Tutorial 3

Damage to enemy

1. Fist, we need to create a script and attach it to the enemy

* Within that script we need a couple of things, to create and keep track of the health, as well as make sure the enemy dies when health reaches zero
* Also , when the enemy dies , you can create a new object that shows him dead rather than just making it disappear, however make sure that you have an empty game object on the enemy so you can spawn the dead’s enemy body at that position
* Make sure to assign a prefab for “Dead” and a transform for “Spawn” if you want to have a dead body left over after a enemy’s death

public int health;

public GameObject Dead;

public GameObject Spawn;

public void TakeDamge(int damage)

{

health -= damage;

if (health <= 0)

{

Death();

Destroy(gameObject);

}

}

public void Death()

{

Instantiate(Dead, Spawn.transform.position, Quaternion.identity);

}

1. Now we need to create a script on the bullet that tells the enemy that it’s been hit and to take damage

* You can set the damage to anything you want in the unity inspector
* Make sure that you set an tag for the enemy and in “ hitinfo.GetComponent” make sure that you put that tag of the enemy

public int damage;

void OnTriggerEnter2D(Collider2D hitinfo)

{

Enemy1 enemy = hitinfo.GetComponent<Enemy1>();

if (enemy != null)

{

enemy.TakeDamge(damage);

}

}