Coin Collection Component

This component includes three scripts. One responsible for the rotation of the coin, one for the collection of the coin and one for the counting and display of coins. While this example is used with coins it can be adapted to other kind if pick-ups.

The rotation script (CoinRot) does exactly what it says and rotates the coin. The speed of the rotation can be adjusted in the inspector or directly in the script. It is directly attached to the coin prefab.

The CollectCoin script is also attached to the prefab. The prefab needs to have a collider with the IsTrigger box needs to be ticked and you simple need to drag the object into the slot in the Inspector.

The CoinCount script is attached to whatever collects the coins.