Tutorial 4

Damage Feedback

1. For this tutorial you will create a visual feedback for whenever the enemy takes damage , the enemy will turn red every time it takes damage and it will come back to it’s original colour after a set amount of time

* You will need to create a counter and grab the sprite renderer

public float Counter;

public SpriteRenderer EnemyColor;

public void Update()

{

Counter = Counter + Time.deltaTime;

if(Counter > 0.2)

{

EnemyColor.color = Color.white;

}

}

public void Feedback()

{

EnemyColor.color = Color.red;

Counter = 0;

}

* In order to enable Feedback you have to go in the script of the game object that is going to damage the enemy and write:

enemy.Feedback();

* Example using the bullet damage script from the previous tutorial:

void OnTriggerEnter2D(Collider2D hitinfo)

{

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

if (enemy != null)

{

enemy.TakeDamge(damage);

enemy.Feedback();

}