

```
1 using UnityEngine;
2 using UnityEngine.UI;
3
4 public class Enemy : MonoBehaviour {
5
6     public float startSpeed = 10f;
7
8     [HideInInspector]
9     public float speed;
10
11     public float startHealth = 100;
12     private float health;
13
14     public int worth = 10;
15
16     public GameObject deathEffect;
17
18     [Header("Unity Stuff")]
19     public Image healthBar;
20
21     private bool isDead = false;
22
23     void Start () {
24         speed = startSpeed;
25         health = startHealth;
26     }
27
28     public void TakeDamage (float amount) {
29         health -= amount;
30
31         healthBar.fillAmount = health / startHealth;
32
33         if (health <= 0 && !isDead) {
34             Die();
35         }
36     }
37
38     public void Slow (float pct) {
39         speed = startSpeed * (1f - pct);
40     }
41
42     void Die () {
43         isDead = true;
44
45         PlayerStats.Money += worth;
46
47         GameObject effect = (GameObject)Instantiate(deathEffect,
48             transform.position, Quaternion.identity);
49         Destroy(effect, 5f);
50         Destroy(gameObject);
51
52         WaveSpawner.enemiesAlive--;
```

53 }

54 }

55