**DESIGNING UI AND UI MANAGER**

* Create Empty GameObject and name it ‘UiManager’. It will take care of all user interface of our game.

Adding Score to the screen:

* Go to create > Ui > Text. Reset its position
* Double click on the text, and position it to the top of the screen.
* Make this text ‘0’. Make it center Vertically and center Horizontally. Make the font size 60. Make the text color white. Make the text bold.
* Go to Add component, UI, Effects, Shadow. Make the X offset to be 4. Add alpha to look it nice. Now rename your Text to ScoreText.
* Make your canvas screen independent. Select the canvas, go to canvas scaler and select UI Scale Mode to Scale With Screen Size. Make the reference resolution 480x800. Make the Match factor 0.5.
* Now resize your ScoreText accordingly. Make the font size about 150. If it is not fit make it bigger by rect transform tool.
* Now update your ScoreText along with score. Select the UiManager, add a new Script to it named UiManager.

Creating a panel for game over:

* Go to Create > UI > Panel, Here it is big so make it small and name it to gameOverPanel.
* Select gameOverPanel, Right click > UI > Button. Reset its position then position it to left bottom corner of the panel and make it a bit bigger.
* Select the Text inside Button and make it to “REPLAY”. Make the font size 30. Rename your button to replayButton.
* Select the Panel, select the color option and change it to sky like shade (18FFFA) and then select the replayButton and change its color to like red (FF3838). Select your Text and make it bold. Change its color to white.
* Select replayButton, Add Component > UI > Effects > Shadow. For the shadow make the X 10 and Y -10.
* Select replayButton, Go to On Click(), drag UIManager to it.
* Now we need to create another button, So duplicate your replayButton, and position it exactly in the opposite side. And change its color to orange like (FF760D), rename it also to MenuButton, change its text to “MENU”.
* Select the gameOverPanel, right click > UI > Text. Reset its position. Change its alignment to the center. Change its size to 40. Position it above two buttons. Make the text “HIGHSCORE: 0”, change the text color to white, make it bold.
* Go to Add Component > UI > Effects > Shadow. X 5 Y -2. Rename Text to highScoreText.