using System.Collections;  
using System.Collections.Generic;  
using UnityEngine;  
using UnityEngine.UI;  
  
  
public class Health : MonoBehaviour {  
  
    public const int maxHealth = 100;  
 public int currentHealth = maxHealth;  
    public RectTransform healthbar;  
  
    void Start ()  
    {  
  
    }  
  
  
    public void TakeDamage (int amount)   
    {  
  
        currentHealth -= amount;  
  
        if (currentHealth <= 0)   
        {  
           currentHealth =0;

Debug.Log (“Dead”);    
        }

 healthbar.sizeDelta = new Vector2 (currentHealth \* 2, healthbar.sizeDelta.y);  
  
    }