

```
1 using System.Collections;
2 using System.Collections.Generic;
3 using System.Threading;
4 using UnityEngine;
5
6 public class Lap : MonoBehaviour
7 {
8     private void OnTriggerEnter(Collider other)
9     {
10         if (other.gameObject.CompareTag("Player"))
11         {
12             SaveScript.WWTextReset = true;
13             StartCoroutine(WrongWayReset());
14             if (SaveScript.RaceOver == false)
15             {
16                 if (SaveScript.HalfWayActivated == true)
17                 {
18
19                     SaveScript.HalfWayActivated = false;
20                     SaveScript.LastLapM = SaveScript.LapTimeMinutes;
21                     SaveScript.LastLapS = SaveScript.LapTimeSeconds;
22                     SaveScript.LapNumber++;
23                     SaveScript.LapChange = true;
24                     if (SaveScript.LapNumber == 2)
25                     {
26                         SaveScript.BestLapTimeM = SaveScript.LastLapM;
27                         SaveScript.BestLapTimeS = SaveScript.LastLapS;
28                         SaveScript.NewRecord = true;
29                     }
30                     SaveScript.CheckPointPass1 = false;
31                     SaveScript.CheckPointPass2 = false;
32                     SaveScript.LastCheckPoint1 = SaveScript.ThisCheckPoint1;
33                     SaveScript.LastCheckPoint2 = SaveScript.ThisCheckPoint2;
34
35                 }
```

```
36     }
37 }
38
39 if(other.gameObject.CompareTag("ProgressAI1"))
40 {
41     SaveScript.AICar1LapNumber++;
42 }
43 if (other.gameObject.CompareTag("ProgressAI2"))
44 {
45     SaveScript.AICar2LapNumber++;
46 }
47 if (other.gameObject.CompareTag("ProgressAI3"))
48 {
49     SaveScript.AICar3LapNumber++;
50 }
51 if (other.gameObject.CompareTag("ProgressAI4"))
52 {
53     SaveScript.AICar4LapNumber++;
54 }
55 if (other.gameObject.CompareTag("ProgressAI5"))
56 {
57     SaveScript.AICar5LapNumber++;
58 }
59 if (other.gameObject.CompareTag("ProgressAI6"))
60 {
61     SaveScript.AICar6LapNumber++;
62 }
63 if (other.gameObject.CompareTag("ProgressAI7"))
64 {
65     SaveScript.AICar7LapNumber++;
66 }
67 }
68
69 IEnumerator WrongWayReset()
70 {
```

```
71     yield return new WaitForSeconds(1.5f);
72     SaveScript.WWTextReset = false;
73 }
74
75 }
76
```