

Replica of League of Legends's Health Bar

If you're satisfied with this product, please consider [donation](#).

It is not mandatory, but it will help me making other FREE product for your game development process.

Those money may not be much, but they are highly appreciated !

This tutorial will aid you in the implementation of the product to your own project.

Create the health bar as the example below:

```
void CreateHealthbar()  
{  
    GameObject hs = Instantiate(healthBarPrefab, transform.position, Quaternion.identity, canvas) as GameObject;  
    HealthSystem h = hs.GetComponent<HealthSystem>();  
    h.AssignStartedValue(100f);  
    Shielding shield = new PermanentShielding(20f, h);  
}
```

You can also check an example in **TestClass.cs**

Health Bar Method:

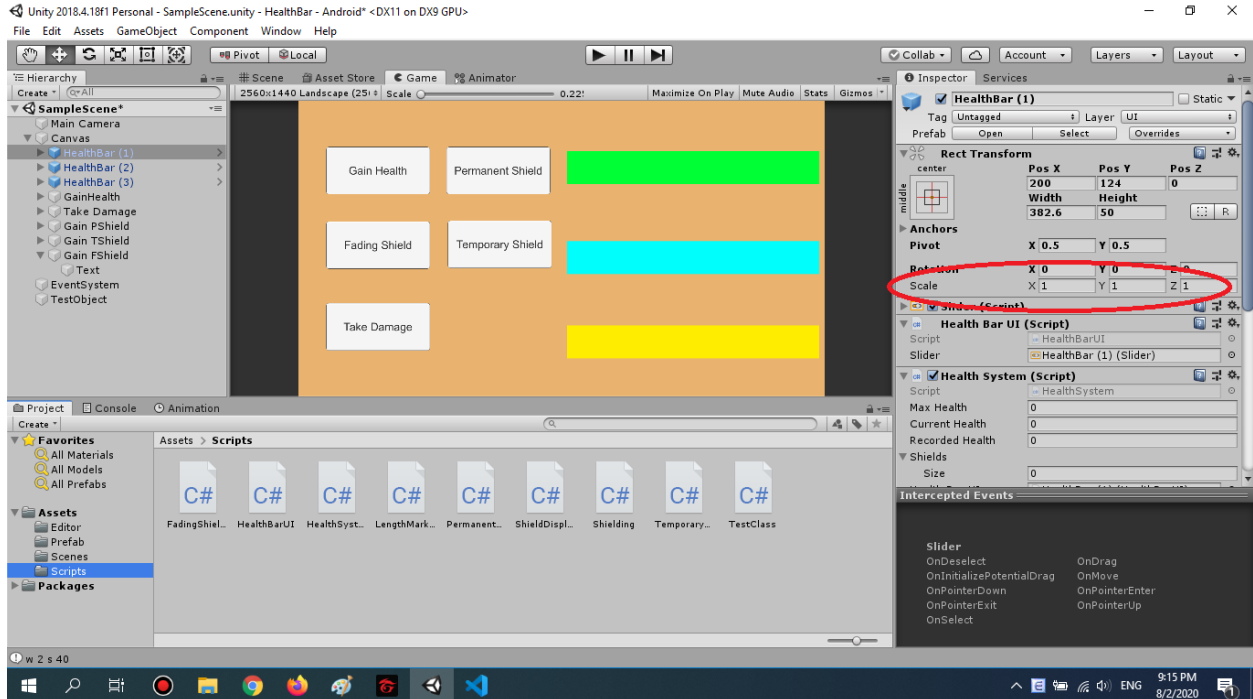
AssignStartedValue(float maxHealth)	Initialize the given health and the max health
AssignNewMaxHealth(float maxHealth)	Changing the max health
AssignNewValue(float currentHealth, float maxHealth)	Changing both the max health and the current health
TakeDamage(float damage)	Decrease the health by an amount
GainHealth(float health)	Increase the health by an amount

Shielding-Derived Class

Permanent Shielding (<u>float</u> amount, <u>HealthSystem</u> healthSystem)	Create a shield staying permanently until all its health points is lost
Temporary Shielding (<u>float</u> shieldAmount, <u>float</u> timeAmount, <u>HealthSystem</u> healthSystem)	Create a shield for an amount of time
Fading Shielding (<u>float</u> shieldAmount, <u>float</u> timeAmount, <u>HealthSystem</u> healthSystem)	Create a shield that decay for an amount of time

NOTE:

+ If you want to alter the size of the health bar, change the scale value of Rect Transform Component instead of dragging the health bar.



Changing the size like this

+ Fading Shielding experienced some bugs, it is not recommended for using.

If you have any question, want to report bugs, or give me some feedbacks, just text me on any social media account I have posted this product and please give a thumbs-up on my [Facebook Page](#) for new free assets:

If you come up with solutions for some problems, bugs or any kind of naming convention, any ideas will be appreciated.

I will answer it as soon as possible.