

# Health Bar Prefab

This health bar will fit any developers need to showcase the health of their player in their game. Simplistic yet charming, the Health Bar Prefab will add character while communicating information to the player of your game.

## Features

- Health bar color changes from green, to yellow, to red as health decreases
- Customizable color to fit the theme of your game
- Adjustable size to scale to game screen
- Modifiable amount of max health
- Package includes scripts, sprites, and documentation



## Scripts

- HealthBar.cs: Initializes the health bar, updates the Prefab of any health amount changes
- HealthBarManager: Maintains the state of the health bar
- SubHealthManager: Integrates dynamic binding with HealthBarManager

## Sprites

- Bar.png
- Heart.png

## Customization

- Change the gradient to fit
- Can change out the heart for a different image
- Adjustable size to fit your screen

Video Demo

