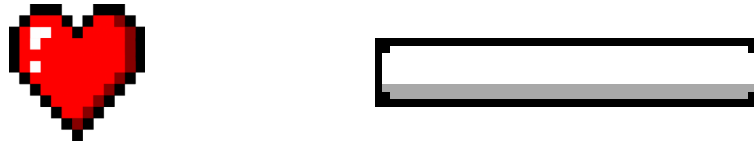


BEFORE STARTING

Create a new (3D) project. You should also have two sprites on hand. Here are two sample sprites.



PART 1: GUI

Create a new image (Right click hierarchy > UI > Image), set the image to the bar sprite, and select “Set Native Size”. Rename this to “Border”. Create an empty object under the same canvas that is the exact same size as our health bar and name it “Health Bar”. Parent the health sprite image to the Health Bar object.

Create a New image under Health Bar and over Border. In the stretch menu, Alt+Click the bottom, right option. Rename this image to “Fill” This will have the image mirror the same size as its parent. Drag the boundaries inward to have Fill contained just inside the borders of our bar.

Create a Slider component under our Health Bar. Disable Interactable and set both transition and navigation to “None”. Change the health values to how you would like to see it function in game. Note that enabling whole numbers forces only incremental health values to be displayed. In the stretch menu for Border, Click the bottom, right option. With both this and the Fill set with their proper rect transform selections, they will now seamlessly scale with the Health Bar image without having to scale the child objects accordingly.

Create yet another image under our health bar and set the source image to our heart sprite. If using the heart above, I recommend scaling it to $\sim .05$ on the X and Y values. Drag the heart over to the left-hand side of the bar for what is aesthetically pleasing to you. Rename the image as “Heart” and set the anchor to middle, left.

Optional: Set the color of the fill to something more desirable than the default white. The color picker allows you to select the same color as the heart.

PART 2: CODE

Create a "HealthBar" script under our Health Bar image. Code is provided below:

```
1  using System.Collections;
2  using System.Collections.Generic;
3  using UnityEngine;
4  ...
5  //NOTICE: We are including this library!
6  using UnityEngine.UI;
7
8
9  public class HealthBar : MonoBehaviour
10 {
11     public Slider slider;
12     //Referencing the slider image, indicating HP level to player
13
14     public void SetMaxHealth(int health)
15     //public function for setting the max HP
16     {
17         slider.maxvalue = health;
18         slider.value = health;
19         //We set the slider to max HP by default here
20     }
21
22     public void SetHealth(int health)
23     //public function for changing the current Player's HP
24     {
25         slider.value = health;
26     }
27 }
```