```csharp
 1  using System.Collections;
 2  using System.Collections.Generic;
 3  using UnityEngine;
 4
 5  public class ProgressTracker : MonoBehaviour
 6  {
 7      private AudioSource Player;
 8      private bool IsPlaying = false;
 9      public int CurrentWP = 0;
10      public int ThisWPNumber;
11      public int LastWPNumber;
12
13      // Start is called before the first frame update
14      void Start()
15      {
16          Player = GetComponent<AudioSource>();
17      }
18
19      private void OnTriggerEnter(Collider other)
20      {
21          if(other.gameObject.CompareTag("Barrier"))
22          {
23              if(IsPlaying == false)
24              {
25                  IsPlaying = true;
26                  Player.Play();
27              }
28          }
29      }
30
31      private void OnTriggerExit(Collider other)
32      {
33          if (other.gameObject.CompareTag("Barrier"))
34          {
35              if (IsPlaying == true)
```

```
36                  {
37                      IsPlaying = false;
38                  }
39              }
40          }
41
42      private void Update()
43      {
44          if(SaveScript.LapChange == true)
45          {
46              CurrentWP = 0;
47          }
48          if(CurrentWP > LastWPNumber)
49          {
50              StartCoroutine(CheckDirection());
51          }
52          if (LastWPNumber > ThisWPNumber)
53          {
54              SaveScript.WrongWay = false;
55          }
56          if (LastWPNumber < ThisWPNumber)
57          {
58              SaveScript.WrongWay = true;
59          }
60      }
61
62      IEnumerator CheckDirection()
63      {
64          yield return new WaitForSeconds(0.5f);
65          ThisWPNumber = LastWPNumber;
66      }
67  }
68
```