

```
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4 using UnityEngine.UI;
5
6 public class UIMainMenu : MonoBehaviour
7 {
8     public Text CreditsText;
9     public GameObject StatsPanel;
10
11     // Start is called before the first frame update
12     void Start()
13     {
14         Time.timeScale = 1;
15         StartCoroutine(WaitForCredits());
16     }
17
18     private void Update()
19     {
20         if(Input.GetKeyDown(KeyCode.Escape))
21         {
22             Application.Quit();
23         }
24     }
25
26     IEnumerator WaitForCredits()
27     {
28         yield return new WaitForSeconds(0.2f);
29         CreditsText.text = UniversalSave.CreditAmount.ToString();
30     }
31
32     public void SwitchOnStats()
33     {
34         StatsPanel.SetActive(true);
35     }
```

36 }

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