using System.Collections;

using UnityEngine.UI;

using System.Collections.Generic;

using UnityEngine;

public class Score : MonoBehaviour

{

int score;

public static Score inst;

// Start is called before the first frame update

public Text scoreText;

public PlayerMovement playerMovement;

public void IncrementScore()

{

score++;

scoreText.text = "Score: " + score;

//increase speed as coins increase ig

playerMovement.speed += playerMovement.speedIncreasePerPoint;

}

private void Awake()

{

inst = this;

}

void Start()

{

}

// Update is called once per frame

void Update()

{

}

}