

```
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4
5 public class Player : MonoBehaviour
6 {
7
8     public int maxHealth = 100;
9     public int currentHealth;
10
11     public static float health = 100;
12
13     public HealthBar healthBar;
14     // Start is called before the first frame update
15     void Start()
16     {
17         currentHealth = maxHealth;
18         healthBar.SetMaxHealth(maxHealth);
19     }
20
21     // Update is called once per frame
22     void Update()
23     {
24         if (Input.GetKeyDown(KeyCode.Space))
25         {
26             TakeDamage(20);
27         }
28     }
29
30     void TakeDamage(int damage)
31     {
32         currentHealth -= damage;
33         healthBar.SetHealth(currentHealth);
34
35         if (currentHealth <= 0)
36         {
37             Destroy(gameObject);
38         }
39
40
41     }
42
43     private void OnCollisionEnter2D(Collision2D col)
44     {
45         if (col.gameObject.tag.Equals("Enemy"))
46         {
47             TakeDamage(20);
48         }
49
50     }
51 }
```