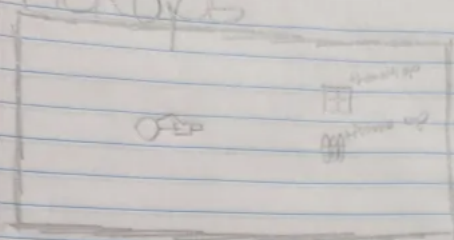


Pickups



- Player can find pickups for health and ammo.
- Health gives health
- Ammo gives reserve Ammo
- Pickups delete after collision.

```
private void OnTriggerEnter2D(Collider collision)
```

```
{
    if (collision.gameObject.tag == "Player")
```

call function when collision occurs.

```
        Shoot.AddAmmo(i);
        Destroy(gameObject);
```

```
        //
        heal.GainHealth(healthAmount);
        Destroy(gameObject);
```

```
}
```

```
{
    AddAmmo(int ammoAmount)
```

```
{
    currentAmmo += ammoAmount;
```

add Amount to ammo reserve.

```
    if (currentAmmo > maxAmmoSize)
```

checks if ammo would go over max and makes sure it doesn't.

```
{
    currentAmmo = maxAmmoSize;
```

```
}
```

```
{
    GainHealth(healthAmount)
```

checks if health isn't above max to increase health.

```
{
    if (maxHealth > health)
```

```
{
    health += healthAmount;
```

```
}
```

```
}
```