Reference:

# [Score and Multipliers #3](https://www.youtube.com/watch?v=dV9rdTlMHxs)

1. Update GameManager Script

|  |
| --- |
| using System.Collections; using System.Collections.Generic; using UnityEngine; using UnityEngine.UI;  public class GameManager : MonoBehaviour {  //this class is used to control when the music starts playing   public AudioSource theMusic;  public bool startPlaying;  public BeatScroller theBS;  //used to only have one instance of the object  public static GameManager instance;   //keeps track of your score  public int currentScore;  //default value per note  public int scorePerNote = 100;   public Text scoreText;  public Text multiText;   //the current multiplier to add to score, ex. 1, 2, 3  public int currentMultiplier;  //keeps track on how many notes you have to the next multiplier threshold  public int multiplierTracker;  //the # of notes you need to hit the threshold, need 4 notes to get to 2, 8 notes to get to 3 etc.  public int[] multiplierThresholds;   // Start is called before the first frame update  void Start()  {  instance = this;  scoreText.text = "Score: 0";  currentMultiplier = 1;  }   // Update is called once per frame  void Update()  {  //when the game is booted up, the music and game should not start yet  if (!startPlaying)  {  //if a button is pushed, start the beatscroller and music  if (Input.anyKeyDown)  {  startPlaying = true;  theBS.hasStarted = true;   theMusic.Play();  }  }  }   //used to see if you hit a note  public void NoteHit()  {  Debug.Log("Hit On Time");   //prevents the counters from going beyond the index of the array  if (currentMultiplier - 1 < multiplierThresholds.Length) {   //increment the multiplier track  multiplierTracker++;  //if the multiplierTracker now equals the multiplierThreshold, reset the count and increment the currentMultiplier   if (multiplierThresholds[currentMultiplier - 1] <= multiplierTracker)  {  multiplierTracker = 0;  currentMultiplier++;  }  }  multiText.text = "Multiplier: x" + currentMultiplier;   currentScore += scorePerNote \* currentMultiplier;  scoreText.text = "Score: " + currentScore;  }   //used to see if you missed a note  public void NoteMissed()  {  Debug.Log("Missed Note");   //when you miss, the multiplier resets  currentMultiplier = 1;  multiplierTracker = 0;  multiText.text = "Multiplier: x" + currentMultiplier;  } } |

1. Activate/Make a Canvas displaying Score and Text
2. In the fields of the GameManager Object’s Script, set Size to 3, element 0, 1, 2 are 4, 8, 16 respectively