Unity RPG Tutorial #15 – Player Health System

1. Create a new C# script which is attached to the player. Call it PlayerHealthManager.

public class PlayerHealthManager : MonoBehaviour {

public int playerMaxHealth;

public int playerCurrentHealth;

void Start(){

playerCurrentHealth = playerMaxHealth;

}

void Update(){

if(playerCurrentHealth <= 0)

{

gameObject.setActive(false);  
}

}

public void HurtPlayer(int damageToGive){

playerCurrentHealth -= damageToGive

}

public void SetMaxHealth(){

playerCurrentHealth = playerMaxHealth;

}

}

1. Go back to the skeleton script.

Slash out all the onClissionEnter2D.

1. Create a new C# script again, call it HurtPlayer, and Copy the OnCollisionEnter2D from the skeleton, and change all the code until here. Put this variable first under class

public int damageToGive;

then go down to the collision, and enter this.

if(other.gameObject.name == “Player”){

other.gameObject.GetComponent<PlayerHealthManager>().HurtPlayer(damageToGive);

}

.

Save the script.

1. Now attach the script to an enemy. Select how much damage you want to give. Save this under add componenet “HurtPlayer” under the inspector to the right of the unity screen.

Now make the enemy a prefab, under your prefab folder. This makes it easy to copy and place the enemy in your scene multiple times.

That is the basics of the health system in the game. We are going to need to add something similar to the enemies, later on.