using System.Collections;

using System.Collections.Generic;

using UnityEngine;

using UnityEngine.UI;

public class BattleHud : MonoBehaviour

{

public Text nameText;

public Text levelText;

public Slider hpSlider;

public void SetHUD(Unit unit)

{

nameText.text = unit.unitName;

levelText.text = "Lvl" + unit.unitLevel;

hpSlider.maxValue = unit.maxHP;

hpSlider.value = unit.currentHP;

}

public void SetHP(int hp)

{

hpSlider.value = hp;

}

}