Win Condition

**In this example, the game is won when the player character collects all the pickups. This means that this win condition will be added to the pickup script. The code for this is written in the same script you wrote for your pickups, weather that be for coins, gems, or what other pickups depending on the context f your game.**

**To start this part of the script, we need a static counter. The “static int count = 0;” part being part of the pickup script creates a hidden counter that is connected to your coins, gems, or other pickups.**

A screen shot of a computer program

Description automatically generated

**The last part of the won condition goes in the “OnTriggerEnter2D” you made for the pickup script.**

**This works with the previous static counter, meaning that the gem count counts down to zero, instead of counting upwards.**

**Since this part is within the “if (player != null )” curly brackets, this part of the code is only triggered when an object with the player tag enters the gem’s 2D collider.**

**When all the pickups are collected/destroyed, look in the consol menu, and the debug menu should display the message shown in the “Debug.Log”.**

A screenshot of a black screen

Description automatically generated

**Note: After the “if (count == 0)” line, you can replace the line in the brackets to do whatever you want, such as give the player an extra life, or end the game entirely.**