```
 1  using System.Collections;
 2  using System.Collections.Generic;
 3  using UnityEngine;
 4
 5  public class HandleCover : MonoBehaviour {
 6      private MeshRenderer cover;
 7      // Use this for initialization
 8      void Start () {
 9          cover = GetComponent<MeshRenderer>();
10      }
11
12      // Update is called once per frame
13      void Update () {
14          checkBossAlive();
15      }
16      public void checkBossAlive() //The health bar doesn't fully go down, so when
          it does, this black box will appear and act as the health bar
17      {
18          GameObject Boss = GameObject.Find("ZombieBoss");
19          BossController bossScript = Boss.GetComponent<BossController>();
20          if(bossScript.bossAnim.GetBool("alive"))
21          {
22              cover.enabled = false;
23          }
24          if (!bossScript.bossAnim.GetBool("alive"))
25          {
26              cover.enabled = true;
27          }
28      }
29  }
30
```