using UnityEngine;

using System.Collections;

using System.Collections.Generic;

public class Coin : MonoBehaviour

{

[SerializeField] float turnSpeed = 90f;

private void OnTriggerEnter(Collider other)

{

if (other.gameObject.GetComponent<Obstacle>() != null)

{

Destroy(gameObject);

return;

}

// Check that the object we collided with is the player

if (other.gameObject.name != "Player")

{

return;

}

// Add to the player's score

Score.inst.IncrementScore();

// Destroy this coin object

Destroy(gameObject);

}

private void Start()

{

}

private void Update()

{

transform.Rotate(0, 0, turnSpeed \* Time.deltaTime);

}

}