```csharp
1  using System.Collections;
2  using System.Collections.Generic;
3  using UnityEngine;
4
5  public class ShieldIcon : MonoBehaviour {
6
7      public bool pickup;
8      private SpriteRenderer sprite;
9
10     void Start ()
11     {
12         sprite = GetComponent<SpriteRenderer> ();
13         sprite.enabled = false;
14         pickup = false;
15     }
16
17     // Update is called once per frame
18     void Update ()
19     {
20         checkPickup();
21     }
22
23     public void checkPickup()
24     {
25         if (pickup)
26         {
27             sprite.enabled = true; //Shield appears above player when equipped
28         }
29         if(!pickup)
30         {
31             sprite.enabled = false; //Shield disappears when lost
32         }
33     }
34 }
35
```