

```
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4 using UnityEngine.UI;
5
6 public class zombiesKilledText : MonoBehaviour {
7     Text text;
8     // Use this for initialization
9     void Start () {
10         text = GetComponent<Text>();
11     }
12
13     // Update is called once per frame
14     void Update () {
15         GameObject stat = GameObject.Find("KStat");
16         zombiekstat killStat = stat.GetComponent<zombiekstat>();
17         text.text = (killStat.zombieDeadNum + " kills.");
18         //Sets text to the number of zombies killed
19     }
20 }
21
```