

# HCB Damage System

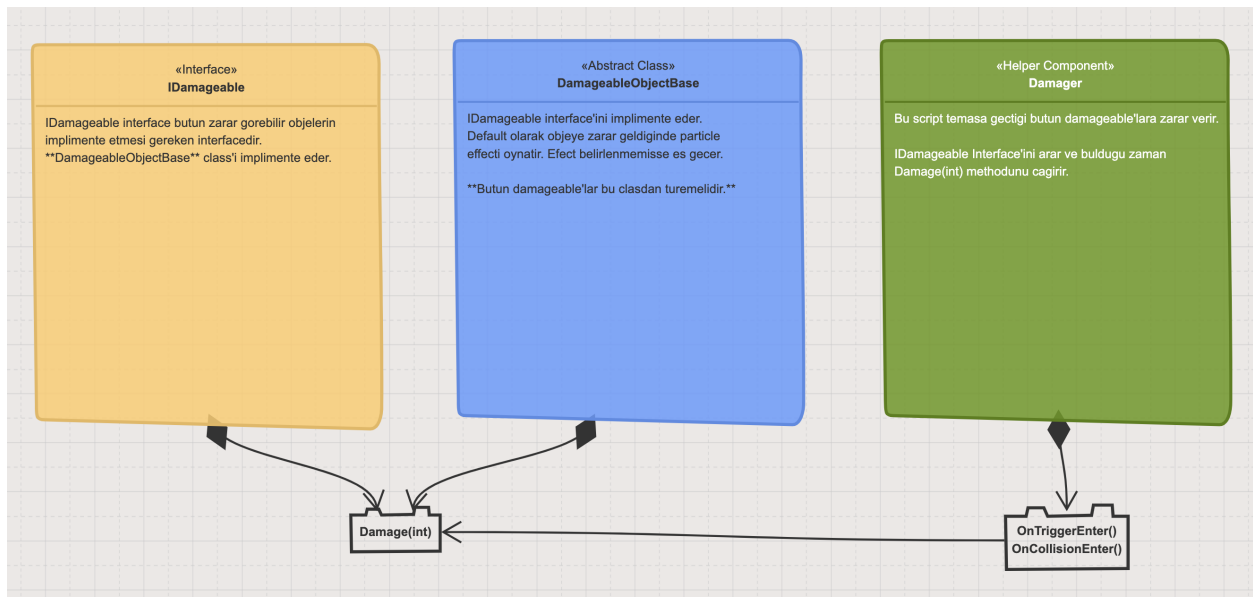
🕒 Created	@October 12, 2021 1:01 PM
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👥 Stakeholders	
▼ Status	
▼ Type	Architecture Overview

[Diagram](#)

[Description](#)

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## Diagram



## Description

Damage System will allow you to add damageable components to your game. The system will allow you to easily populate new damageable objects with different functionalities while following a fixed structure.

## Example

Example Scene shows how to implement the damage system to your game.

- An object automatically creates projectiles.
- Example projectiles damage any damageable object they have contact with via damager.
- An Enemy example inherits from DamageableObjectBase shows how to make an object damageable.
- Do not use Example Scene assets and scripts in your project.