Unity- How to Stop Pickups from Reappearing and save pickup counts from scene to scene

1. Create an Empty Object Called “GameControl” in the hierarchy (the menu with all your items added to the scene).
2. Create a script, add it to your scripts folder in assets. Call it GameControl. Use this script. This script makes the use of two items that are used in one scene. Create another script. Call it Pickuppersinstanceescript. For pickupperinstancescript…

public class Pickupperinstancescript : MonoBehaviour {

public GameObject Pickup1;

public GameObject Pickup2;

void OnTriggerEnter(Collider other)

{

If(other.gameObject.CompareTag(“Pickup1”))

{

other.gameObject.SetActive(false);

GameControl.control.Pickupcount +=1;

GameControl.control.Pickup1state = 0;

}

if(other.gameObject.CompareTag(“Pickup2))

{

other.gameObject.SetActive(false);

GameControl.control.Pickupcount +=1;

GameControl.control.Pickup2state = 0;

}

}

void Update()

{

if(GameControl.control.Pickup1state == 0)

{

Destroy(Pickup1);

}

if(GameControl.control.Pickup2state ==0)

{

Destroy(Pickup2);

}

Outside in the inspector, remember to add these scripts to a consistant gameobject in the unity program, and remember to set the values to 1 before in the inspector (via the script variables by adding the script by clicking and dragging to your empty game object)

Now the GameControl script. Add this to your player.

using System.Runtime.Serialization.Formatters.Binary;

public class GameControl: MonoBehaviour {

public int Pickupcount;

public int Pickup1state;

public int Pickup2state;

public static GameControl control;

void Awake() {

if(control == null) {

DontDestroyOnLoad(gameObject);

control = this;

} else if(control != this) {

Destroy(gameObject);

}

}

…

On save methods (that should happen automatically at the end of each level or scene) should include a link to the methods available. Read how to save, and load the binary formatter and filestream and alter it like so.

PlayerData data = new PlayerData();

data.Pickupcount = Pickupcount;

data.Pickup1state = Pickup1state;

data.Pickup2state = Pickup2state;

then serialize the data. Loading is like so. (the same but in reverse)

after loading, remember to put this

Pickupcount = data.Pickupcount;

Pickup1state = data.Pickup1state;

Pickup2state = data.Pickup2state;

And now create the PlayerData class

[Serializeable]

class PlayerData

{

public int Pickupcount;

public int Pickup1state;

public int Pickup2state;

}

Now imagine if you made public int variables that were linked to the count of items that were to be picked up. From scene to scene. SCRIPTS for main camera and player. Remember to save in various files to create a separated system.