

## Game Score Management

The game scores has been stored at the "**TotalScores**" in the player prefs:

Example => `PlayerPrefs.SetInt ("TotalScores", 1000);`

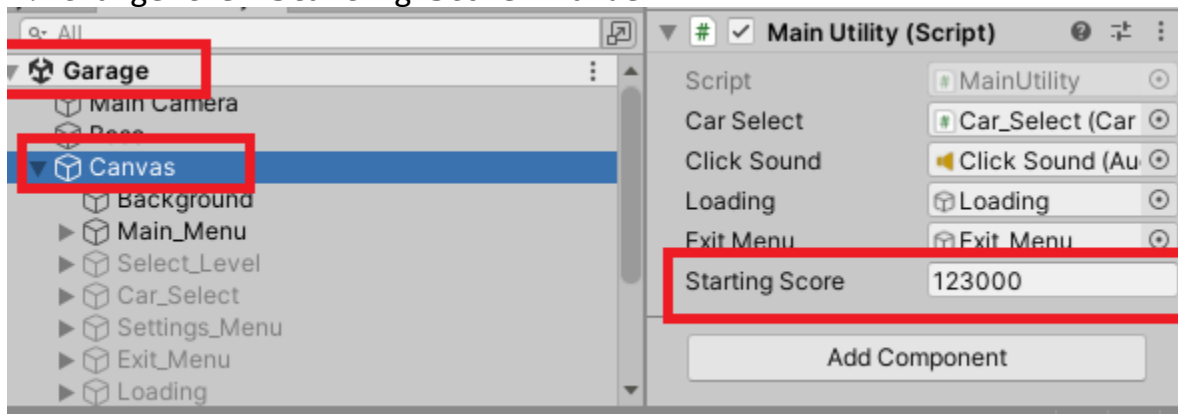
You can add scores by the below example:

```
PlayerPrefs.SetInt ("TotalScores", PlayerPrefs.GetInt ("TotalScores") + 1000);
```

## Starting Score

You can change the game starting score (for the first time running) by the below steps:

1. Open "Garage" scene
2. Select "Canvas"
3. Find "Main Utility" component in the inspector
4. Change the "Starting Score" value



## Delete Saved Data

You can delete game saved data by the below steps:

1. Open "Garage" scene
2. Play the scene in editor
3. Press "H" key to delete all player prefs data
4. Change starting score and start the game again to load default settings

## Race Finish Scores

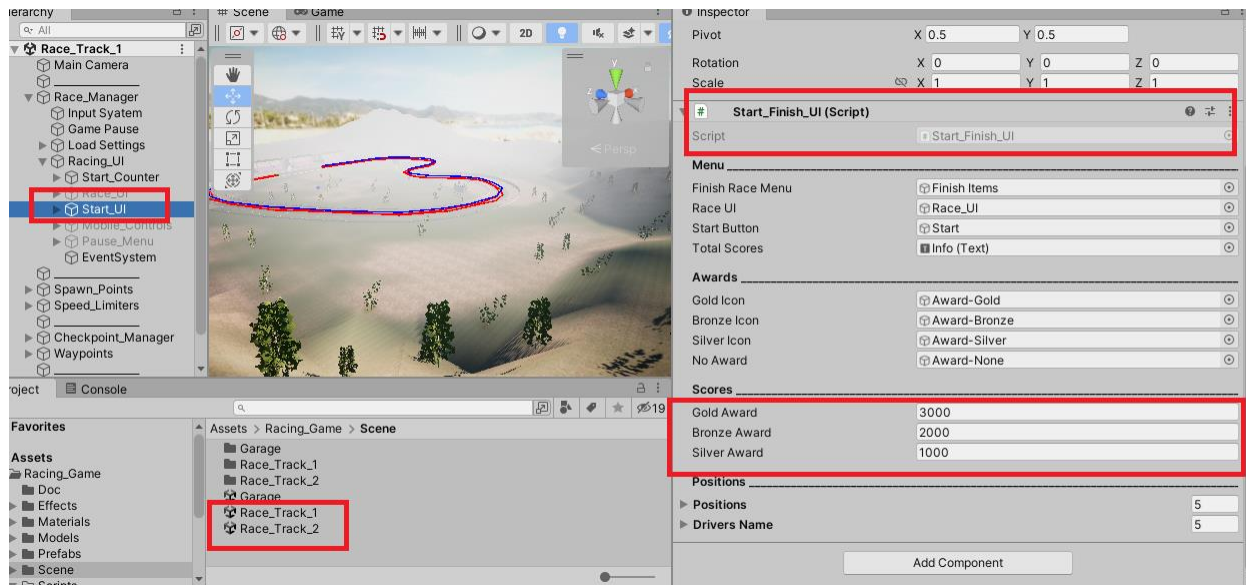
When player wins the race in position 1 or 2 or 3 :

**Position 1** : Get the "Gold" award and **3000** scores

**Position 2** : Get the "Bronze" award and **2000** scores

**Position 3** : Get the "Silver" award and **1000** scores

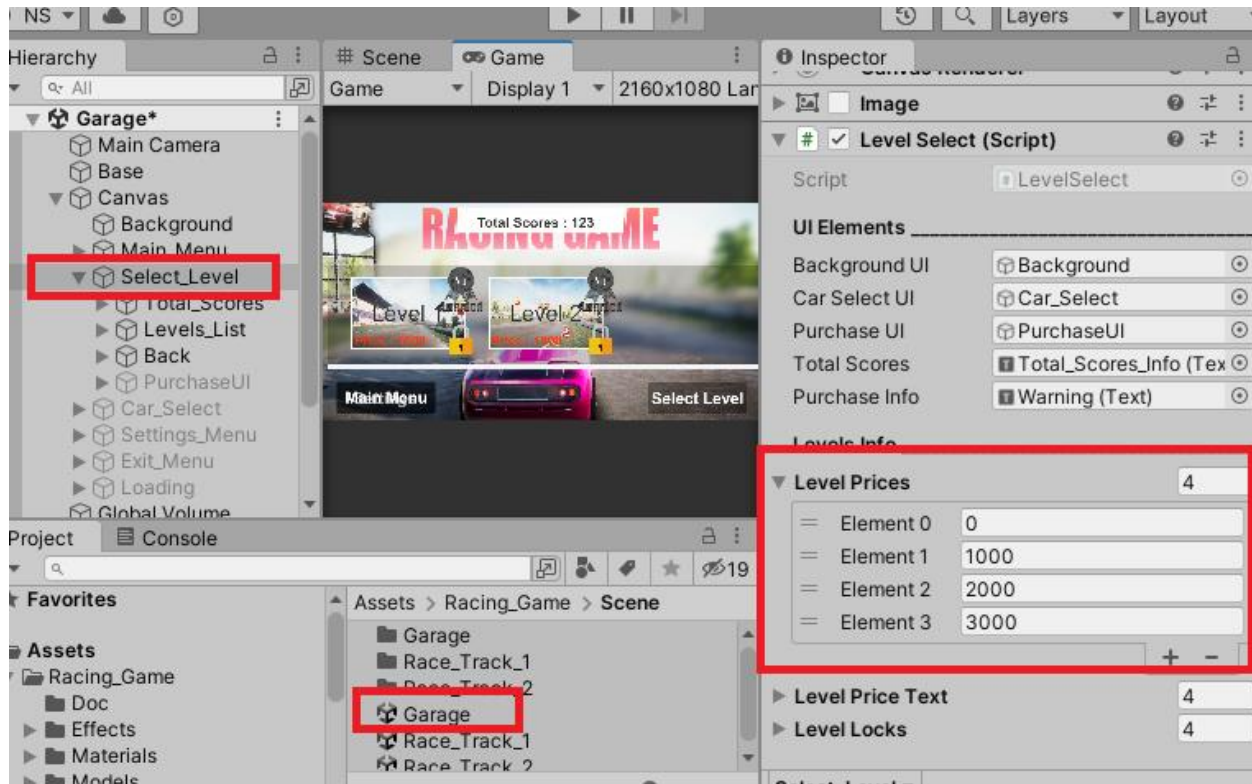
You can change scores by opening the race track scenes and change the scores for **Gold** ,  
**Bronze** or **Silver**:



## Change Levels Price

To change each level price you need to open “Garage” scene and select **Level Select** ui and change the each level price

**Note:** the first level price must be 0 to be open at the start



## Change Cars Price

To change each car price you need to open “Garage” scene and select **Car Select** ui and change the each car price

**Note:** the first car price must be 0 to be open at the start

