

```
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4 using UnityEngine.UI;
5
6 public class UIStats : MonoBehaviour
7 {
8     public Text NameDisplay;
9     public Text NewName;
10    public Text RacesWonDisplay;
11    public Text RacesLostDisplay;
12    public GameObject InputField;
13    private bool DisplayChange = false;
14    public GameObject StatsPanel;
15
16    // Start is called before the first frame update
17    void Start()
18    {
19        InputField.SetActive(false);
20        StartCoroutine(UpdateStats());
21    }
22
23    // Update is called once per frame
24    void Update()
25    {
26        if(DisplayChange == true)
27        {
28            DisplayChange = false;
29            StartCoroutine(UpdateStats());
30        }
31    }
32
33    IEnumerator UpdateStats()
34    {
35        yield return new WaitForSeconds(0.05f);
```

```
36     NameDisplay.text = UniversalSave.PlayerName;
37     RacesWonDisplay.text = UniversalSave.RacesWon.ToString();
38     RacesLostDisplay.text = UniversalSave.RacesLost.ToString();
39 }
40
41 public void ChangeName()
42 {
43     UniversalSave.PlayerName = NewName.text;
44     UniversalSave.Saving = true;
45     DisplayChange = true;
46     InputField.SetActive(false);
47 }
48
49 public void EditName()
50 {
51     InputField.SetActive(true);
52 }
53
54 public void SwitchOffStats()
55 {
56     StatsPanel.SetActive(false);
57 }
58
59 public void KeyboardController()
60 {
61     SaveScript.Joypad = false;
62 }
63
64 public void JoypadController()
65 {
66     SaveScript.Joypad = true;
67 }
68 }
69
```