**Poison Apple**

★★★★★ (60816 reviews)

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$0.99

**Version:** 1.0

**Description:** This prefab represents a harmful Poison Apple item in Unity. It includes essential components for collision detection and effects.

**Components:**

1. Poison Apple Script

Controls the Poison Apple’s effect, which is decreasing player health.

Attach the Poison Apple script and select Poison Apple as the Item Type to make the effects occur.

Customize effect amount to change the amount of health that the player loses from the Poison Apple.

1. Sprite Renderer

Displays the Poison Apple’s sprite.

Customize the Sprite Renderer component’s Sprite field to change the Poison Apple’s appearance.

Ensure that the sorting layer and order in layer are set appropriately to display correctly in your game’s environment.

1. Circle Collider 2D

Provides a collision boundary around the Poison Apple

Set IsTrigger to true so that the item reacts to colliding with the Player

Set the radius to match the size of the Poison Apple sprite for accurate collision detection.

**Setup Instructions:**

Drag the Poison Apple prefab into the scene. Ensure the Poison Apple script employs appropriate effects. Adjust the Circle Collider 2D to ensure accurate collision detection with the Player. Test the Poison Apple in play mode to confirm behavior.

**Requirements:**

Unity 6000.0.38f1 or later