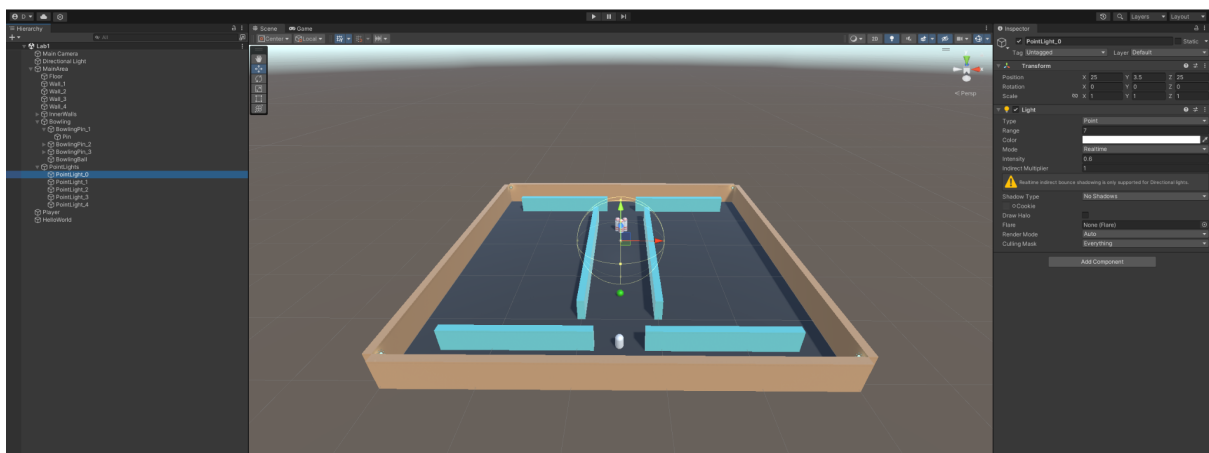
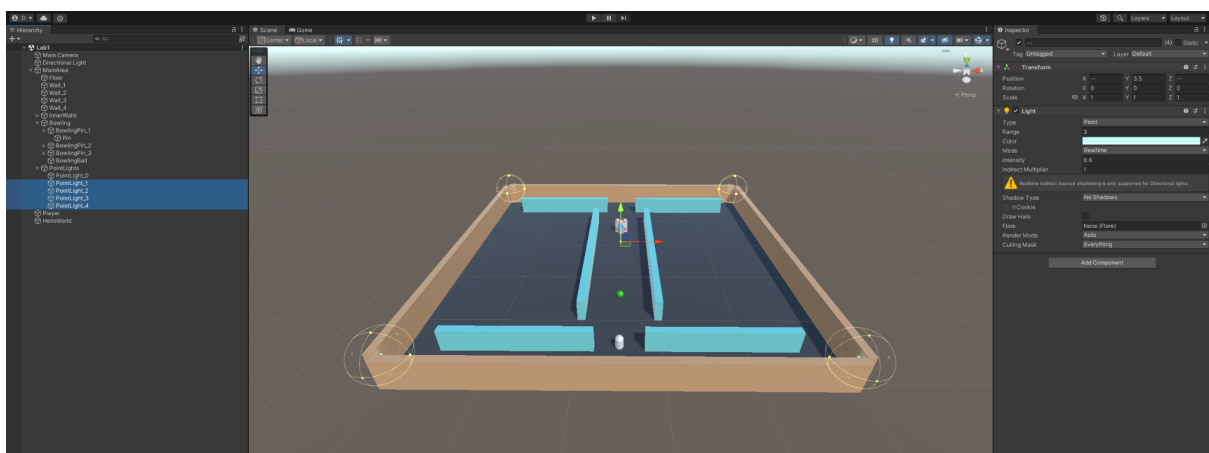
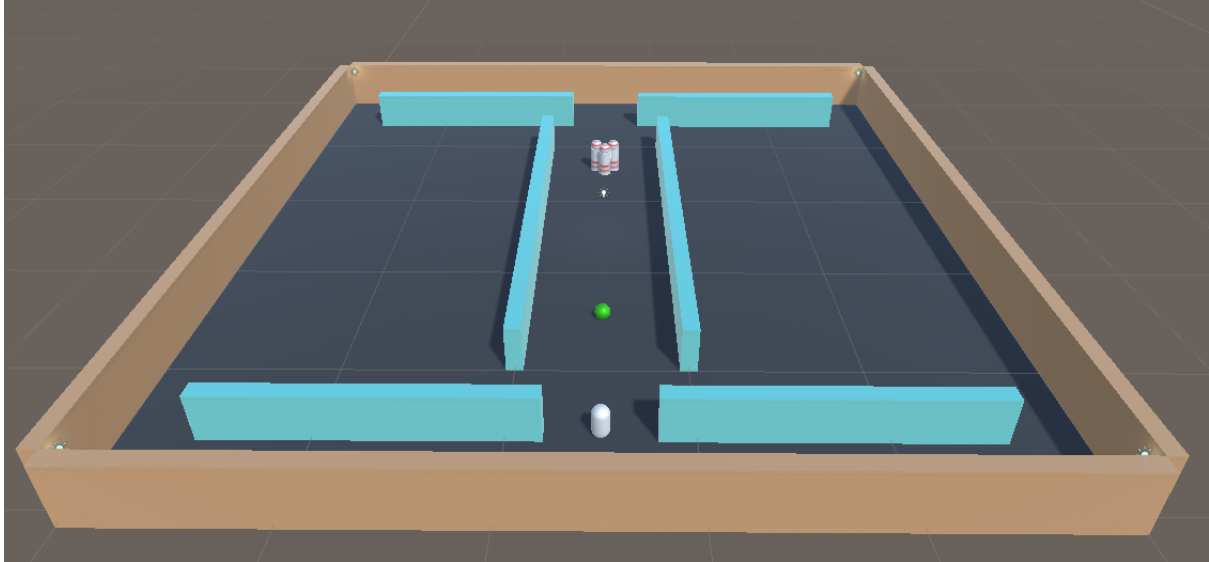
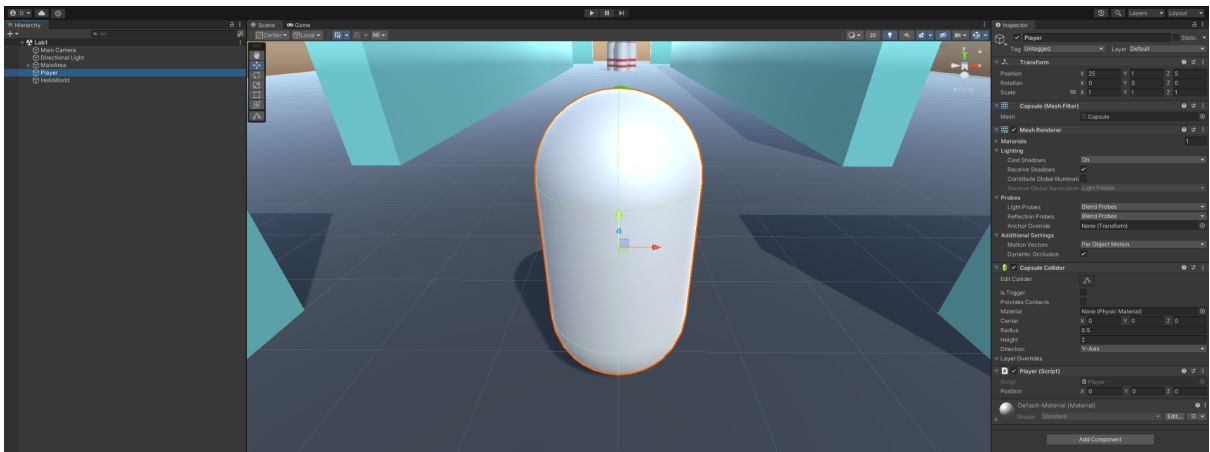
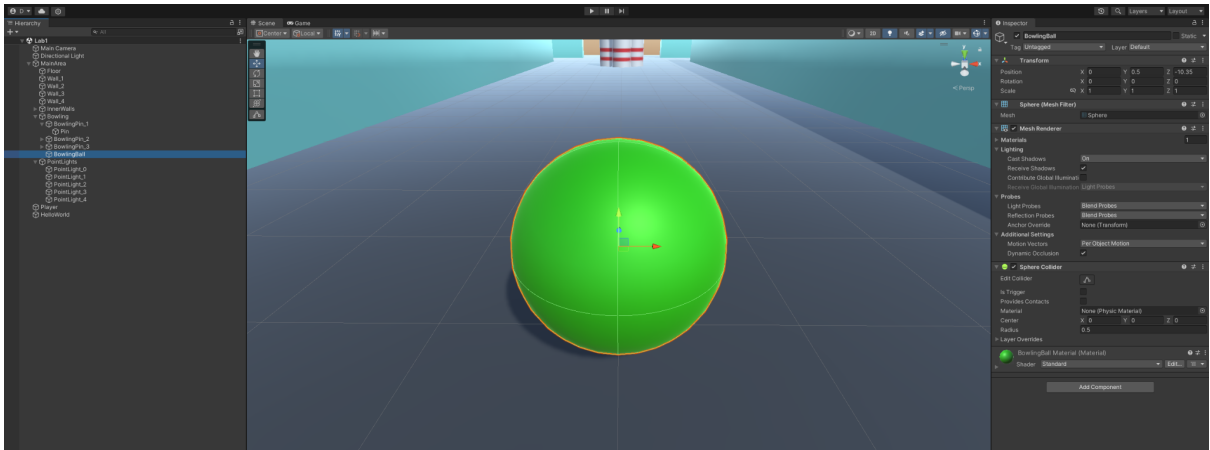


# Damir Nabiullin - Unity HW1

You can check my code on [github](#)

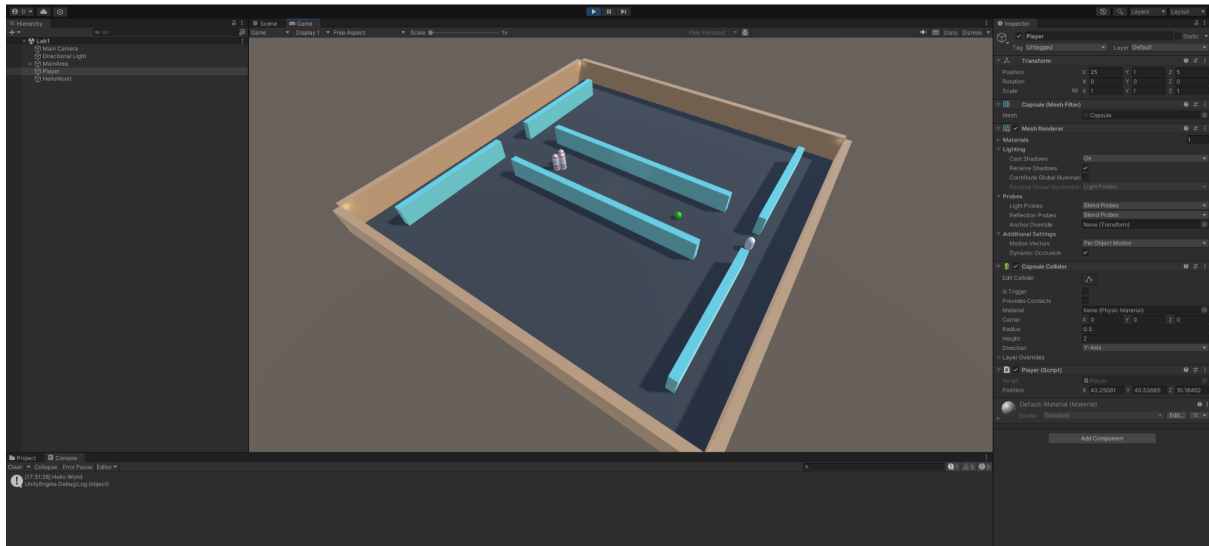




```

public class HelloWorld : MonoBehaviour
{
    private void Start()
    {
        Debug.Log("Hello World");
    }
}

```



```

public class Player : MonoBehaviour
{
    public Vector3 position;

    private int _health = 100;
    private float _lastUpdate;

    private static readonly System.Random Rand = new System.Random();

    private void UpdateHealth(int delta)
    {
        if (_health < 0)
        {
            return;
        }

        _health += delta;

        if (_health <= 0)
        {
            Debug.Log("player died");
        }
    }

    private void SetRandomPosition()
    {
        var x = (float)Rand.NextDouble() * (Rand.Next() % 100);
        var y = (float)Rand.NextDouble() * (Rand.Next() % 100);
        var z = (float)Rand.NextDouble() * (Rand.Next() % 100);
        UpdatePosition(x, y, z);
    }

    private void UpdatePosition(float x, float y, float z)
    {
        position = new Vector3(x, y, z);
    }

    private void Start()

```

```

{
    _lastUpdate = Time.time;
}

private void Update()
{
    if (Time.time - _lastUpdate < 2f) return;

    _lastUpdate = Time.time;
    UpdateHealth(-Rand.Next(10, 100));
    SetRandomPosition();
}
}

```

