```csharp
1  using System.Collections;
2  using System.Collections.Generic;
3  using UnityEngine;
4
5  public class Activator : MonoBehaviour
6  {
7      public GameObject FinishPoint;
8      public GameObject FinishPointAI1;
9      public GameObject FinishPointAI2;
10     public GameObject FinishPointAI3;
11     public GameObject FinishPointAI4;
12     public GameObject FinishPointAI5;
13     public GameObject FinishPointAI6;
14     public GameObject FinishPointAI7;
15
16     private void OnTriggerEnter(Collider other)
17     {
18         if(other.gameObject.CompareTag("Progress"))
19         {
20             SaveScript.HalfWayActivated = true;
21
22             if(SaveScript.LapNumber == SaveScript.MaxLaps)
23             {
24                 FinishPoint.SetActive(true);
25             }
26         }
27
28         if (other.gameObject.CompareTag("ProgressAI1"))
29         {
30
31             if (SaveScript.AICar1LapNumber == SaveScript.MaxLaps)
32             {
33                 FinishPointAI1.SetActive(true);
34             }
35         }
```

```
36
37          if (other.gameObject.CompareTag("ProgressAI2"))
38          {
39
40              if (SaveScript.AICar2LapNumber == SaveScript.MaxLaps)
41              {
42                  FinishPointAI2.SetActive(true);
43              }
44          }
45
46          if (other.gameObject.CompareTag("ProgressAI3"))
47          {
48
49              if (SaveScript.AICar3LapNumber == SaveScript.MaxLaps)
50              {
51                  FinishPointAI3.SetActive(true);
52              }
53          }
54
55          if (other.gameObject.CompareTag("ProgressAI4"))
56          {
57
58              if (SaveScript.AICar4LapNumber == SaveScript.MaxLaps)
59              {
60                  FinishPointAI4.SetActive(true);
61              }
62          }
63
64          if (other.gameObject.CompareTag("ProgressAI5"))
65          {
66
67              if (SaveScript.AICar5LapNumber == SaveScript.MaxLaps)
68              {
69                  FinishPointAI5.SetActive(true);
70              }
```

```
71              }
72
73          if (other.gameObject.CompareTag("ProgressAI6"))
74          {
75
76              if (SaveScript.AICar6LapNumber == SaveScript.MaxLaps)
77              {
78                  FinishPointAI6.SetActive(true);
79              }
80          }
81
82          if (other.gameObject.CompareTag("ProgressAI7"))
83          {
84
85              if (SaveScript.AICar7LapNumber == SaveScript.MaxLaps)
86              {
87                  FinishPointAI7.SetActive(true);
88              }
89          }
90      }
91 }
92
```