//add following things to playerControl.cs

[Header ("Set in Inspector")]

//by liq

public Image uitHPbar;

public Text uitBuff;

void Start ()

{

CurrentHP = 30;

...

}

void Update ()

{ ...

//by liq

uitHPbar.fillAmount = CurrentHP/100f;

uitBuff.text="Buff: "+Buff.Name;

}

//drag Weapon1 and Weapon2 prefabs to canvas in demo scene(or other thing has the ui canvas)

//set initial weapon1 and weapon2 images in weapon1 and weapon2(if they are no there)

//now press SPACE to switch image of weapons (please modify it in weapon1Change and //weapon2Change scripts)