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