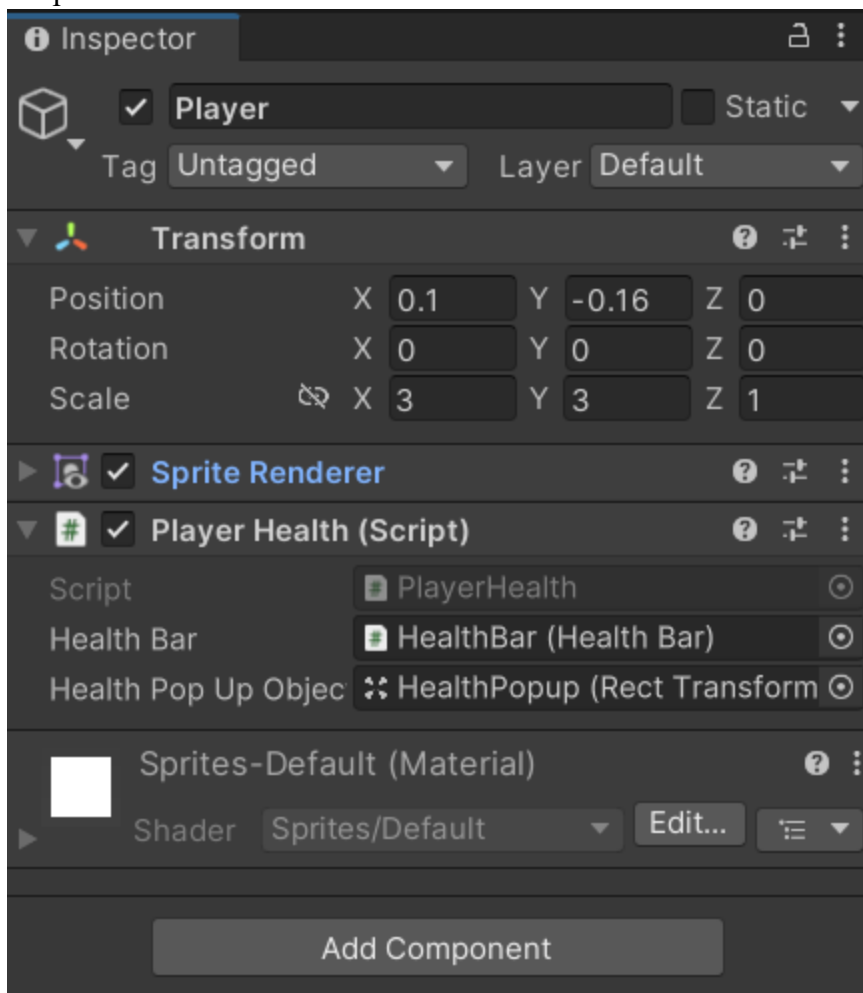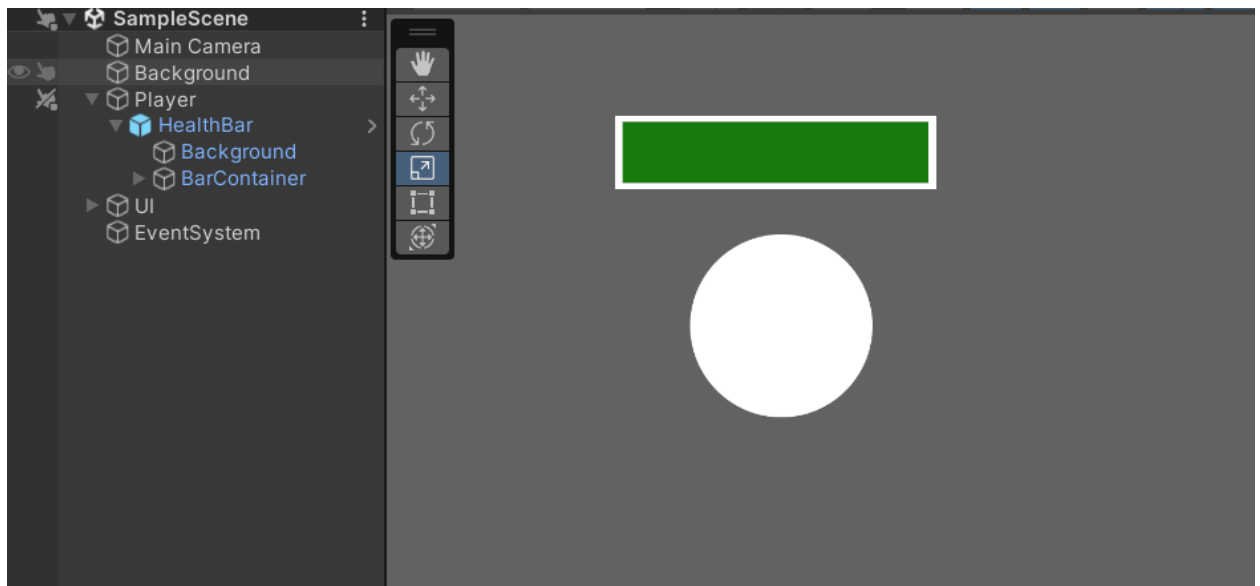# Health System – Unity

Overview

A simple asset which will simplify creating a Health system for your game characters. You just need to drag and drop scripts and components to get this to running.

Usage

1. Download and import the asset.
2. Create a player or any character that needs health and attach the provided "PlayerHealth.cs" script to it.

3. In your player GameObject attach "HealthBar" prefab and position it in the upward direction.

4. In "PlayerHealth.cs" script assign "HealthBar" gameobject that is child to your player object to Health bar field, and assign HealthPopup prefab to Health Pop Up Object field.
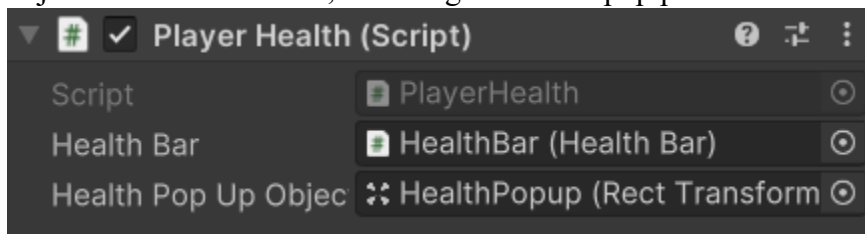
5. Now you are good to go and use the health system as you like. Check the "Sample Scene" on how it works.