

.cpp:

```
62     }
63 
64     // Ejercicio 9
65     void HealthSystemActor::OnOverlapBegin(UPrimitiveComponent* OverlappedComp, AActor* OtherActor, UPrimitiveComponent* OtherComp, int32 OtherBodyIndex, bool bFromSweep, const FHitResult& SweepResult)
66     {
67         if (OtherActor != OtherActor != this)
68         {
69             // Encuentramos al PlayerCharacter
70             ACharacter* PlayerCharacter = Cast<ACharacter>(OtherActor);
71 
72             if (PlayerCharacter)
73             {
74                 // Con lo del ejercicio 6 restamos vida
75                 DecreaseHealth(50.0f);
76 
77                 if (CurrentHealth <= 0.0f)
78                 {
79                     // Destruimos
80                     UE_LOG(LogTemp, Warning, TEXT("La vida ha llegado a 0, destruimos el actor"));
81                     Destroy();
82                 }
83             }
84         }
85     }
```

.h:

```
70     void CalculateReducedDamage(float IncomingDamage);
71 
72     // ----- EXERCICIO 9 -----
73     UFUNCTION()
74     void OnOverlapBegin(UPrimitiveComponent* OverlappedComp, AActor* OtherActor, UPrimitiveComponent* OtherComp, int32 OtherBodyIndex, bool bFromSweep, const FHitResult& SweepResult);
75 
76 };
77 
```