

```
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4 using UnityEngine.UI;
5
6 public class heartsCollectedText : MonoBehaviour {
7     Text text;
8     // Use this for initialization
9     void Start()
10    {
11        text = GetComponent<Text>(); //text is now the Text component, which can
                                   be changed
12    }
13
14    // Update is called once per frame
15    void Update()
16    {
17        GameObject stat = GameObject.Find("LStat");
18        livesStat hStat = stat.GetComponent<livesStat>();
19        text.text = (hStat.heartsCollected + " heart(s) collected.");
20        //Sets the text to the number of hearts the player has collected
21    }
22 }
23
```