

# **Player Health Component Package Documentation**

Make sure TextMesh Pro is imported into your project.

## **HeathBar:**

Add a slider to the hierarchy and make the direction of fill left to right. Call the object 'Health Bar'. Then drag the 'Healthbar' script on this object on the canvas. On the 'slider' slot drag the Slider component onto that slider slot.

## **Player:** (SpaceBar and Left Alt Button)

Drag the player script onto the Player game object. The 'Max Health' variable can be changed to whatever value the user wants. This is the starting health for the player. 'Current Health' is to show the User what the updated health of the player is while playing the game. The 'Health Bar' slot is for the game object that has the health bar script. When you play, press the spacebar to see the health go down and the left alt button to see the health go up.