is collected. The coin comes with a trigger hitbox that allows the coin to be 'collected' to increase a score of some kind. There is no cap on the score, but can be added via the code.

What do you need?

A unity scene with something to collide with the coin trigger hitboxes to allow them to be 'collected' and change the score.

What limitations does this package have?

The script destroys the gameobject itself, not an iteration. The score just shows a number that goes up by a set amount set by the code.

Sample Scene

The Sample Scene has a prefab coin in the centre of a plane. The coin is set up with a trigger hitbox and linked to the Score UI. An object entering its hitbox will destroy the coin and increase the score by 10.