

```
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4 using UnityEngine.UI;
5
6 public class ScrollBarDisplay : MonoBehaviour {
7     Scrollbar healthB;
8     // Use this for initialization
9     void Start () {
10         healthB = GetComponent<Scrollbar>();
11     }
12
13     // Update is called once per frame
14     void Update () {
15         bossTakenDamage();
16     }
17     public void bossTakenDamage()
18     {
19         GameObject Boss = GameObject.Find("ZombieBoss");
20         BossController bossScript = Boss.GetComponent<BossController>();
21         healthB.size = (bossScript.health/200f);
22         //Size of the health bar is proportionate to the health of the boss
23     }
24 }
25
```