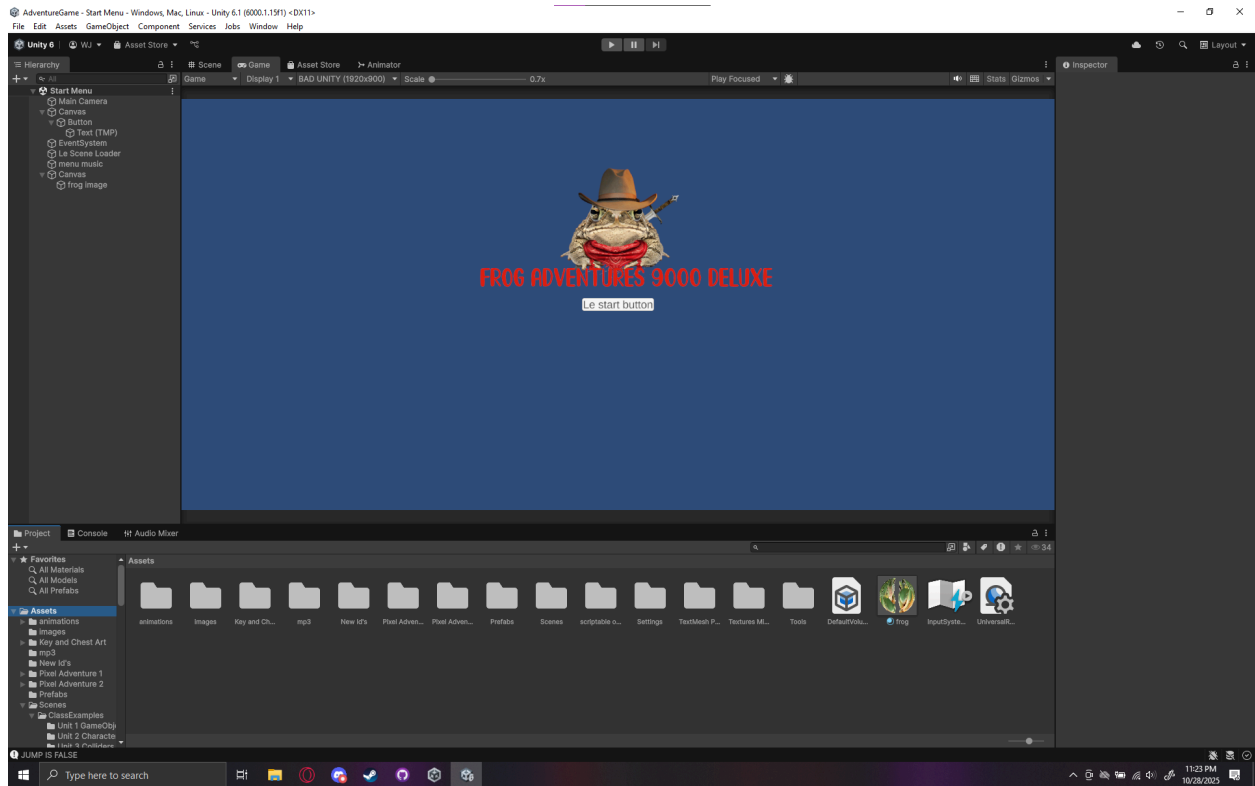For this lab I added a counter, but opted to use it for coins rather than score. So for UI elements I now have a health bar, coin counter, and in the starting scene, I have a start button, and a splash image to go with it. I added sounds to the door and all the coins, so they make sound when picked up. I also added another track from Eddie Ewi to the main menu to keep the glorpin alive!

the splash image is also anchored near the button so it will appear the same at any resolution.
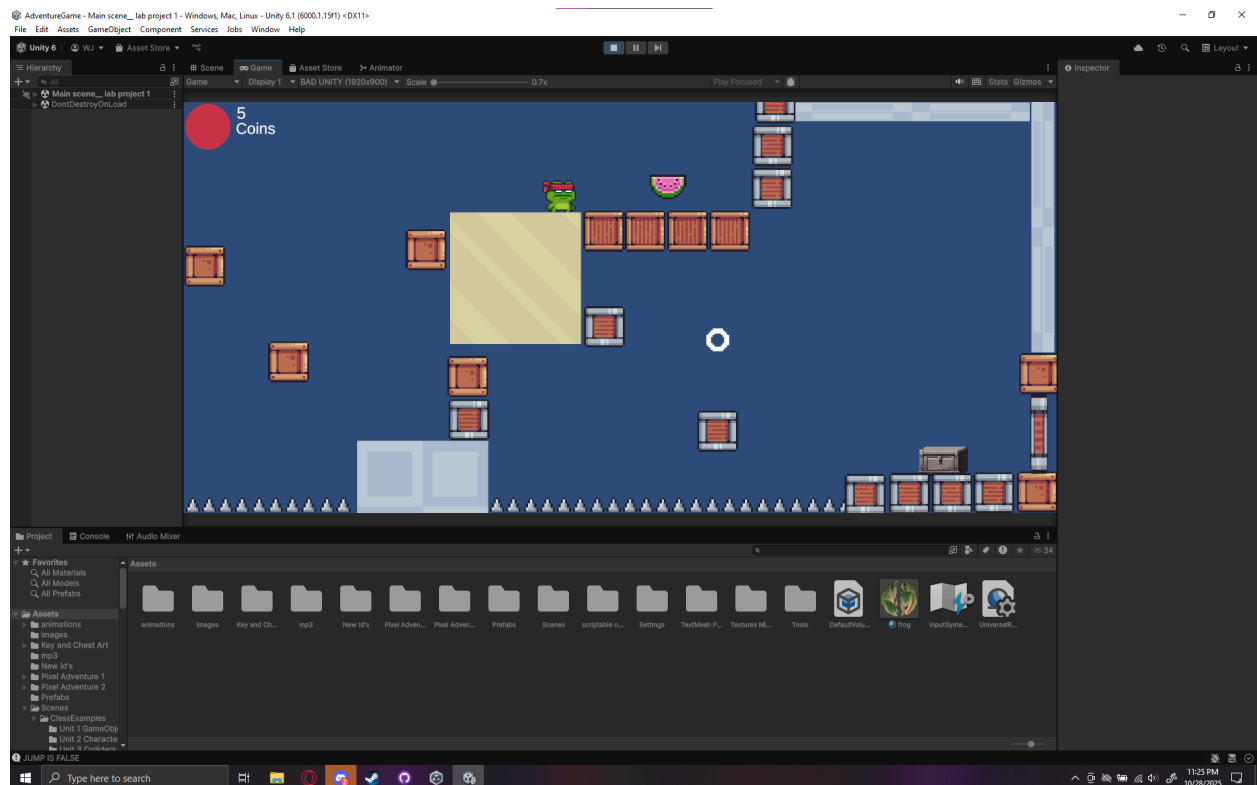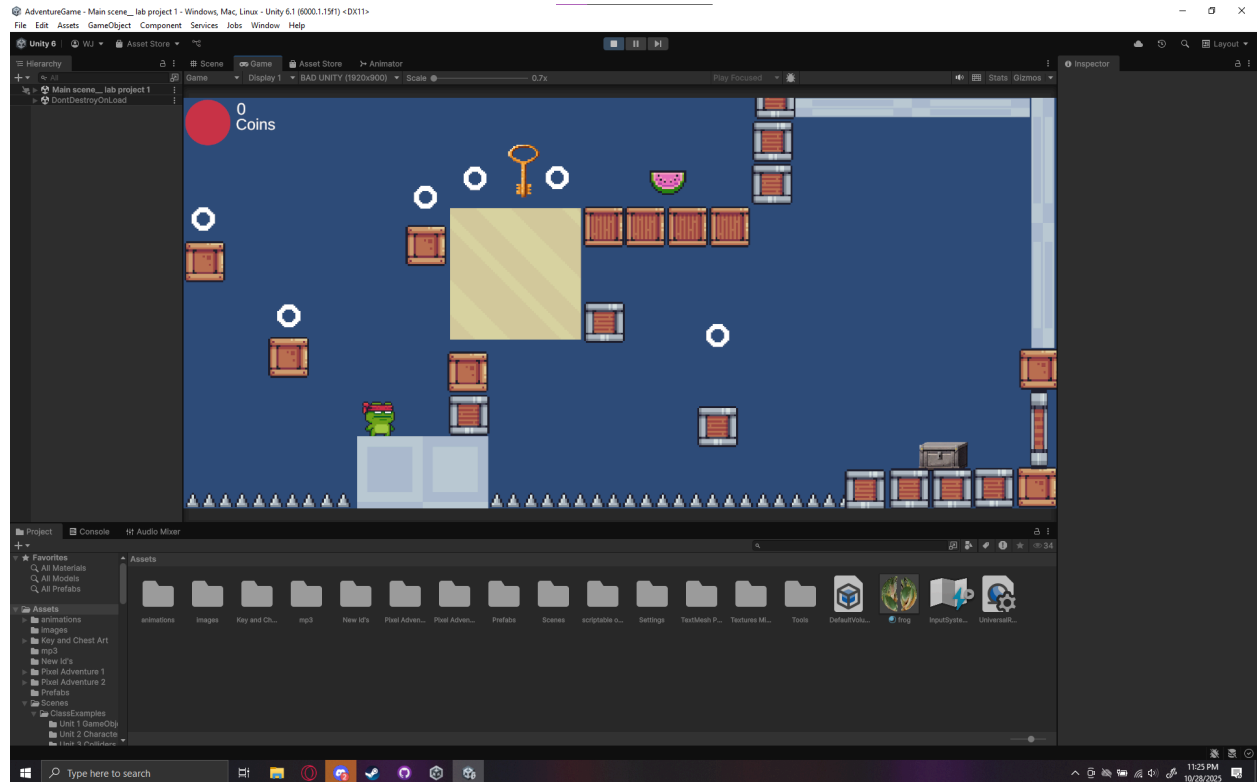
as seen in these two images the coin counter functions and ticks up as coins are collected. The coins also disable themselves to prevent being picked up more than once. I opted not to do the quit button for now as college work has been a bit crazy.

Github link: https://github.com/Squishitron/Essentials