# Game Over

## Overview:

We added a great score counter to the game, but there are plenty of other game-changing UI elements that we could add. In this lesson, we will create some “Game Over” text that displays when a “good” target object drops below the sensor. During game over, targets will cease to spawn and the score will be reset. Lastly, we will add a “Restart Game” button that allows the player to restart the game after they have lost.

## Project Outcome:

When a “good” target drops below the sensor at the bottom of the screen, the target will stop spawning and a “Game Over” message will display across the screen. Just underneath the “Game Over” message will be a “Reset Game” button that reboots the game and resets the score, so the player can enjoy it all over again.

By the end of this lesson, you will be able to:

* Make UI elements appear and disappear with .SetActive
* Use Script Communication and Game states to have a working “Game Over” screen
* Restart the game using a UI button and Scene Management

[Unity Video Series](https://learn.unity.com/tutorial/lesson-5-3-game-over?uv=2020.3&courseId=5cf96c41edbc2a2ca6e8810f&projectId=5cf96bdeedbc2a2b475972b3)

[Written Instructions](https://drive.google.com/file/d/1ocy5vv2AkDjtJEfyCSYsgFzTY3x3Gqxp/view?usp=sharing)