

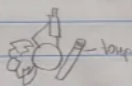
```
OnCollisionEnter2D(Collision2D collision)
```

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

```
{  
        PlayerHealth.TakeDamage(damage);
```

when collide with  
player reduce  
health by damage

# PlayerHealth/EnemyHealth



Player has health that  
enemy can reduce.  
When health = 0  
restart the scene and  
trigger death.

```
health = maxHealth;
```

```
TakeDamage(int damageAmount)
```

other classes can  
call this function health  
will reduce equal to damage  
amount

```
{  
    health -= damageAmount;
```

```
    if (health <= 0)
```

bool variable will  
stop shooting.

```
{
```

```
    bool isDead = true;
```

```
    int currentSceneIndex = SceneManager.GetActiveScene().
```

```
    buildIndex;
```

```
    SceneManager.LoadScene(currentSceneIndex);
```

```
}
```

get current  
Scene and reload  
it when player loses  
all his health.

using  
Unity Engine  
Scene  
Management