Hunger & Thirst
Documentation

Quick Setup

You literally only have to attach the **HungerThirst** script to a gameobject, create a hunger and/or thirst preset, and then attach the preset(s) to the preset slots in the **HungerThirst** component. That is basically it.

Setting up Hunger & Thirst

1. Attach the **HungerThirst** script to a gameobject, and tick Use Hunger
2. Create a preset for hunger and/or thirst by right clicking anywhere in a folder, and then **Create->Hunger Thirst System->Hunger Settings or Thirst Settings**
3. Assign the presets to the appropiate slot on the **HungerThirst** component

You're ready to go. You can just fiddle around with the settings and have it how you like.

When you press play, nothing will happen. Well internally something is happening, so how do we show the hunger and thirst to the players?
Let's go ahead and create something we can show to the player.

Creating something for the player to see

Making the UI

1. Add a canvas to the scene
2. Add 2 UI Text to the canvas, call one Hunger and the other one Thirst

Making the script

1. Create a C# script and call it HungerThirstUI
2. Replace everything in the script with this:

```csharp
using UnityEngine;
using UnityEngine.UI;

// To use any of the Hunger Thirst System, you have to add this using.
using DeepWolf.HungerThirstSystem;

public class HungerThirstUI : MonoBehaviour
{
    // The reference to the hunger & thirst component. Assign it in the inspector
    [SerializeField] private HungerThirst hungerThirst;

    // The UI stuff
    [Header("[UI]")]
    [SerializeField] private Text hungerText;
    [SerializeField] private Text thirstText;

    // Refresh hunger and thirst when the script object is initialized
    private void Awake()
    {
        RefreshHunger();
        RefreshThirst();
    }

    // You can let the [On Thirst Changed] event call this method.
    public void RefreshThirst()
    {
        // Set the thirst label text to the value of the current thirst
        thirstText.text = string.Format("Thirst: {0}", hungerThirst.Thirst);
    }

    // You can let the [On Hunger Changed] event call this method.
    public void RefreshHunger()
    {
        // Set the hunger label text to the value of the current hunger
        hungerText.text = string.Format("Hunger: {0}", hungerThirst.Hunger);
    }
}
```

3. Attach the script to a gameobject and fill all the fields.

4. Now click on the gameobject where you have the HungerThirst component attached, and click on the hunger's events tab.
Press the + sign on the OnHungerChanged and assign the gameobject where you have the HungerThirstUI component, to the slot in the OnHungerChanged.

5. In the dropdown on the OnHungerChanged, find HungerThirstUI and then RefreshHunger.

6. Follow step 4 to step 5 again, but with Thirst instead

If you followed every steps, you should be able to see Hunger and Thirst go up.

Scripting API

Class DeepWolf.HungerThirstSystem.HungerThirst

Public Methods

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void SetHunger(float newHunger)

void AddHunger(float amount)

void ReduceHunger(float amount)

void CheckForStarvation()
Description:
Checks for starvation.
If there's any starvation then IsStarving will be set to true.

void SetThirst(float newThirst)

void AddThirst(float amount)

void ReduceThirst(float amount)

void CheckForDehydration()
Description:
Checks for dehydration.
If there's any dehydration then IsDehydrated will be set to true.

Public Properties

---

bool UseHunger { get; set; }
Description:
Gets or sets the [Use Hunger] state.

HungerSettings HungerSettings { get; set; }
Description:
Gets or sets the [Hunger Settings].

float ExtraHungerIncreaseAmount { get; set; }
Description:
Gets or sets the [Extra Hunger Increase] amount.

float Hunger { get; }
Description:
Gets the current [Hunger] value.

UnityEvent OnHungerChanged { get; }
Description:
Gets the [On Hunger Changed] event.

UnityEvent OnStarvationBegin { get; }
Description:
Gets the [On Starvation Begin] event.

UnityEvent OnStarvationStop { get; }
Description:
Gets the [On Starvation Stop] event.

UnityEvent OnExtraHungerIncreaseAmountChanged{ get; }
Description:
Gets the [On Extra Hunger Increase Amount Changed] event.

bool UseThirst{ get; set; }
Description:
Gets or sets the [Use Thirst] state.

ThirstSettings ThirstSettings{ get; set; }
Description:
Gets or sets the [Thirst Settings].

float ExtraThirstIncreaseAmount { get; set; }
Description:
Gets or sets the [Extra Thirst Increase] amount.

float Thirst{ get; }
Description:
Gets the current [Thirst] value.

UnityEvent OnThirstChanged { get; }
Description:
Gets the [On Thirst Changed] event.

UnityEvent OnDehydrationBegin { get; }
Description:
Gets the [On Dehydration Begin] event.

UnityEvent OnDehydrationStop { get; }
Description:
Gets the [On Dehydration Stop] event.

UnityEvent OnExtraThirstIncreaseAmountChanged{ get; }
Description:
Gets the [On Extra Thirst Increase Amount Changed] event.

Settings overview

Customizable settings

Use Hunger
Description:
Whether or not hunger should be used.
If this is disabled, the script will not do anything with hunger. Anything hunger related will not be used.

Max Hunger
Description:
The maximum amount of hunger.

Hunger Increase Interval
Description:
The interval for increasing hunger.

Hunger Increase Amount
Description:
How much the hunger should increase with.

Begin Starvation Percentage
Description:
At what hunger percentage the starvation kicks in.

Use Thirst
Description:
Whether or not thirst should be used.
If this is disabled, the script will not do anything with thirst , anything thirst related will not be used.

Max Thirst
Description:
The maximum amount of thirst .

Thirst Increase Interval
Description:
The interval for increasing thirst .

Thirst Increase Amount
Description:
How much the thirst should increase with.

Begin Dehydration Percentage
Description:
At what thirst percentage the dehydration kicks in.

Events

On Hunger Changed
Description:
Triggered when hunger changes.

On Starvation Begin
Description:
Triggered when starvation begins.

On Starvation Stop
Description:
Triggered when starvation stops.

On Extra Hunger Increase Amount Changed
Description:
Triggered when the extra pool of the hunger increase amount has changed.

On Thirst Changed
Description:
Triggered when thirst changes.

On Dehydration Begin
Description:
Triggered when dehydration begins.

On Dehydration Stop
Description:
Triggered when dehydration stops.

On Extra Thirst Increase Amount Changed
Description:
Triggered when the extra pool of the thirst increase amount has changed.