```csharp
1  using System.Collections;
2  using System.Collections.Generic;
3  using UnityEngine;
4  using UnityEngine.UI;
5
6  public class shieldsCollected : MonoBehaviour {
7      Text text;
8      // Use this for initialization
9      void Start()
10     {
11         text = GetComponent<Text>();
12     }
13
14     // Update is called once per frame
15     void Update()
16     {
17         GameObject stat = GameObject.Find("SStat");
18         shieldStat shieldStat = stat.GetComponent<shieldStat>();
19         text.text = (shieldStat.shieldsCollected + " shield(s) collected.");
20         //Sets text to the number of shields collected
21     }
22 }
23
```