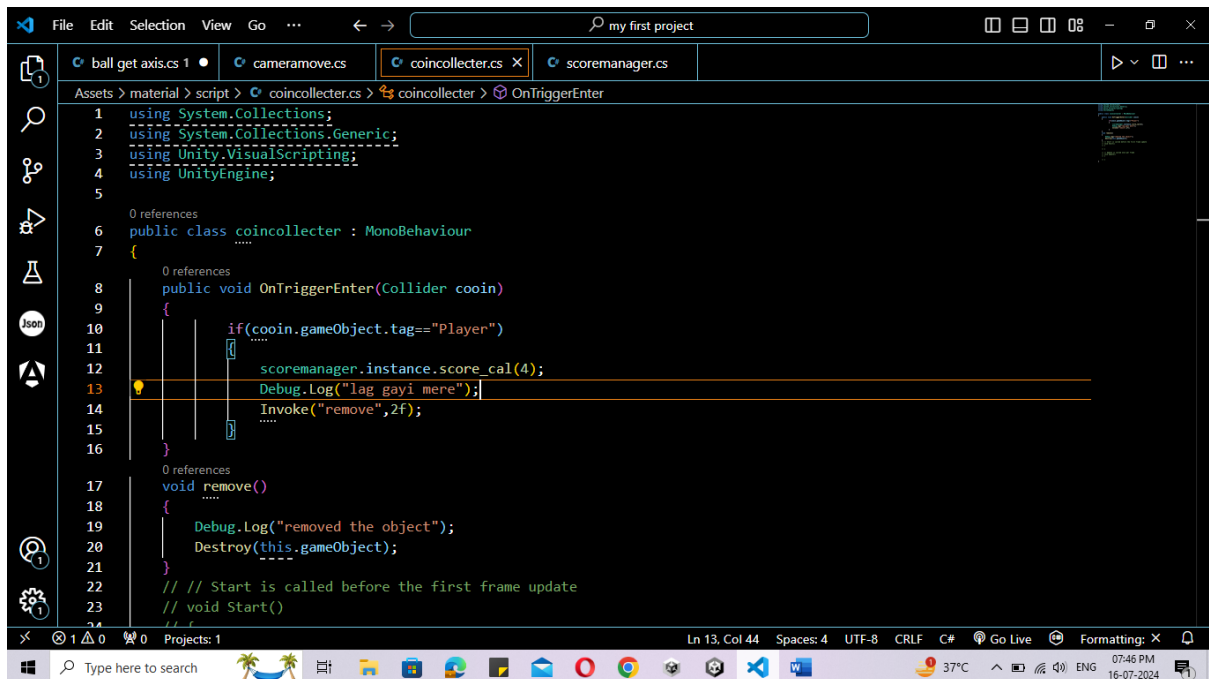
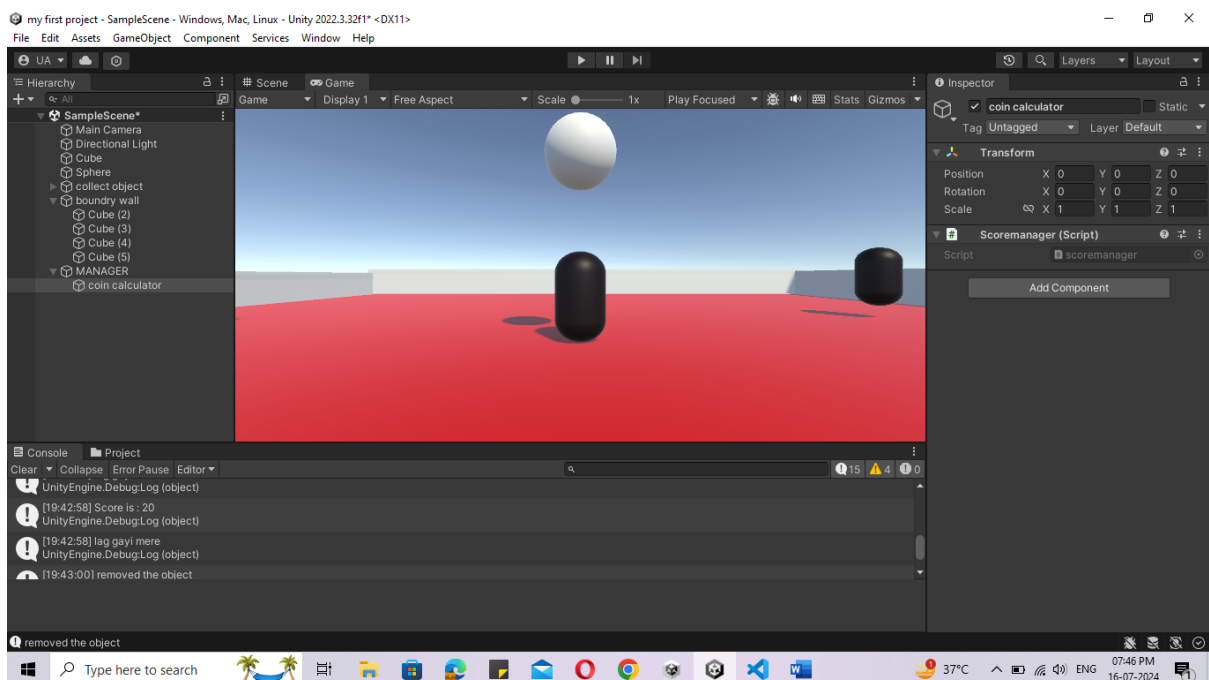


We are now calculating a point on each capsule collection

For this we created a script coin_cal



```
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4 using UnityEngine;
5
6 public class coincollector : MonoBehaviour
7 {
8     0 references
9     public void OnTriggerEnter(Collider cooin)
10    {
11        if(cooin.gameObject.tag=="Player")
12        {
13            scoremanager.instance.score_cal(4);
14            Debug.Log("lag gayi mere");
15            Invoke("remove",2f);
16        }
17    }
18    void remove()
19    {
20        Debug.Log("removed the object");
21        Destroy(this.gameObject);
22    }
23    // // Start is called before the first frame update
24    // void Start()
```



On console we can see the points