

```
1 using System.Collections.Generic;
2
3 public class Stats
4 {
5     public static int BotsMade = 0;
6     public static string Winner = "";
7     public static float DistanceTravelled = 0f;
8     public static List<int[]> TileColumns = new List<int[]>();
9     public static int Modifications = 0;
10    public static int Generation = 1;
11    public static int Seed = 0;
12    public static bool JumpPressed = false;
13 }
14
```