```
    {
        if(isAlive == true)
        {
            score += 1*Time.deltaTime;
            score_text.text = " " + (int)score;
            BestTimeSurvived();
        }


    }

    0 references
    void OnTriggerEnter2D(Collider2D collision)
    {
        if(collision.gameObject.tag == "Enemy")
        {

            Destroy(gameObject);                                          It gets the stored value
            gameOverPanel.SetActive(true);                               which has been done by
            yourScore.text = "Your Score:" + score_text.text;                 Setfloat.
            highScore.text = "Best: " + (int)PlayerPrefs.GetFloat("HighScore");
            yourScore.enabled = true;
            isAlive = false;


        }
                          can also be other data type              simple logic for
    }                                                              high score
    1 reference
    void BestTimeSurvived()
    {
        if(score > PlayerPrefs.GetFloat("HighScore"))                 PlayerPrefs stores the desired value into
        {                                                            the key/variable named as ' HighScore '
            PlayerPrefs.SetFloat("HighScore", score);                 (key name could be anything)
        }
```

PlayerPrefs.SetInt("variable name", desired value);

It stores the value somewhere in the memory.

PlayerPrefs.GetInt("Variable name", default value);

Gets the value stored earlier from the memory.