

```
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4
5 public class FinishLine : MonoBehaviour
6 {
7     public GameObject Leaderboard;
8     private string PlayerName;
9     public static int PlayerFinishPosition;
10    public static string PName;
11
12    private void Start()
13    {
14        PlayerName = UniversalSave.PlayerName;
15        PName = PlayerName;
16    }
17
18    private void OnTriggerEnter(Collider other)
19    {
20        if(other.gameObject.CompareTag("Player"))
21        {
22            SaveScript.FinishPositionID++;
23            PlayerFinishPosition = SaveScript.FinishPositionID;
24            SaveScript.RaceOver = true;
25            Time.timeScale = 0.2f;
26            Leaderboard.SetActive(true);
27        }
28    }
29 }
30
```