```
1  using System.Collections;
2  using System.Collections.Generic;
3  using UnityEngine;
4
5  public class ShieldIconPickup : MonoBehaviour {
6
7      void OnTriggerEnter2D(Collider2D other)
8      {
9          GameObject Shield = GameObject.Find("shieldIcon");
10         ShieldIcon shieldScript = Shield.GetComponent<ShieldIcon>();
11         if (other.CompareTag("Player") && !shieldScript.pickup)
12         {
13             shieldScript.pickup = true; //Sets the pickup bool in the ShieldIcon    ⏎
                   script to true
14             GameObject stat = GameObject.Find("SStat");
15             shieldStat shieldStat = stat.GetComponent<shieldStat>();
16             shieldStat.shieldsCollected += 1; //Adds a shields collected statistic
17             Destroy(gameObject); //Removes the shield from the level
18         }
19     }
20 }
21
```