

```
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4 using UnityEngine.UI;
5
6 public class UIRaceTrack : MonoBehaviour
7 {
8     public Text WinMessage;
9     public Text Credits;
10    public GameObject Leaderboard;
11    public int FirstPlaceCredits = 2000;
12    public int SecondPlaceCredits = 1000;
13    public int ThirdPlaceCredits = 500;
14
15    // Start is called before the first frame update
16    void Start()
17    {
18        Leaderboard.SetActive(false);
19
20        if(UniversalSave.OpponentsCount > 0)
21        {
22            FirstPlaceCredits *= UniversalSave.OpponentsCount;
23            SecondPlaceCredits *= UniversalSave.OpponentsCount;
24            ThirdPlaceCredits *= UniversalSave.OpponentsCount;
25        }
26
27        if(FinishLine.PlayerFinishPosition == 1)
28        {
29            WinMessage.text = "1ST PLACE";
30            Credits.text = FirstPlaceCredits.ToString();
31            UniversalSave.CreditAmount = UniversalSave.CreditAmount + FirstPlaceCredits;
32            UniversalSave.RacesWon++;
33        }
34        if (FinishLine.PlayerFinishPosition == 2)
35        {
```

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36         WinMessage.text = "2ND PLACE";
37         Credits.text = SecondPlaceCredits.ToString();
38         UniversalSave.CreditAmount = UniversalSave.CreditAmount += SecondPlaceCredits;
39         UniversalSave.RacesWon++;
40     }
41     if (FinishLine.PlayerFinishPosition == 3)
42     {
43         WinMessage.text = "3RD PLACE";
44         Credits.text = ThirdPlaceCredits.ToString();
45         UniversalSave.CreditAmount = UniversalSave.CreditAmount += ThirdPlaceCredits;
46         UniversalSave.RacesWon++;
47     }
48     if (FinishLine.PlayerFinishPosition > 3)
49     {
50         WinMessage.text = FinishLine.PlayerFinishPosition + "TH PLACE";
51         Credits.text = "0";
52         UniversalSave.RacesLost++;
53     }
54     UniversalSave.Saving = true;
55 }
56
57 public void DisplayLeaderboard()
58 {
59     Leaderboard.SetActive(true);
60     this.gameObject.SetActive(false);
61     Time.timeScale = 0;
62 }
63
64 }
65
```