using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class Unit : MonoBehaviour

{

public string unitName;

public int unitLevel;

public int damage;

public int maxHP;

public int currentHP;

public bool TakeDamage(int dmg)

{

currentHP -= dmg;

if (currentHP <= 0)

return true;

else

return false;

}

public void Heal(int amount)

{

currentHP += amount;

if (currentHP > maxHP)

currentHP = maxHP;

}

}