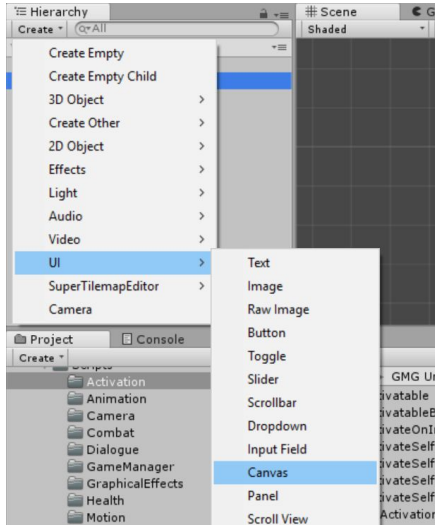


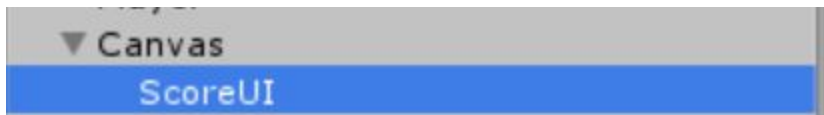
# Instructions for Setting Up a Score UI

**Please look at all 3 pages!**

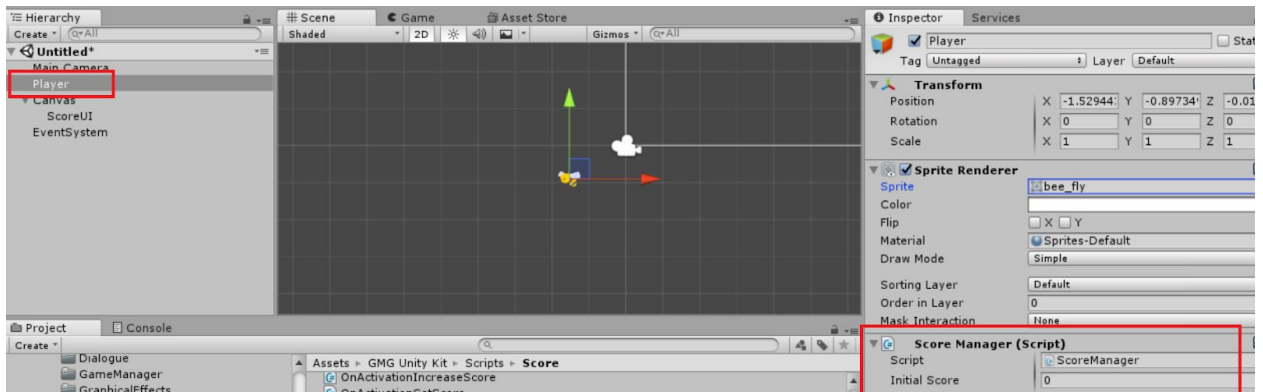
1. Create a Canvas for your scene. Hierarchy > Create > UI > Canvas



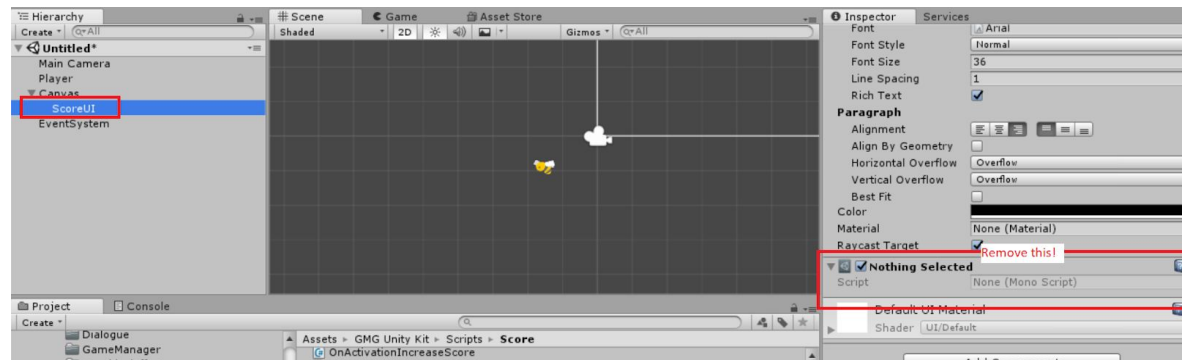
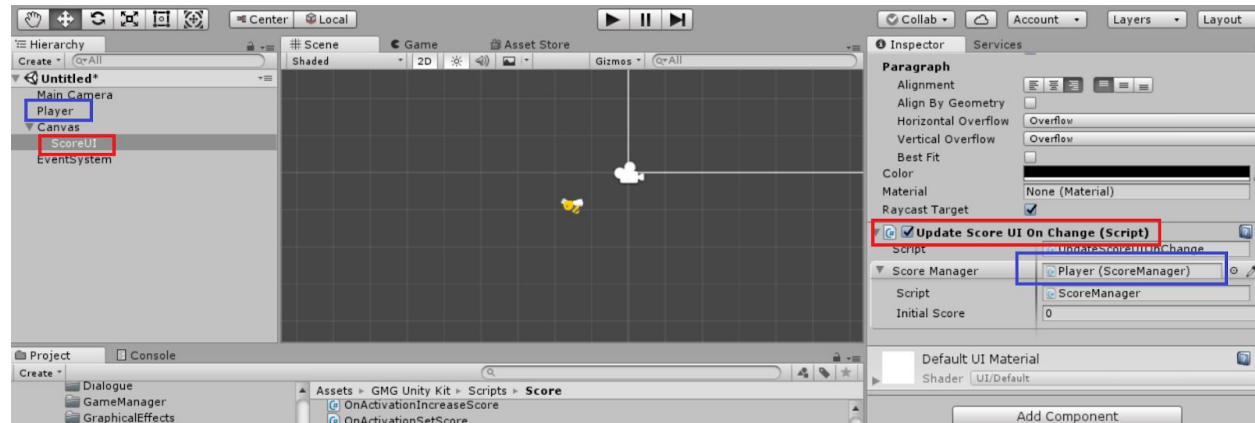
2. Find the "Score UI" prefab in the prefabs folder and drag & drop it on top of your Canvas in the Hierarchy view (so that it is a child of the Canvas)



3. Attach the "Score Manager" script to whichever object you wish to keep score of (usually the player)



4. Open the Score UI object in the Inspector, then drag & drop your object that has the Score Manager script into the empty “Score Manager” section
  - a. **If your Score UI Object doesn’t have this component**, attach the “UpdateScoreUIOnChange” script to it. You may need to remove an empty component from the Score UI object if it is there.



5. You can change the look of the score by changing the values in the “Rect Transform” and “Text (Script)” components (in the Inspector) of the Score UI object. **If you can’t see your score right away after clicking “play,”** try changing the X and Y positions in Rect Transform.

