Captura del .cpp
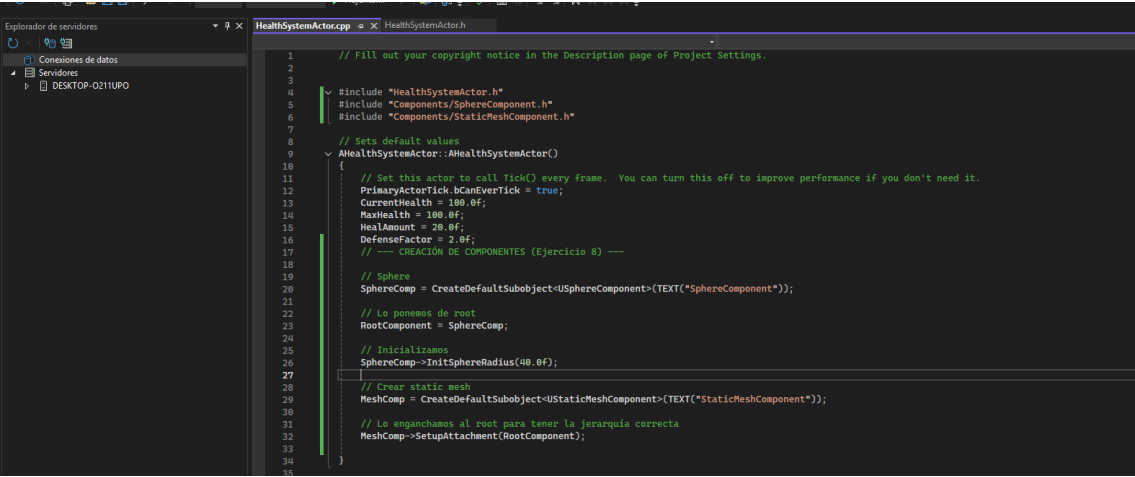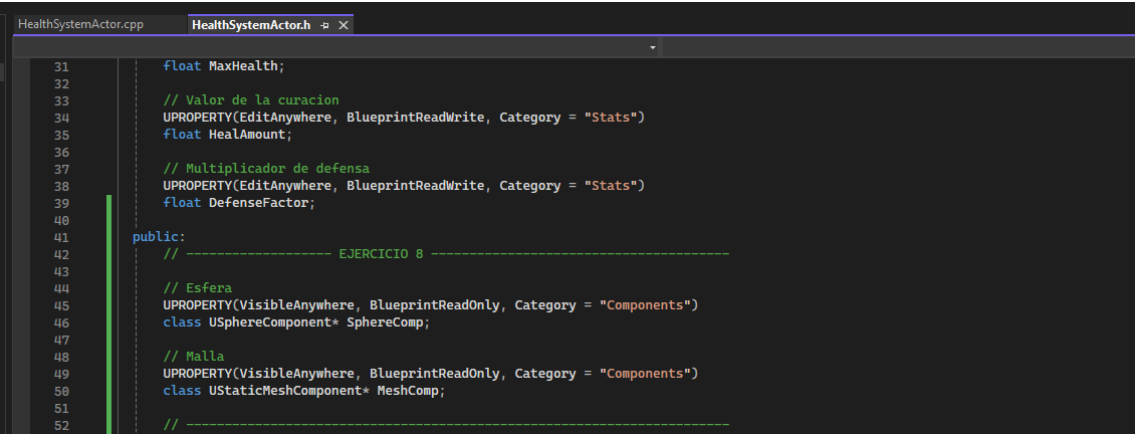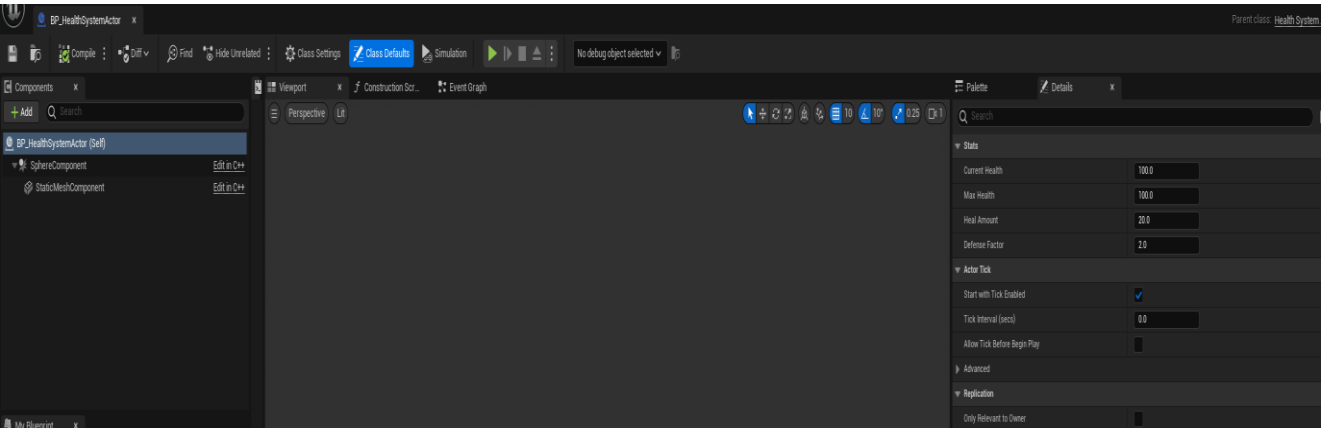


```cpp
// Fill out your copyright notice in the Description page of Project Settings.

#include "HealthSystemActor.h"
#include "Components/SphereComponent.h"
#include "Components/StaticMeshComponent.h"

// Sets default values
AHealthSystemActor::AHealthSystemActor()
{
    // Set this actor to call Tick() every frame.  You can turn this off to improve performance if you don't need it.
    PrimaryActorTick.bCanEverTick = true;
    CurrentHealth = 100.0f;
    MaxHealth = 100.0f;
    HealAmount = 20.0f;
    DefenseFactor = 2.0f;
    // --- CREACIÓN DE COMPONENTES (Ejercicio 8) ---

    // Sphere
    SphereComp = CreateDefaultSubobject<USphereComponent>(TEXT("SphereComponent"));

    // Lo ponemos de root
    RootComponent = SphereComp;

    // Inicializamos
    SphereComp->InitSphereRadius(40.0f);

    // Crear static mesh
    MeshComp = CreateDefaultSubobject<UStaticMeshComponent>(TEXT("StaticMeshComponent"));

    // Lo enganchamos al root para tener la jerarquía correcta
    MeshComp->SetupAttachment(RootComponent);

}
```

Captura del .h


```cpp
    float MaxHealth;

    // Valor de la curacion
    UPROPERTY(EditAnywhere, BlueprintReadWrite, Category = "Stats")
    float HealAmount;

    // Multiplicador de defensa
    UPROPERTY(EditAnywhere, BlueprintReadWrite, Category = "Stats")
    float DefenseFactor;

public:
    // -------------------- EJERCICIO 8 --------------------------------

    // Esfera
    UPROPERTY(VisibleAnywhere, BlueprintReadOnly, Category = "Components")
    class USphereComponent* SphereComp;

    // Malla
    UPROPERTY(VisibleAnywhere, BlueprintReadOnly, Category = "Components")
    class UStaticMeshComponent* MeshComp;

    // -------------------------------------------------------------
```

Captura del Blueprint:

Captura del actor en el nivel: