Zombie Shooter Project 4b

Task 1. Create Game UI for score

Explanation

- We want to display the current player score on a User Interface
- We can use Unity's UI components for this
- For the current player score we can use a **Text** component

Do this

- In the **Hierarchy**, create a new **Canvas**
- Click **Create** > **UI** > **Canvas**

Do this

- In the **Hierarchy**, select the **Canvas**
- Click the Create button again: **Create** > **UI** > **Text**
- Rename the **Text** to **Score** in the **Inspector**

Check this

- Check the **Text** you just created is a child of the **Canvas** in the **Hierarchy**
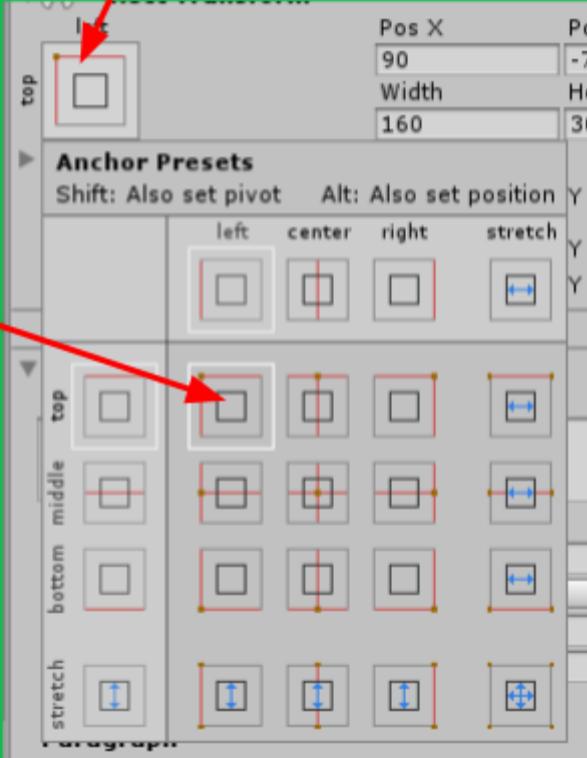

Check the Score Text is a child of the Canvas

Do this

- Select the **Score** in the **Hierarchy**
- In the **Inspector**, click the **Anchor Presets** button on the **Rect Transform**
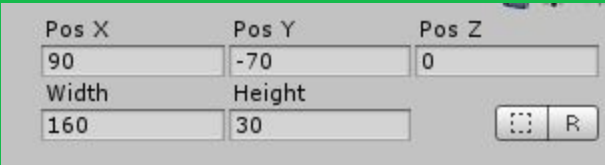- Select **Top Left**

Useful links

- Learn more about **RectTransform**   RectTransform - Scripting
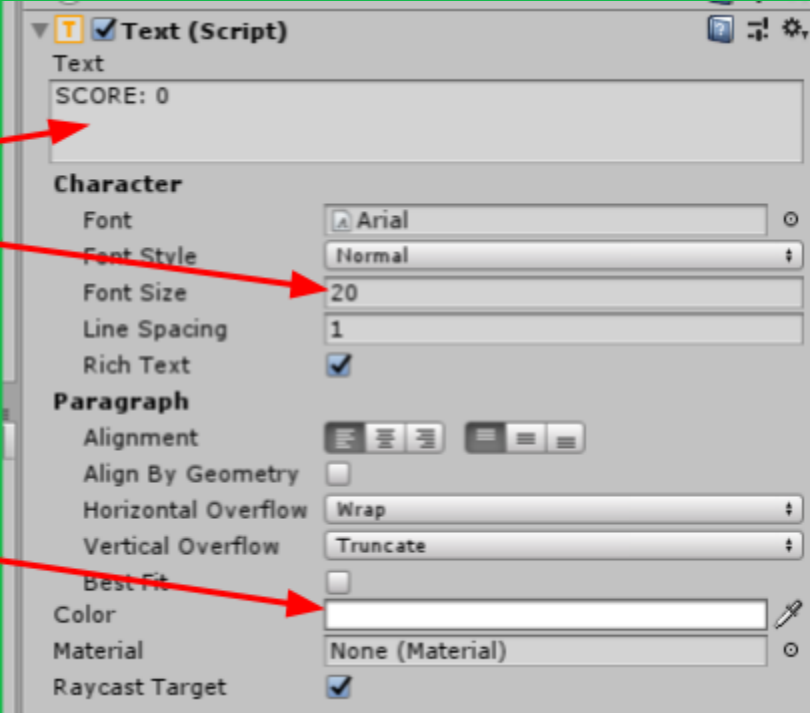
Do this

- Set the following position and size properties on the **Score** in the Inspector
- **Pos X** = 90
- **Pos y** = -70
- **Pos Z** = 0
- **Width** = 160
- **Height** = 30

Pos X	Pos Y	Pos Z
90	-70	0
Width	Height	
160	30	

Do this

- With the **Score** still selected in the **Hierarchy**, change the following on the **Text** Component
- **Text** = SCORE: 0
- **Font Size** = 20
- **Color** = white

Set these

Text (Script)

Text

SCORE: 0

Character

Font	Arial
Font Style	Normal
Font Size	20
Line Spacing	1
Rich Text	✔

Paragraph

Alignment	
Align By Geometry	
Horizontal Overflow	Wrap
Vertical Overflow	Truncate
Best Fit	
Color	
Material	None (Material)
Raycast Target	✔

Check this

- Check the **Score** looks like this in the **Scene view**

SCORE: 0

## Task 1. Create Game UI for player health

Explanation

- We want to display the player health as a graphical health bar, like many other games:
- It has a red background and a green foreground
- The green foreground will "shrink" towards the left side as the player loses health
- We can use the **Slider** UI component for this!

Do this

- In the **Hierarchy**, select the **Canvas**
- Click the Create button again: **Create** > **UI** > **Slider**
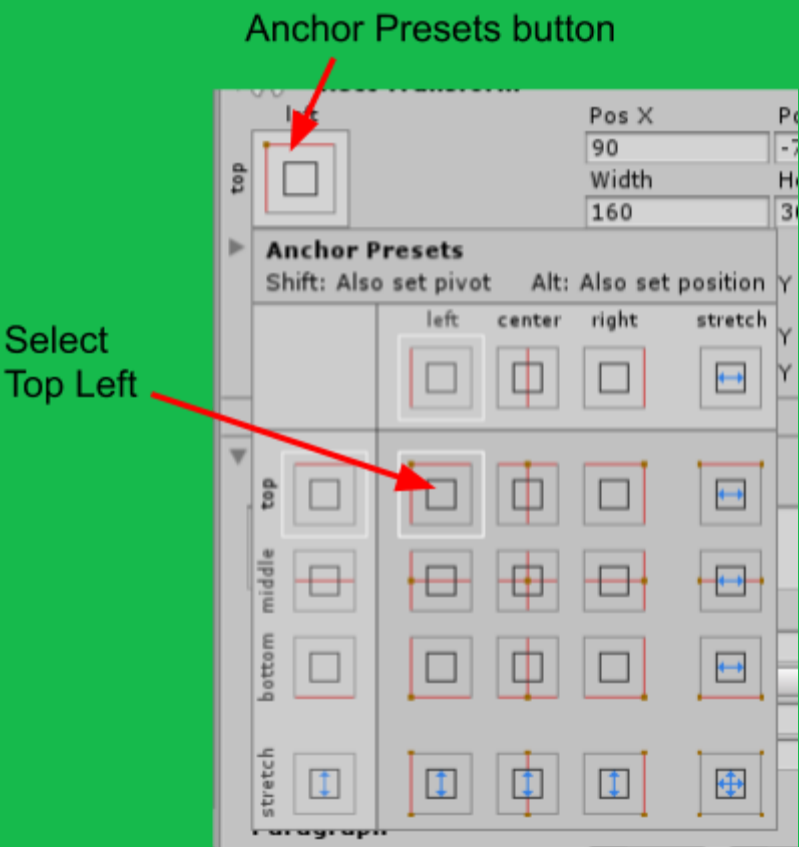- Rename the **Slider** to **Health Bar** in the **Inspector**

Check this

- Check the **Health Bar Slider** you just created is a child of the **Canvas** in the **Hierarchy**

▼ Canvas
  ▶ Health Bar
  Score

Health Bar Slider is a child of the
Canvas in the Hierarchy
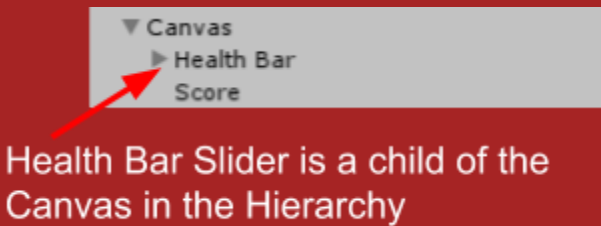
Do this

- Select the **Health Bar** in the **Hierarchy**
- In the **Inspector**, click the **Anchor Presets** button on the **Rect Transform**
- Select **Top Left**

Anchor Presets button

Select
Top Left

Do this

- Set the following position and size properties on the **Health Bar** in the Inspector
- **Pos X** = 110
- **Pos y** = -25
- **Pos Z** = 0
- **Width** = 200
- **Height** = 50

| Pos X	Pos Y	Pos Z
110	-25	0
Width	Height	
200	50	

Do this

- With the Health Bar still selected, do the following:
- On the **Slider** component, **untick** the **Interactable** box
- On the **Slider** Component, set the **Transition** to **None**

Set this to None   Untick this box
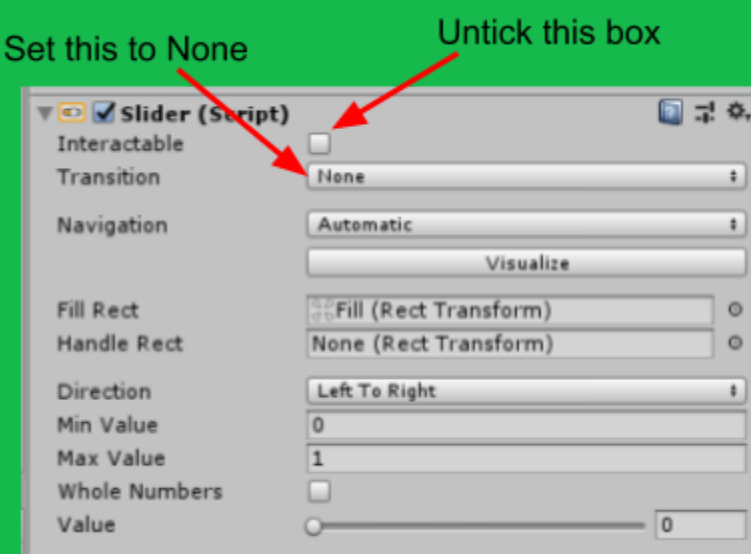
Do this

- On the Slider component, set the **Max Value** to **100**
- **NOTE: this is the Max Health for the player, if your player has a different max health, set it here!**
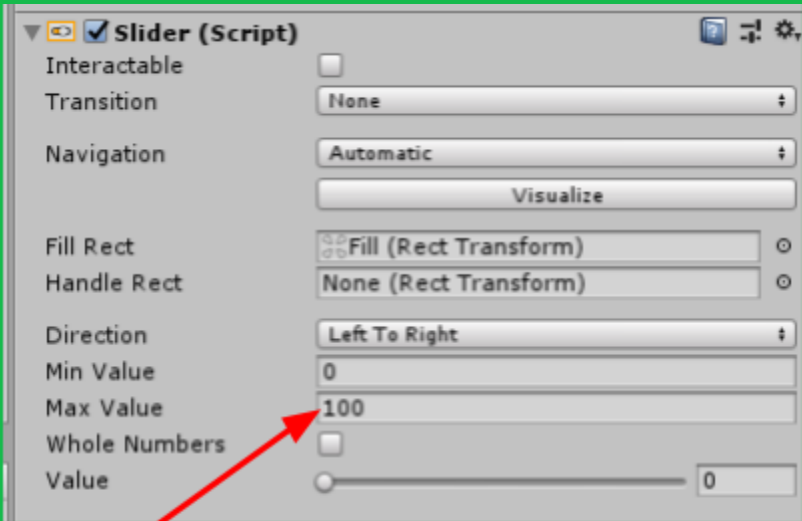
Set to 100 - this is our max health for the player!

Do this

- On the Slider component, tick the **Whole Numbers** box
- **NOTE:** our health is an int (integer) value, which is a whole number
- The **Value** slider represents our players current health
- Drag the **Value** slider all the way to the right side, so our player starts with max health!

Tick this
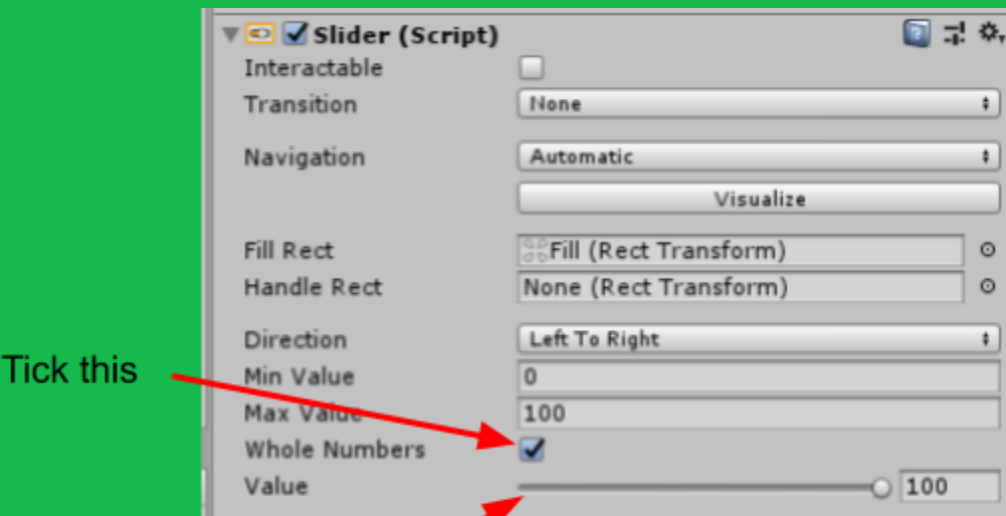
Drag this slider all the way to the right

- The **Health bar** currently has a handle to change the slider value by dragging it, we need to delete this part
- Open the **Health Bar** children in the **Hierarchy**
- Delete the child called **Handle Slide Area**

▼ Health Bar
    Background
    ▶ Fill Area
    ▶ Handle Slide Area

Delete this child
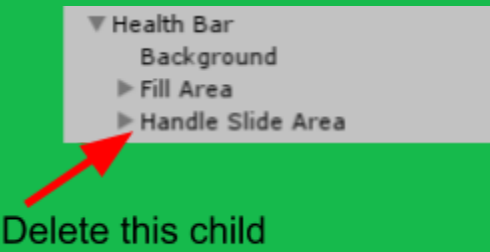
- Now we want to setup the look of our **Health Bar**
- We want a **red background** and **green foreground**
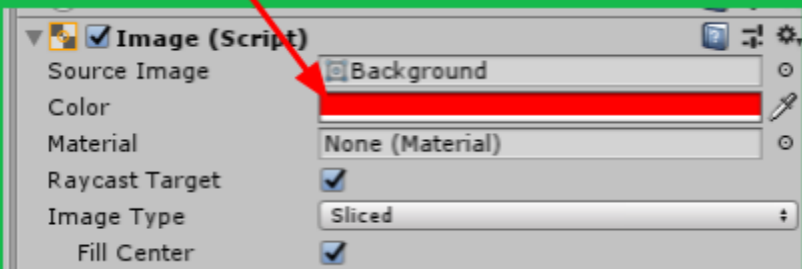- We also want the foreground to cover all of the background when at full health

- In the **Hierarchy**, select the **Background** child of the **Health Bar**

Select this guy! ➤ ▼ Health Bar
    Background
    ▶ Fill Area

- In the **Inspector**, change the **color** of the **Image** component to **red**

Click this, change colour to red

▼ ✔ Image (Script)
Source Image   Background
Color
Material   None (Material)
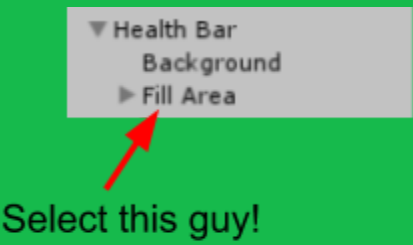Raycast Target ✔
Image Type   Sliced
    Fill Center ✔

- Now we setup the **foreground**, it needs to be **green** and needs a little adjustment to fit over the top of the **background** properly
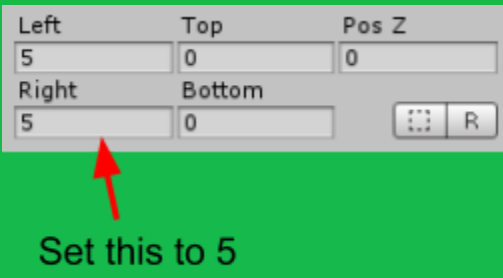
- In the **Hierarchy**, select the **Fill Area** child of the **Health Bar**

▼ Health Bar
    Background
    ▶ Fill Area

Select this guy!

- On the **Rect Transform** component, set the **Right** property to **5**

Left   Top   Pos Z
5   0   0
Right   Bottom
5   0   [::] R

Set this to 5

Do this

- In the **Hierarchy**, **open** the **Fill Area** child of the **Health Bar**
- Select the **Fill** child of the **Fill Area**

Select this guy!

Do this

- In the **Inspector**, change the **color** of the **Image** component to **green**

Click this, change colour to green