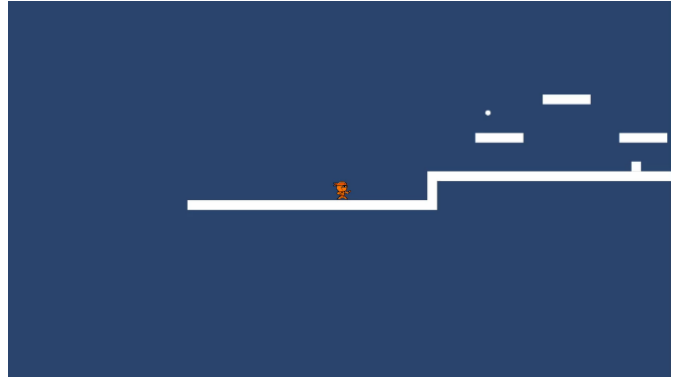# Player Power-Up System

★★★★★ (Educational Project)

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$5.00 (Educational Use)

Version: 1.0

Description:

This asset allows you to add a powerful, flexible, insane, over-the-top power-up system with dynamic stat modifiers right into your game!

This system has been crafted with clean code practices since the dawn of Unity, and you can have it today, for a reasonable and small sum!

The Player Power-Up System asset includes the following:

- **PlayerPowerUp.cs** - Main power-up component with health & speed boosts

- **PlayerPowerBase.cs** - Abstract base class for extensible power-up system

- **PowerStatsBase** - Configurable stats provider (base values: 100 HP, 5x speed, 60s duration)

- **PowerStatsEnhanced** - Enhanced stats provider (balanced values: 50 HP, 3x speed, 10s duration)

- **Visual feedback system** - Sprite tinting with customizable colors

Features:

- Temporary health boost system that preserves current HP percentage

- Speed multiplier system that stacks with existing movement modifiers

- Configurable power-up duration with coroutine-based timer!

- Press **P** key to activate power-up at any time

- Automatic stat restoration on deactivation

- Prevents double-activation exploits

- Visual sprite tinting feedback system

- Integration with PlayerHealth and PlayerMovementController

- Full null-safety with Debug.Assert validation

Requirements: Unity 6000.2.9f1 or later