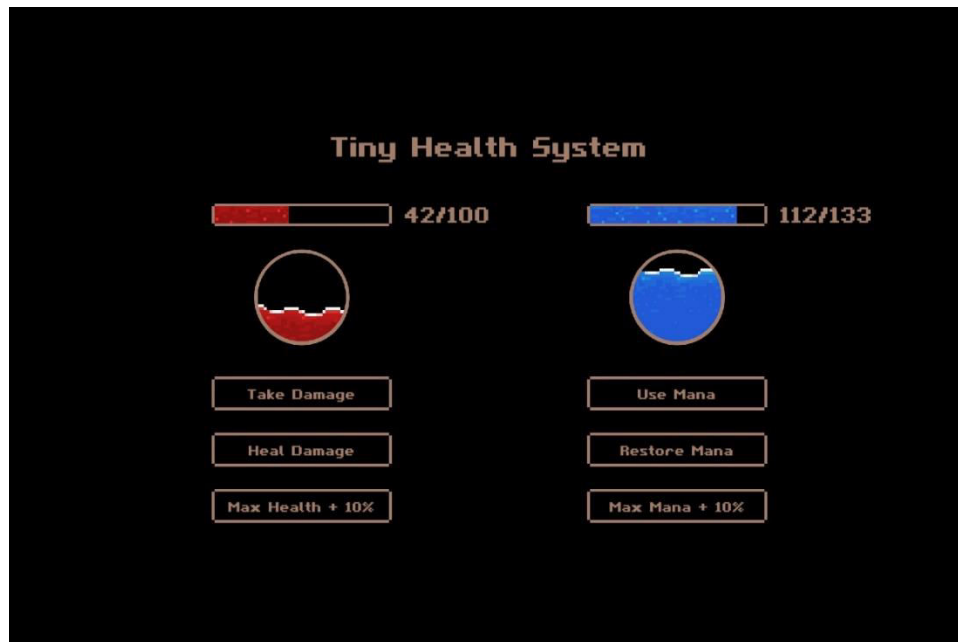# Tiny HealthSystem Version 1.0

Small, simple and efficient pixel art health system.

Easy to implement in any game.

Key features

- Easy setup.
- Gives you a simple way to handle health and mana.
- Progessbars with animation.
- Easy to use your own graphics.
- Bars & Globes.
- Demo scene included.
- PDF documentation included.

Easy setup

Drag the HealthSystem prefab to a canvas gameobject.

To add/remove health & mana from other scripts:

HealthSystem.Instance.TakeDamage(x); // Take damage x points

HealthSystem.Instance.HealDamage(x); // Heal damage x points

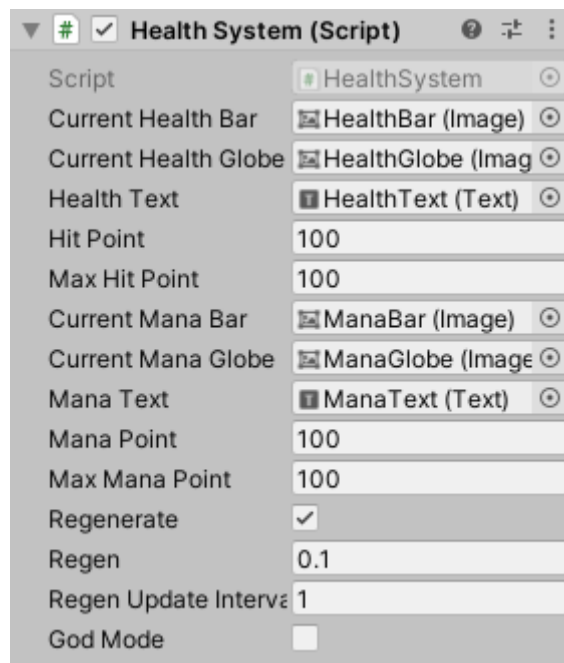HealthSystem.Instance.UseMana(x); // Decrease mana x points

HealthSystem.Instance.RestoreMana(x); // Increase mana x points

HealthSystem.Instance.SetMaxHealth(x); // Add x % to max health

HealthSystem.Instance.SetMaxMana(x); // Add x % to max mana

HealthSystem.cs

Have fun!

If you have any further questions, write me an email: and.gus@hotmail.com