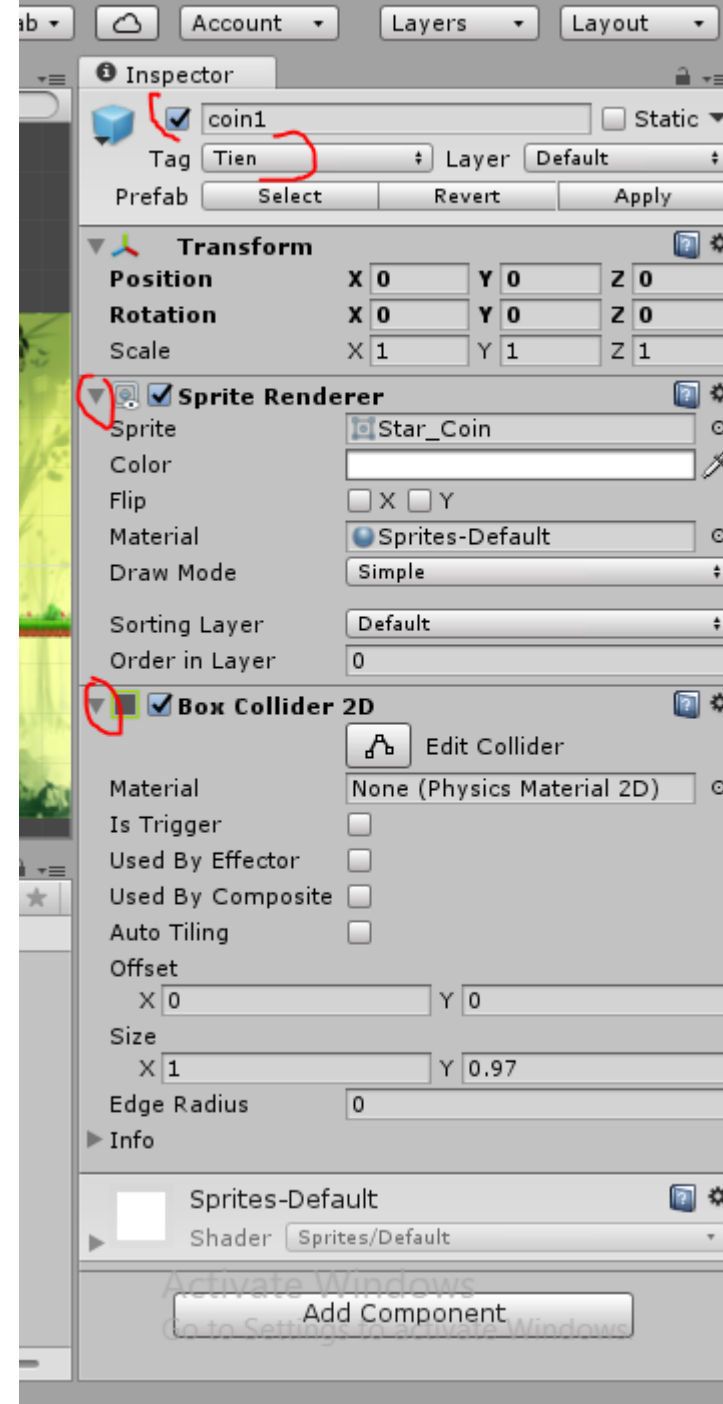


Score

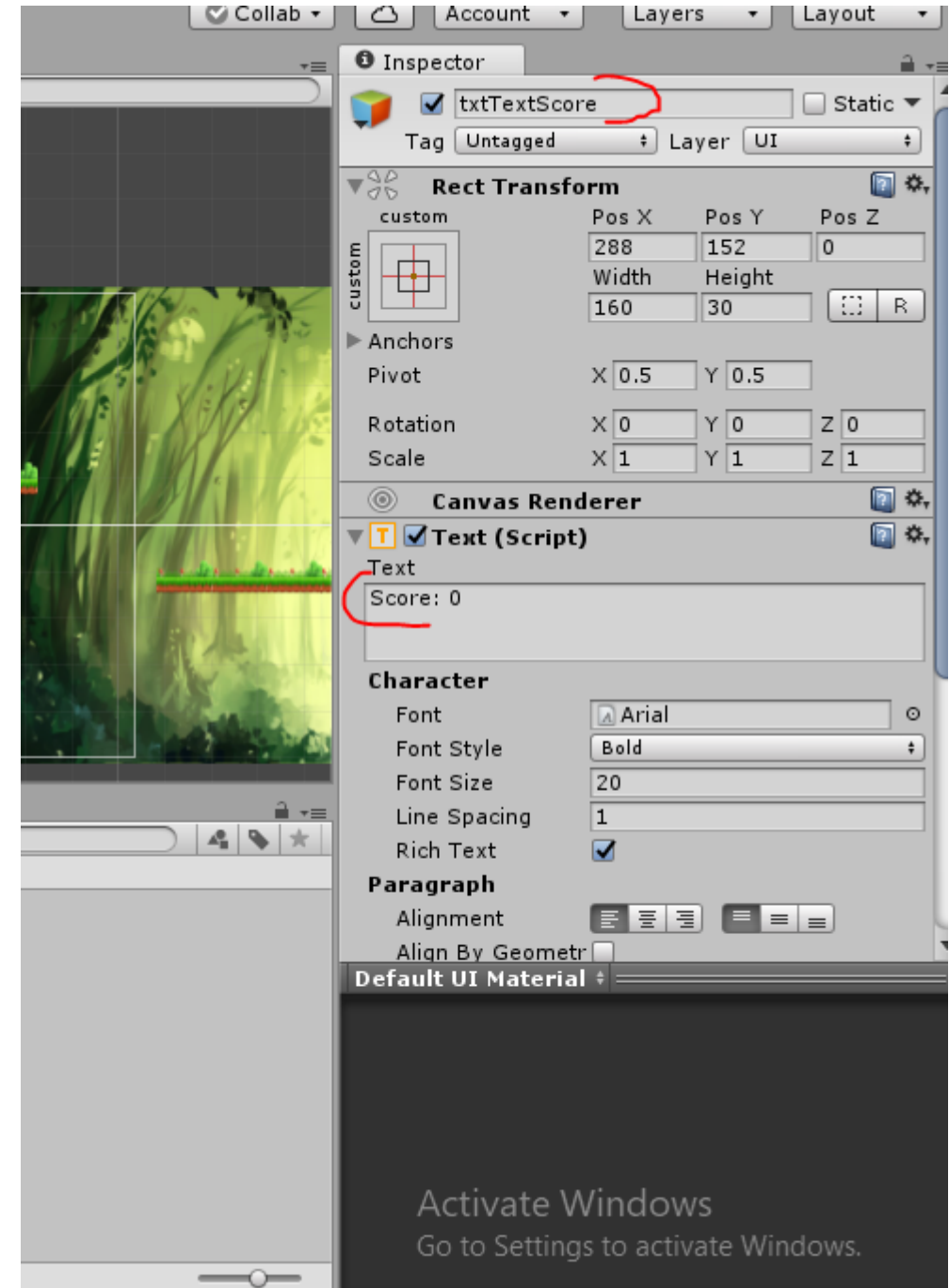
Create Coin

- Add Tag
- Sprite Renderer
- Box Collider 2D



Add Text for display score

- GameObject -> UI->Text->Rename



Open ControlPlayer.cs



```
5
6 public class ControlPlayer : MonoBehaviour {
7     public static bool isGameOver = false;
8     public float jumpHeigh, speed;
9     private Animator player;
10    [ int score=0;
11    [ public Text textScore;
12
13    // Use this for initialization
14    void Start () {
15        [ textScore = GameObject.Find("txtTextScore").GetComponent<Text> ();
16        player = GetComponent<Animator> ();
17        isGameOver = false;
18        Time.timeScale = 1;
19
20    }
21
```

```
21
22 void OnCollisionEnter2D(Collision2D coll)
23 {
24     if (coll.gameObject.tag == "Tien") {
25         score++;
26         Destroy (coll.gameObject);
27         textScore.text = "Score: " + score.ToString ();
28     }
29 }
30
```