

~\OneDrive - St Paul's Catholic College\Documents\2D Strategy Game -
Liberator\Assets\Scripts\Monster.cs

```
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4
5 public class Monster : MonoBehaviour
6 {
7     float health = 100; // health of the monster
8     [SerializeField] SpriteRenderer blood; // contains the blood sprite
9
10    // function that deals damage to the monster and spawns in the blood particles. If the
    health of the monster reaches 0, the monster is deleted on line 18
11    public void TakeDamage(float damage)
12    {
13        health -= damage;
14        var bloodClone = Instantiate(blood, transform.position, transform.rotation); //
    spawn blood
15        bloodClone.transform.position = new Vector3(transform.position.x,
    transform.position.y + 1, transform.position.z);
16        if (health <= 0)
17        {
18            Destroy(gameObject);
19        }
20    }
21 }
22
```