# HealthBar Behaviour

Add the **Canvas** to the **Hierarchy** and it should show the **health bar** and **canvas screen**, then add an empty game object and call it **Player**. Drag the **Playerscript.cs** and place it in the Player object, the take the **Healthbarscript.cs** and put it on the **HealthBar** object.

Set the health to however you want it on the **Healthbar script** and adjust the **max number** on the **slider** as that effects how quick the bar goes down meaning if it jumps from **half to zero** when you get hit or **gradually goes down**.

Once completed press the **play button** and when you press the **space** bar the **health bar** should go down each time you press the button.

# Example Scene

Included in this package is an example demonstrating how the Health bar should behave.

* Create **empty game object** and call it **Player**
* Drag **canvas** from example folder into the **hierarchy**
* Check to see the assets in the **canvas** are laid out in this order **healthBar – Border – fill.**
* Click on **player asset** and drag **player script** into the inspector for the **player asset**
* Click on **health bar** asset and drag **health bar script** to the inspector of the **health bar asset**.
* Set the setting to how you want them
* Run the game

The health bar show go down every time you press the **Space button**.