﻿using UnityEngine;

using System.Collections;

public class HT\_Score : MonoBehaviour {

public GUIText scoreText;

public int ballValue;

private int score;

void Start () {

score = 0;

UpdateScore ();

}

void OnTriggerEnter2D (Collider2D other) {

score += ballValue;

UpdateScore ();

}

void OnCollisionEnter2D (Collision2D collision) {

if (collision.gameObject.tag == "Bomb") {

score -= ballValue \* 2;

UpdateScore ();

}

}

void UpdateScore () {

scoreText.text = "SCORE:\n" + score;

}

}