

```
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4 using UnityEngine.UI;
5
6 public class RoundsSurvived : MonoBehaviour {
7
8     public Text roundsText;
9
10    void OnEnable() {
11        StartCoroutine(AnimateText());
12    }
13
14    IEnumerator AnimateText () {
15        roundsText.text = "0";
16        int round = 0;
17
18        yield return new WaitForSeconds(.7f);
19
20        while (round < PlayerStats.Rounds) {
21
22            round++;
23            roundsText.text = round.ToString();
24
25            yield return new WaitForSeconds(.05f);
26        }
27    }
28 }
29
```