I have recently made a health bar package in unity. I had to use a video to use a video to assist me in the process due to me having little experience in the field. I went in to it thinking that it was going to be rather complex and hard to understand. Admittedly it was difficult to understand at first but in the end it was actually somewhat less complex then I imagined. Ever since I have started making these packages I have somewhat realised to stop expecting programming to be so complex as it seems to be taking half if not a quarter of the estimated time I put for myself to create and understand these packages.