**CHECKING SCORE**

Adding a Score Checker:

* We have to add the collider between the gap of pipes.
* Select PipeHolder, right click, Create Empty and reset its position and then position it in the middle of the gap.
* Now go to add component, Physics 2D, add a Box Collider 2D. rename your empty GameObject to ScoreChecker.
* Add a Tag to it named ScoreChecker. then add this by selecting ScoreChecker GameObject.
* Now click on edit collider, and make it big enough to fill the whole gap between pipes.
* Make the Is Trigger option checked.
* Now select PipeHolder and click on Apply button.

Creating ScoreManager:

* Go to Create, and then Create Empty. Rename it to ScoreManager.
* Go to Add Component, New Script. And name it to ScoreManager.