

```
1 using System;
2 using UnityEngine;
3 using UnityEngine.UI;
4
5 public class LabelText : MonoBehaviour
6 {
7     private Text Label;
8     public Type LabelType;
9     private int Data;
10    public enum Type
11    {
12        Winner,
13        Distance,
14        Generation,
15        Testers,
16    }
17
18    public void Start()
19    {
20        Label = GetComponent<Text>();
21        if (LabelType == Type.Winner)
22        {
23            Label.text = Stats.Winner + " Has Won!";
24        }
25        else if (LabelType == Type.Distance)
26        {
27            Label.text = "The Total Distance Was: " + Math.Round
28                (Stats.DistanceTravelled).ToString();
29        }
30        else if (LabelType == Type.Generation)
31        {
32            Label.text = "Generation: " + Stats.Generation;
33        }
34        else if (LabelType == Type.Testers)
35        {
36            Data = 120;
37            Label.text = "Testers Alive: " + Data;
38        }
39        else
40        {
41            throw new System.Exception();
42        }
43    }
44
45    // Decreases the number of testers recorded as alive
46    public void Change()
47    {
48        if (LabelType == Type.Testers)
49        {
50            Data--;
51            Label.text = "Testers Alive: " + Data;
52        }
53    }
54 }
```

53 }

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