# ObjectsPickUp

In this tutorial we will be able to pick up items around our game. We will need to follow the next steps:

1. Open the previous Unity Project

Open the last project and create a new Scene called PickUp. To this Scene, add a `3D Object > Plane`, `3D Object > Capsule` (called Player) and a `3D Object > Cylinder`, which we will shape to look like a coin, add as many as you want to the scene. You can create materials for each one of them and add colors as you like.

To the Hierarchy, go to `UI > Text` and write "Coins:". Make this text larger and drag it to the top-left corner of the canvas until you are happy with it.

Create a new tag called `coin`, add it to every coin object and tick `Is trigger` every coin collider.
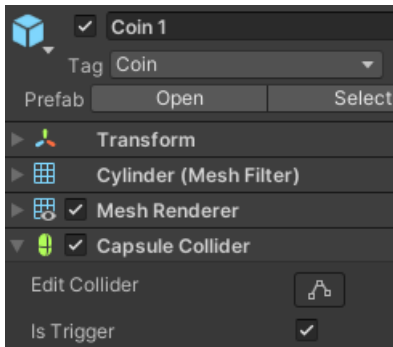
2. Script ScoringSystem

Create a new script called `ScoringSystem`. We will be using UI components for the text, so we will need to add `UnityEngine.UI;` at the top of the script. We will add a `public GameObject coinText;` which refers to the text `Coins:` in the game. And a `public static int theScore`, which will allow the text change every time we get a coin.

On `Update`, we will need to add `coinText.GetComponent<Text>().text = "Coins:" + theScore;` which means that when playing the game, the text will change to "Coins:". It should look like this:

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using UnityEngine.UI;

// Unity Script (1 asset reference) | 1 reference
public class ScoringSystem : MonoBehaviour
{

    public GameObject coinText;
    public static int theScore;

    // Start is called before the first frame update
    // Unity Message | 0 references
    void Start()
    {

    }

    // Update is called once per frame
    // Unity Message | 0 references
    void Update()
    {
        coinText.GetComponent<Text>().text = "Coins: " + theScore;
    }
}
```
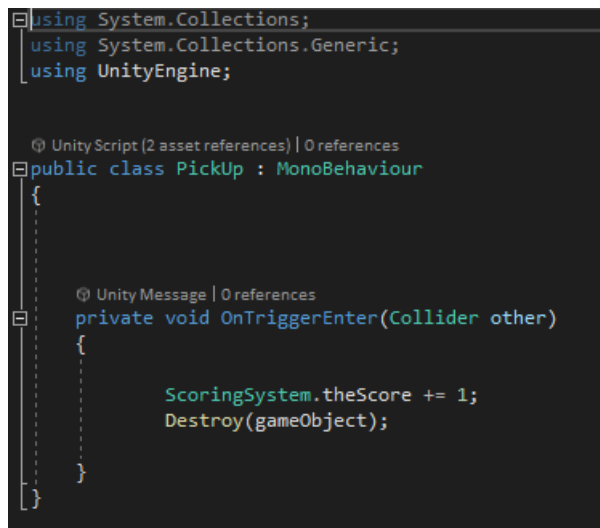
Go back to the game, in the Hierarchy add an `Empty` object and attach this script to it. In `Coin Text`, from the script, drag the `Text` from the `Canvas`.
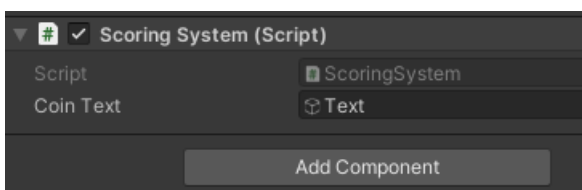
3. Script PickUp

Create a new script and call it `PickUp`. Delete `Start` and `Update`. We will need to indicate that when the object collides with another collider, the score system will

add one point and this object will be destroyed, to do this, create a new void called `private void OnTriggerEnter(Collider other)` and inside of it, write:
`ScoringSystem.theScore += 1;` and `Destroy(gameObject);` . It should look like this:

```csharp
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

// Unity Script (2 asset references) | 0 references
public class PickUp : MonoBehaviour
{


    // Unity Message | 0 references
    private void OnTriggerEnter(Collider other)
    {

        ScoringSystem.theScore += 1;
        Destroy(gameObject);

    }
}
```

This should work, making your player be able to collect coins and adding them to your score.