

Health System: UI + Logic

Version 1.0

Created by PaulArt

Visit PaulArt.cc for more info

**If you have any questions contact me via email
paulartcc@gmail.com**

Overview

This asset is a complete health logic that will perfectly fit your game. Easy to use but powerful inside. Can be customized as you like just with few clicks. Are you going to create complex interactions with health or just want to use basic functionality - it's your choice. Every path is available with this Health System asset.

Health System is created for cases when you want to display player's HP as sprites. But it also can be used to display health as numbers.


This package contains:

- Complete health logic with various options
- Built-in health object constructor. Works even inside editor
- 15 functions to control your health
- Regeneration and poison effects
- Invincibility mode
- Pulse effect controlled by threshold
- 5 ways to fill health sprites
- Sprites are included

Quick Start

Go to Demo folder and open Demo Scene. Press play to launch the testing menu.

Total Health: 100
Current Health: 100



Hearts amount

Set

Total health

Set

Add Heart

Remove Heart

HP amount

Heal

Damage

Pulse threshold

☐ Enabled

Fill Type

Vertical

Radial 180

Horizontal

Radial 90

Radial 360

☐ Poison

☐ Regen

Amount

Delay

RESET

☐ Invincibility

Play with different options to see how they affect on health object.

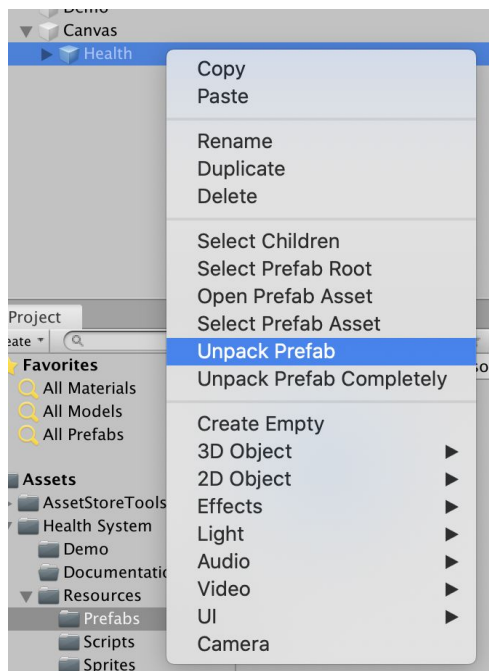
You can also edit different setting with inspector while project is not running. Try it to see how it works.

How To Use

You can start using Health System immediately. Go to Prefabs folder and drag and Health prefab to the scene.

Keep in mind that it must be placed inside Canvas object.

Then you have to unpack prefab to prevent it from causing any issues. You will see bunch of errors before unpacking, it's okay.



Health System is ready! Just call required functions as **Health.instance.somefunc** from any place inside your code.

You can also use it with your own objects. Just drag and drop **HealthPreferences**, **Health** and **Pulse** scripts to the object and set required items inside inspector menu.