How to setup Progress Bar in your project:
<pre>1> add player script to your player. 2> upload hyper casual base(for example) to Hierarchy window . 3> add Level progress Script to hyper casual base. 4> Now in Level progress component upload your player , Finish point(target). 5> Now add bar that to be filled in hierarchy window and go to its Image component>Image type>Filled>Filled methord:Horizontal>Fill origin:left</pre>

Best of luck