

```
1 using UnityEngine;
2 using System.Collections;
3 public class PlayerStats : MonoBehaviour {
4
5     public static int Money;
6     public int startMoney = 400;
7
8     public static int Lives;
9     public int startLives = 20;
10
11     public static int Rounds;
12
13     void Start ()
14     {
15         Money = startMoney;
16         Lives = startLives;
17
18         Rounds = 0;
19     }
20 }
21
```