```csharp
1  using System.Collections;
2  using System.Collections.Generic;
3  using UnityEngine;
4
5  public class Checkpoints : MonoBehaviour
6  {
7      public bool CheckPoint1 = true;
8      public bool CheckPoint2 = false;
9
10     private void OnTriggerEnter(Collider other)
11     {
12         if(other.gameObject.CompareTag("Player"))
13         {
14             if(CheckPoint1 == true)
15             {
16                 SaveScript.ThisCheckPoint1 = SaveScript.GameTime;
17                 SaveScript.CheckPointPass1 = true;
18             }
19
20             if (CheckPoint2 == true)
21             {
22                 SaveScript.ThisCheckPoint2 = SaveScript.GameTime;
23                 SaveScript.CheckPointPass2 = true;
24             }
25         }
26     }
27
28 }
29
```