Tutorial 4 – health

It is a code for a health system on the player. It gives the player health points, shows them on screen and it can be lost when touched "hazard" areas/objects.

1. Create a script called "Health", add "using UnityEngine.UI" as text will be used in the script. Then create such variables: healthPoints, healthText

```
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4 using UnityEngine.UI;
5
6 public class health : MonoBehaviour {
7
8     private int healthPoints;
9     public Text healthText;
10    public GameObject gameOver;
```

2. Assign how many health points the player will have and set the health text

```
// Use this for initialization
void Start () {

        healthPoints = 5;
        SetHealthText ();
```

3. Set what "SetHealthText()" does in the update area so it is updated when you lose HP

```
void SetHealthText ()
{
        healthText.text = "HP: " + healthPoints.ToString () +"/5";
}
```

4. Now create if statements that set what will happen if you touch a hazardous area – tagged "Hazard" objects

```
private void OnCollisionEnter(Collision Collision)
{

        if (Collision.collider.gameObject.tag == "Hazard")
        {
                healthPoints = healthPoints - 1;
                transform.position = new Vector3 (0f, 1.49f, -15.3f);
        }
}
```

In this case when the player falls down, they lose HP and are teleported to the beginning point

5. Save the script and drag it on the player in Unity.

6. Create a blank text, position it and then drag it into the "Health Text" field

▼ C# ✓ **Health (Script)** 🔲 ⌐

Script	C# health
Health Text	T Health (Text)