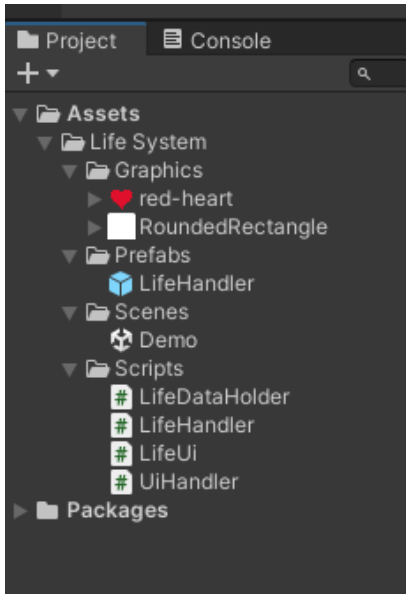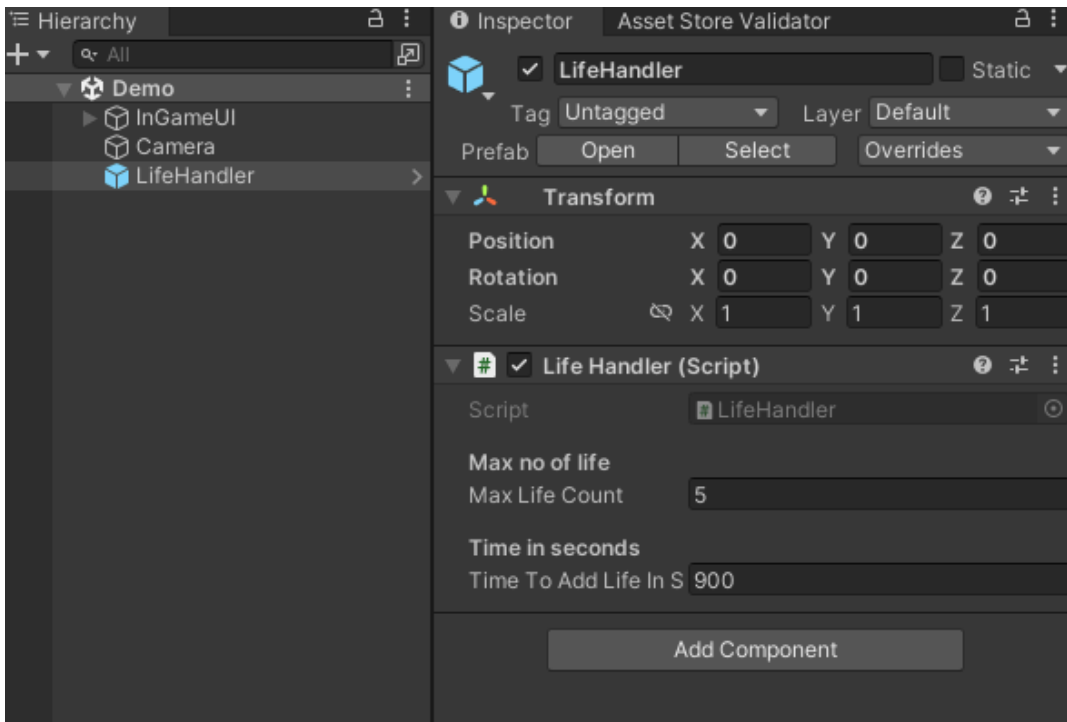# Life System

- **Project Structure**

- **Demo Scene**

How to use?

1. From prefab folder select LifeHandler prefab and drag and drop in your scene.

2. There are two variables max life count and time to add next life time is in seconds.

3. Change values according to your need.

4.Here is example to how to use

- Add Life
  - LifeHandler.Instance.AddLife();
- Loose Life
  - LifeHandler.Instance.LooseLife();
- Refill all Life
  - LifeHandler.Instance.RefillLife();
- Check life count before play
  - LifeHandler.Instance.CanPlay();

5.With given example you can add and remove life.

6.Here is example to show life in UI. You need to subscribe to events where ever you want to show.

```
private void OnEnable()
{
    LifeEvents.OnGetLifeDetail += LifeEvents_OnUpdateLife;
}
private void LifeEvents_OnUpdateLife(int lifecount, string remainingTime)
{
    m_LifeCount.text = lifecount.ToString();
    m_TileRemaining.text = remainingTime;
}
private void OnDisable()
{
    LifeEvents.OnGetLifeDetail -= LifeEvents_OnUpdateLife;
}
```