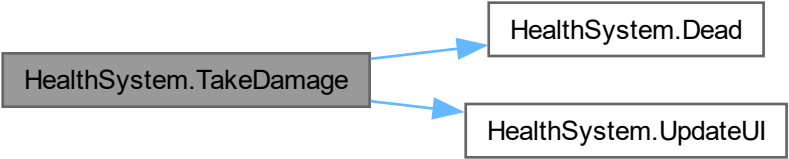


HealthSystem.TakeDamage



```
graph LR; A[HealthSystem.TakeDamage] --> B[HealthSystem.Dead]; A --> C[HealthSystem.UpdateUI];
```

HealthSystem.Dead

HealthSystem.UpdateUI