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";

 }

 }

}