```csharp
 1  using System.Collections;
 2  using System.Collections.Generic;
 3  using UnityEngine;
 4
 5  public class FinishLineAI : MonoBehaviour
 6  {
 7      public bool AI1;
 8      public bool AI2;
 9      public bool AI3;
10      public bool AI4;
11      public bool AI5;
12      public bool AI6;
13      public bool AI7;
14      public string CarName;
15
16      public static int AICar1FinishPosition;
17      public static string AICar1Name;
18      public static float AICar1RTMinutes;
19      public static float AICar1RTSeconds;
20
21      public static int AICar2FinishPosition;
22      public static string AICar2Name;
23      public static float AICar2RTMinutes;
24      public static float AICar2RTSeconds;
25
26      public static int AICar3FinishPosition;
27      public static string AICar3Name;
28      public static float AICar3RTMinutes;
29      public static float AICar3RTSeconds;
30
31      public static int AICar4FinishPosition;
32      public static string AICar4Name;
33      public static float AICar4RTMinutes;
34      public static float AICar4RTSeconds;
35
```

```
36          public static int AICar5FinishPosition;
37          public static string AICar5Name;
38          public static float AICar5RTMinutes;
39          public static float AICar5RTSeconds;
40
41          public static int AICar6FinishPosition;
42          public static string AICar6Name;
43          public static float AICar6RTMinutes;
44          public static float AICar6RTSeconds;
45
46          public static int AICar7FinishPosition;
47          public static string AICar7Name;
48          public static float AICar7RTMinutes;
49          public static float AICar7RTSeconds;
50
51          private void Start()
52          {
53              AICar1FinishPosition = 0;
54              AICar1RTMinutes = 0;
55              AICar1RTSeconds = 0;
56              AICar2FinishPosition = 0;
57              AICar2RTMinutes = 0;
58              AICar2RTSeconds = 0;
59              AICar3FinishPosition = 0;
60              AICar3RTMinutes = 0;
61              AICar3RTSeconds = 0;
62              AICar4FinishPosition = 0;
63              AICar4RTMinutes = 0;
64              AICar4RTSeconds = 0;
65              AICar5FinishPosition = 0;
66              AICar5RTMinutes = 0;
67              AICar5RTSeconds = 0;
68              AICar6FinishPosition = 0;
69              AICar6RTMinutes = 0;
70              AICar6RTSeconds = 0;
```

```
71              AICar7FinishPosition = 0;
72              AICar7RTMinutes = 0;
73              AICar7RTSeconds = 0;
74
75          }
76
77      private void OnTriggerEnter(Collider other)
78      {
79          if (AI1 == true)
80          {
81              if (other.gameObject.CompareTag("ProgressAI1"))
82              {
83                  SaveScript.FinishPositionID++;
84                  AICar1FinishPosition = SaveScript.FinishPositionID;
85                  AICar1Name = CarName;
86                  AICar1RTMinutes = SaveScript.RaceTimeMinutes;
87                  AICar1RTSeconds = SaveScript.RaceTimeSeconds;
88              }
89          }
90
91          if (AI2 == true)
92          {
93              if (other.gameObject.CompareTag("ProgressAI2"))
94              {
95                  SaveScript.FinishPositionID++;
96                  AICar2FinishPosition = SaveScript.FinishPositionID;
97                  AICar2Name = CarName;
98                  AICar2RTMinutes = SaveScript.RaceTimeMinutes;
99                  AICar2RTSeconds = SaveScript.RaceTimeSeconds;
100             }
101         }
102
103         if (AI3 == true)
104         {
105             if (other.gameObject.CompareTag("ProgressAI3"))
```

```
106                 {
107                     SaveScript.FinishPositionID++;
108                     AICar3FinishPosition = SaveScript.FinishPositionID;
109                     AICar3Name = CarName;
110                     AICar3RTMinutes = SaveScript.RaceTimeMinutes;
111                     AICar3RTSeconds = SaveScript.RaceTimeSeconds;
112
113                 }
114             }
115
116         if (AI4 == true)
117         {
118             if (other.gameObject.CompareTag("ProgressAI4"))
119             {
120                 SaveScript.FinishPositionID++;
121                 AICar4FinishPosition = SaveScript.FinishPositionID;
122                 AICar4Name = CarName;
123                 AICar4RTMinutes = SaveScript.RaceTimeMinutes;
124                 AICar4RTSeconds = SaveScript.RaceTimeSeconds;
125
126             }
127         }
128
129         if (AI5 == true)
130         {
131             if (other.gameObject.CompareTag("ProgressAI5"))
132             {
133                 SaveScript.FinishPositionID++;
134                 AICar5FinishPosition = SaveScript.FinishPositionID;
135                 AICar5Name = CarName;
136                 AICar5RTMinutes = SaveScript.RaceTimeMinutes;
137                 AICar5RTSeconds = SaveScript.RaceTimeSeconds;
138
139             }
140         }
```

```
141
142            if (AI6 == true)
143            {
144                if (other.gameObject.CompareTag("ProgressAI6"))
145                {
146                    SaveScript.FinishPositionID++;
147                    AICar6FinishPosition = SaveScript.FinishPositionID;
148                    AICar6Name = CarName;
149                    AICar6RTMinutes = SaveScript.RaceTimeMinutes;
150                    AICar6RTSeconds = SaveScript.RaceTimeSeconds;
151
152                }
153            }
154
155            if (AI7 == true)
156            {
157                if (other.gameObject.CompareTag("ProgressAI7"))
158                {
159                    SaveScript.FinishPositionID++;
160                    AICar7FinishPosition = SaveScript.FinishPositionID;
161                    AICar7Name = CarName;
162                    AICar7RTMinutes = SaveScript.RaceTimeMinutes;
163                    AICar7RTSeconds = SaveScript.RaceTimeSeconds;
164
165                }
166            }
167        }
168 }
169
```