# Keeping Score

## Overview:

Objects fly into the scene and the player can click to destroy them, but nothing happens. In this lesson, we will display a score in the user interface that tracks and displays the player’s points. We will give each target object a different point value, adding or subtracting points on click. Lastly, we will add cool explosions when each target is destroyed.

## Project Outcome:

A “Score: “ section will display in the UI, starting at zero. When the player clicks a target, the score will update and particles will explode as the target is destroyed. Each “Good” target adds a different point value to the score, while the “Bad” target subtracts from the score.

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

* Create UI Elements in the Canvas
* Lock elements and objects into place with Anchors
* Use variables and script communication to update elements in the UI

[Unity Video Series](https://learn.unity.com/tutorial/lesson-5-2-keeping-score?uv=2020.3&courseId=5cf96c41edbc2a2ca6e8810f&projectId=5cf96bdeedbc2a2b475972b3)

[Written Instructions](https://drive.google.com/file/d/1Mx7ly0aVa-lvXgaDoYzsi6JAPczbhkyk/view?usp=sharing)