This is a Health Pack Tutorial

This Tutorial will help step by step on how to create a health pack in Unity.

STEP 1

When you first create the Health pack script above "void update", type "HealthSystem healthSystem;".By doing this it links the health system script to the health pack and makes sure then when the player collides with the game object it affects the health of the player.

STEP 2

Underneath rename void update to "private void Awake()". This means everything in the code is initialized before the game starts. After creating curly brackets press enter and type "healthSystem = GetComponent<HealthSystem>();". This allows the script to use components from another one.

STEP 3

After you need to delete "void update" and replace the text with "private void OnTriggerEnter2D(collider2D collision)". By doing this it makes sure that the coin can detect when something is in its box collider.

STEP 4

Below in the curly brackets, type "if(collision.tag == "Health")". This helps the player indentify what is the health pack by tagging the game object.After create curly brackets below and type in the middle "Debug.Log("W");". By using "Debug" it helps correct mistakes by providing methods on how to solve whats wrong or fixing the error for you.

STEP 5

Underneath that type "healthSystem.currentHealth +=1;". This means that when the player collides with the health pack, the health pack will either + 1 or it wont affect it at

all depending on what the current health is. After press enter to start a new line of code and type "Destroy(collision.gameObject);". This basically tells the code that once the player collides with the 2d box collider of the health pack, it will be destroyed.

STEP 6

After doing all of the steps above save the code above go back into Unity and add the newly created script to the health pack as well as the player because they are both going to be interacting with each other. Once you've done that click on the health pack you've already made and click on "tag". When you've done this click on add tag and create a new tag under "Health" or "HealthPack" but make sure to spell it the same way you spelled it in the code. By doing this it lets the player collide wiith the health pack destroying it whilst also telling the health pack to add 1 to the player's health.

Once you complete all of these steps you have successfully created a Health pack for your game.