

Health Bar

1. Add an UI image to the Scene and centre it to the middle of the screen. Resize to how you desire. Rename it to "Border".
2. Next, right click the canvas and add an empty, then resize it to the same size as the "Border". Rename it "Health Bar" and make it the parent object of the border. Go to the anchor presets for the border and select the bottom right option.
3. Right click the health bar and add a UI image. Go to the anchor presets and hold down alt to click the bottom right option to fill the Health Bar. Rename it to "Fill" because this will be the visual for the health, then proceed to resize it inside the border. Change the colour of the Fill image colour to whatever colour you want the health bar to be.
4. Select the health bar and add a Slider component so the fill will be able to move up and left and right. Untick interactable, because a health bar is not interactable. Change the transition and navigation to none, then drag the "Fill" to the fill rect.
5. Add a new script to the project called "HealthBar".
6. At the top add using UnityEngine.UI; because we will now be able to make a public Slider variable and call it slider; so the script will be able to access it.
7. Then make a new public void function called SetMaxHealth(int health) to set the health. Inside the function set the slider.maxValue = health; and slider.value = health; This is to make sure the slider starts with the maximum health.
8. Then make another public void function called SetHealth(int health). Inside this function type slider.value = health; This is to make the slider value equal the health value. The health value is a Unity unit.
9. Save this then go back to the project. On the health bar object drag the slider to the slider slot on the script.

Testing if the script works.

1. Make an empty game object called player. Then make a script called player for the player game object.
2. Make a public int maxHealth and make it equal to 100, then make another public int called currentHealth. Finally make a public HealthBar called healthBar.
3. In the void start make currentHealth = maxHealth and then do healthBar.SetMaxHealth(maxHealth) to set the max health for the player.
4. In void Update, make an if statement, (Input.GetKeyDown(KeyCode.Space)) and then in the if statement type TakeDamage(20). This means if we press the spacebar take 20 off the health.
5. Now make a new void function called TakeDamage(int damage). Inside this function do currentHealth -= damage; and then type health Bar.SetHealth(cerrentHealth); This function makes it possible for the health to go down.
6. Save the script and go back to the project. Set the max health to 100 in the player inspector and then drag the Health bar game object to the health bar clot on the player script.
7. Finally test the script by pressing play and then spacebar.

```

1  using System.Collections;
2  using System.Collections.Generic;
3  using UnityEngine;
4  using UnityEngine.UI;
5
6  Unity Script (1 asset reference) | 1 reference
7  public class Healthbar : MonoBehaviour
8  {
9
10     1 reference
11     public void SetMaxHealth(int health)
12     {
13         slider.maxValue = health;
14         slider.value = health;
15     }
16
17     1 reference
18     public void SetHealth(int health)
19     {
20         slider.value = health;
21     }
22 }

```

8.