

```
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4
5 public class GameManager : MonoBehaviour {
6
7     public static bool GameIsOver;
8
9     public GameObject gameOverUI;
10    public GameObject completeLevelUI;
11
12    void Start () {
13        GameIsOver = false;
14    }
15
16    // Update is called once per frame
17    void Update () {
18        if(GameIsOver) {
19            return;
20        }
21
22        if (PlayerStats.Lives <= 0) {
23            EndGame();
24        }
25    }
26
27    void EndGame () {
28        GameIsOver = true;
29        gameOverUI.SetActive(true);
30    }
31
32    public void WinLevel () {
33        GameIsOver = true;
34        completeLevelUI.SetActive(true);
35    }
36 }
37
```