

```
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4
5 public class livesStat : MonoBehaviour {
6     public int heartsCollected;
7     // Use this for initialization
8     void Awake () {
9         DontDestroyOnLoad(transform.gameObject); //Script doesn't reset between
           scenes
10    }
11
12    // Update is called once per frame
13    void Update () {
14
15    }
16 }
17
```