This is a Health System Tutorial

This Tutorial will help step by step on how to create a Health System in Unity.

STEP 1

At first when creating a Health System, under public class type "public Slider HealthSlider;". After click enter and type "public int maxHealth = ;" and underneath that put "public int currentHealth;". This means that with the health slider it will be linked to the current health and you will be able to adjust the max health in Unity.

STEP 2

Underneath "void start" type "currentHealth = maxHealth;". This means when starting the game the players current health will be the same as the max health.However in Unity you will be able to edit the amount of health the player will be able to have.

STEP 3

After press enter and type "void TakeDamage(int amount)". Then create curly brackets and type "currentHealth -= amount;" and the click enter and put "if(currentHealth <= 0)". Create another set of curly brackets and then inbetween those put "// we're dead". This means that when the player's health is at 0, they are dead.

STEP 4

In the curly bracket underneath "private void Update", type "if (currentHealth > maxHealth) and then make more curly brackets and in between those brackets put "currentHealth = maxHealth;". Under the curly brackets put "HealthSlider.value = currentHealth;". Because of this it makes sure that the current health cant go over the max health when athe player is already at max health and getting a health pack. It also means that when playing the current health of the player will be shown on a bar that will be shown top left off the screen.

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