



## SCREEN DAMAGE SETUP AND INFO GUIDE

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## GETTING STARTED:

1. Make new GameObject > UI > Canvas
2. Drag and drop the **Bloody Frame** and **Blur Effect** prefabs into the canvas
3. Select your Camera gameobject and add component **ScreenDamage**
4. Drag and drop the Bloody Frame object from the canvas into the field "*Bloody Frame*"
5. Drag and drop the Blur Effect object from the canvas into the field "*Blur Effect*"
6. Make sure the "*Use Blur Effect*" property is set to true and set the "*Blur Duration*" and "*Blur Fade Speed*" to 0.1 and 10 respectively. (or anything else really if you want)
7. Your screen damage is now ready to take effect
8. Create a new script, let's call it, HitScreen and attach it to the camera.
9. Inside HitScreen

```
using UnityEngine;

public class HitScreen : MonoBehaviour
{
    ScreenDamage script;

    void Start()
    {
        script = GetComponent<ScreenDamage>();
    }

    void Update()
    {
        //decrease health
        if(Input.GetKeyDown(KeyCode.A)) {
            script.CurrentHealth -= 10f;
        }

        //increase health
        if(Input.GetKeyDown(KeyCode.D)) {
            script.CurrentHealth += 10f;
        }

        //get current health
        if(Input.GetKeyDown(KeyCode.Space)) {
            Debug.Log(script.CurrentHealth);
        }
    }
}
```

***Now when you play the game and press A, health is decreased while pressing D increases the health. Pressing spacebar returns the current amount of health.***

PUBLIC VARIABLES & METHODS:

All these variables and methods are public and can be changed dynamically within calling the script.

1. **maxHealth** - the amount of maximum health
2. **bloodyFrame** - the image component of the bloody frame
3. **criticalHealth** - the amount of health which ought to be critical in order to play the pulsate effect
4. **useBlurEffect** – if set to true will enable and fade in the radial blur image when hit
5. **blurImage** – the radial blur image that acts as the hit indicator
6. **blurDuration** – the amount of time you want the blur effect to stay after fading in
7. **blurFadeSpeed** – the speed of the fading in/out, the greater the number the faster the fading
8. **pulseSound** - the audio source component of the pulse sound (critical health)
9. **fadeAudios** - turn on/off the world audio fader (when in critical health, should all of the world audio sources fade out so you can only hear the pulse?)
10. **audiosToFade** – a list of type AudioSource which contains all the audio sources you want to fade when in critical health
11. **audiosFadeVolume** - the volume to which the world audio sources should fade to when in critical health
12. **autoHeal** - turn on/off auto healing (automatically heal after a number of seconds unhit)
13. **healingSpeed** - the speed of the auto heal
14. **autoHealTime** - the amount of time have to be untouched before auto heal kicks in