```csharp
1  using System.Collections;
2  using System.Collections.Generic;
3  using UnityEngine;
4  using UnityEngine.UI;
5
6  public class totalScoreText : MonoBehaviour {
7      Text text;
8      // Use this for initialization
9      void Start () {
10         text = GetComponent<Text>();
11     }
12
13     // Update is called once per frame
14     void Update () {
15         GameObject sstat = GameObject.Find("SStat");
16         shieldStat shieldStat = sstat.GetComponent<shieldStat>();
17         GameObject kstat = GameObject.Find("KStat");
18         zombiekstat killStat = kstat.GetComponent<zombiekstat>();
19         GameObject stat = GameObject.Find("LStat");
20         livesStat hStat = stat.GetComponent<livesStat>();
21         float totalScore = shieldStat.shieldsCollected + (killStat.zombieDeadNum *
               100) + hStat.heartsCollected;
22         //Each shield and heart is worth 1 point while each zombie kill is worth
               100
23         //totalScore is the sum of all the other scores and their point value
24         text.text = ("" + totalScore);
25         //Displays the score
26     }
27 }
28
```