

```
1 using UnityEngine;
2 using System.Collections;
3
4 public class ExtraLife : MonoBehaviour {
5
6     private PlayerMovement Player;
7
8     void OnTriggerEnter2D(Collider2D other)
9     {
10         if (other.gameObject.CompareTag("Player"))
11         {
12             GameObject Player = GameObject.Find("Player");
13             PlayerMovement playerScript = Player.GetComponent<PlayerMovement>();
14             playerScript.lives += 1; //Gives the player an extra life
15             GameObject stat = GameObject.Find("LStat");
16             livesStat lStat = stat.GetComponent<livesStat>();
17             lStat.heartsCollected += 1; //Adds a 1 to the heart statistic
18             Destroy(gameObject); //Remvoes the heart from the game
19         }
20     }
21 }
22
```