using System.Collections;

using System.Collections.Generic;

using UnityEngine;

using UnityEngine.UI;

using Mirror;

public class Health : NetworkBehaviour

{

public const int maxHealth = 100;

[SyncVar(hook = nameof(OnChangeHealth))] public int currentHealth = maxHealth;

public RectTransform healthbar;

void Start()

{

}

public void TakeDamage(int amount)

{

if (!isServer)

        {

            return;

        }

currentHealth -= amount;

if (currentHealth <= 0)

{

currentHealth = 0;

Debug.Log("Dead");

}

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

}

void OnChangeHealth(int health, int currentHealth)

{

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

}

}