using System.Collections;

using System.Collections.Generic;

using UnityEngine;

using UnityEngine.UI; //UI部品を使うために必要

public class GameDirector : MonoBehaviour

{

GameObject ball;

GameObject flag;

GameObject distance;

void Start()

{

this.ball = GameObject.Find("ball");

this.flag = GameObject.Find("flag");

this.distance = GameObject.Find("Distance");

}

void Update()

{

float length = this.flag.transform.position.x - this.ball.transform.position.x;

if (length >= 0)

{

this.distance.GetComponent<Text>().text = "ゴールまで" + length.ToString("F2") + "m";

}

else

{

this.distance.GetComponent<Text>().text = "ゲームオーバー";

}

}

}