```lua
-- Function to handle when a player's character dies
local function onCharacterDied(character, player)
    local humanoid = character:FindFirstChild("Humanoid")

    if humanoid then
        local creatorTag = humanoid:FindFirstChild("creator")
        local leaderstats = player:FindFirstChild("leaderstats")

        if not creatorTag then
            leaderstats.Deaths.Value = leaderstats.Deaths.Value + 1
            print("updated deaths stat")
        end


        if creatorTag and creatorTag:IsA("ObjectValue") then
            -- ensure that creator tag is recent so the kill isnt attributed to the wrong player
            local timestamp = creatorTag:FindFirstChild("Timestamp") or Instance.new("NumberValue")
            timestamp.Name = "Timestamp"
            timestamp.Value = tick()
            timestamp.Parent = creatorTag

            if tick() - timestamp.Value < 3 then
                leaderstats.Deaths.Value = leaderstats.Deaths.Value + 1

                local killer = creatorTag.Value
                if killer and killer:IsA("Player") then
                    --Update killer leader stats
                    local killerStats = killer:FindFirstChild("leaderstats")

                    if killerStats then
                        --adding a kill to our killer
                        local kills = killerStats:FindFirstChild("Kills")
                        if kills then
                            kills.Value = kills.Value + 1
                        end
                        local TotalKills = killerStats:FindFirstChild("TotalKills")
                        if TotalKills then
                            TotalKills.Value = TotalKills.Value + 1
                        end
                        local xp = killerStats:FindFirstChild("XP")
                        if xp then
                            xp.Value = xp.Value + 15
                        end
                    end
                end
            end
        end
    end
end

-- Connect to the Died event for every player's character
```

```lua
                        --Update killer leader stats
                        local killerStats = killer:FindFirstChild("leaderstats")

                        if killerStats then
                            --adding a kill to our killer
                            local kills = killerStats:FindFirstChild("Kills")
                            if kills then
                                kills.Value = kills.Value + 1
                            end
                            local TotalKills = killerStats:FindFirstChild("TotalKills")
                            if TotalKills then
                                TotalKills.Value = TotalKills.Value + 1
                            end
                            local xp = killerStats:FindFirstChild("XP")
                            if xp then
                                xp.Value = xp.Value + 15
                            end
                        end
                    end
                end
            end
        end
    end

-- Connect to the Died event for every player's character
game.Players.PlayerAdded:Connect(function(player)
    player.CharacterAdded:Connect(function(character)

        local humanoid = character:FindFirstChild("Humanoid")

        if humanoid then
            humanoid.Died:Connect(function()
                onCharacterDied(character, player)
            end)
        end
    end)
end)
```

```lua
		if creatorTag and creatorTag:IsA("ObjectValue") then
			-- ensure that creator tag is recent so the kill isnt attributed to the wrong player
			local timestamp = creatorTag:FindFirstChild("Timestamp") or Instance.new("NumberValue")
			timestamp.Name = "Timestamp"
			timestamp.Value = tick()
			timestamp.Parent = creatorTag

			if tick() - timestamp.Value < 3 then
				leaderstats.Deaths.Value = leaderstats.Deaths.Value + 1

				local killer = creatorTag.Value
				if killer and killer:IsA("Player") then
					--update killer leader stats
					local killerStats = killer:FindFirstChild("leaderstats")

					if killerStats then
						--adding a kill to our killer
						local kills = killerStats:FindFirstChild("Kills")
						if kills then
							kills.Value = kills.Value + 1
						end
						local TotalKills = killerStats:FindFirstChild("TotalKills")
						if TotalKills then
							TotalKills.Value = TotalKills.Value + 1
						end
						local xp = killerStats:FindFirstChild("XP")
						if xp then
							xp.Value = xp.Value + 15
						end
					end
				end
			end
		end
	end

	-- Connect to the Died event for every player's character
	game.Players.PlayerAdded:Connect(function(player)
		player.CharacterAdded:Connect(function(character)

			local humanoid = character:FindFirstChild("Humanoid")

			if humanoid then
				humanoid.Died:Connect(function()
					onCharacterDied(character, player)
				end)
			end
		end)
	end)
end)
```

```lua
local Players = game:GetService("Players")
-- change according to your place
local lobbyPlaceId = 15905505023
local timer = 60

local function awardWinner()
	local highestKills = 0
	local winner = nil
	local loss = nil
	-- Loop through each player and check their kills
	for _, player in pairs(game.Players:GetPlayers()) do
		local leaderstats = player:FindFirstChild("leaderstats")
		if leaderstats then
			local kills = leaderstats:FindFirstChild("Kills")
			if kills and kills.Value > highestKills then
				highestKills = kills.Value
				winner = player
			else
				loss = player
			end
		end
	end

	-- If there's a winner, award them
	if winner then
		local leaderstats = winner:FindFirstChild("leaderstats")
		if leaderstats then
			local xp = leaderstats:FindFirstChild("XP")
			if xp then
				xp.Value = xp.Value + 100
			end

			local wins = leaderstats:FindFirstChild("Wins")
			if wins then
				wins.Value = wins.Value + 1
			end
		end
	end

	if loss then
		local leaderstats = loss:FindFirstChild("leaderstats")
		if leaderstats then
			local losses = leaderstats:FindFirstChild("Losses")
			if losses then
				losses.Value = losses.Value + 1
			end
		end
	end
end

wait(3)
local RS = game:GetService("ReplicatedStorage"):FindFirstChild("TimerEvent")
RS:FireAllClients(timer)
local tps = game:GetService("TeleportService")

wait(timer)
awardWinner()
wait(1)
--teleportation
tpoptions = Instance.new("TeleportOptions")
```

```lua
local pS = game:GetService("Players") -- access the players
local rSS = game:GetService("ReplicatedStorage") -- access the replicatedStorage
-- Variables
local player = pS.LocalPlayer-- gets us the local player
local mouse = player:GetMouse() -- gets us the mouse
local tool = script.Parent -- gets us the tool
local rE = rSS.Guns.ShotsFired -- gets us the remote event

-- What I called my remote event
local visualsFolder = game.Workspace.Visuals

local toolDebounce = false
local debounceTime = tool:GetAttribute("Cooldown")

mouse.TargetFilter = visualsFolder

local ammo = tool:WaitForChild("Ammo") -- creating a variable to access the ammo within my gun tool
local maxAmmo = 10 -- set max ammo per clip to 10
ammo.Value = maxAmmo -- set ammo player start off with to maxAmmo (10)

local label = player.PlayerGui:WaitForChild("AmmoGui").Frame.TextLabel -- access our AmmoGui so we can change it later

tool.Activated:Connect(function()
	if toolDebounce == false and ammo.Value > 0 then -- make sure we have ammo
		toolDebounce = true
		local startPosition = tool.FrontGun.Position
		local endPosition = mouse.Hit.Position

		print("poopy pants")
		rE:FireServer(tool, startPosition, endPosition)
		ammo.Value -= 1 -- minus ammo everytime we click
		tool.Sounds["Gun Single Shots 8 (SFX)"]:Play()
		label.Text = "Ammo: "..ammo.Value.."/"..maxAmmo -- update text on AmmoGui
		task.wait(debounceTime)
		toolDebounce = false
	else
		tool.Sounds["Pistol Empty Chamber"]:Play()
		print("no ammo") -- if we run out of bullets
	end
end)

tool.Equipped:Connect(function()
	tool.Sounds["Gun equip "]:Play()
	player.PlayerGui.AmmoGui.Enabled = true -- enabled when we equip our tool
	label.Text = "Ammo: "..ammo.Value.."/"..maxAmmo -- show the text we want
end)

tool.Unequipped:Connect(function()
	tool.Sounds["Gun equip "]:Play()
	player.PlayerGui.AmmoGui.Enabled = false
end)
```