

```
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4 using UnityEngine.UI;
5
6 public class zombiekstat : MonoBehaviour {
7
8     public int zombieDeadNum;
9     // Use this for initialization
10    void Awake()
11    {
12        DontDestroyOnLoad (transform.gameObject); //Script is not reset or
13        destroyed when changing scenes
14    }
15
16    // Update is called once per frame
17    void Update ()
18    {
19
20    }
21 }
22
```