

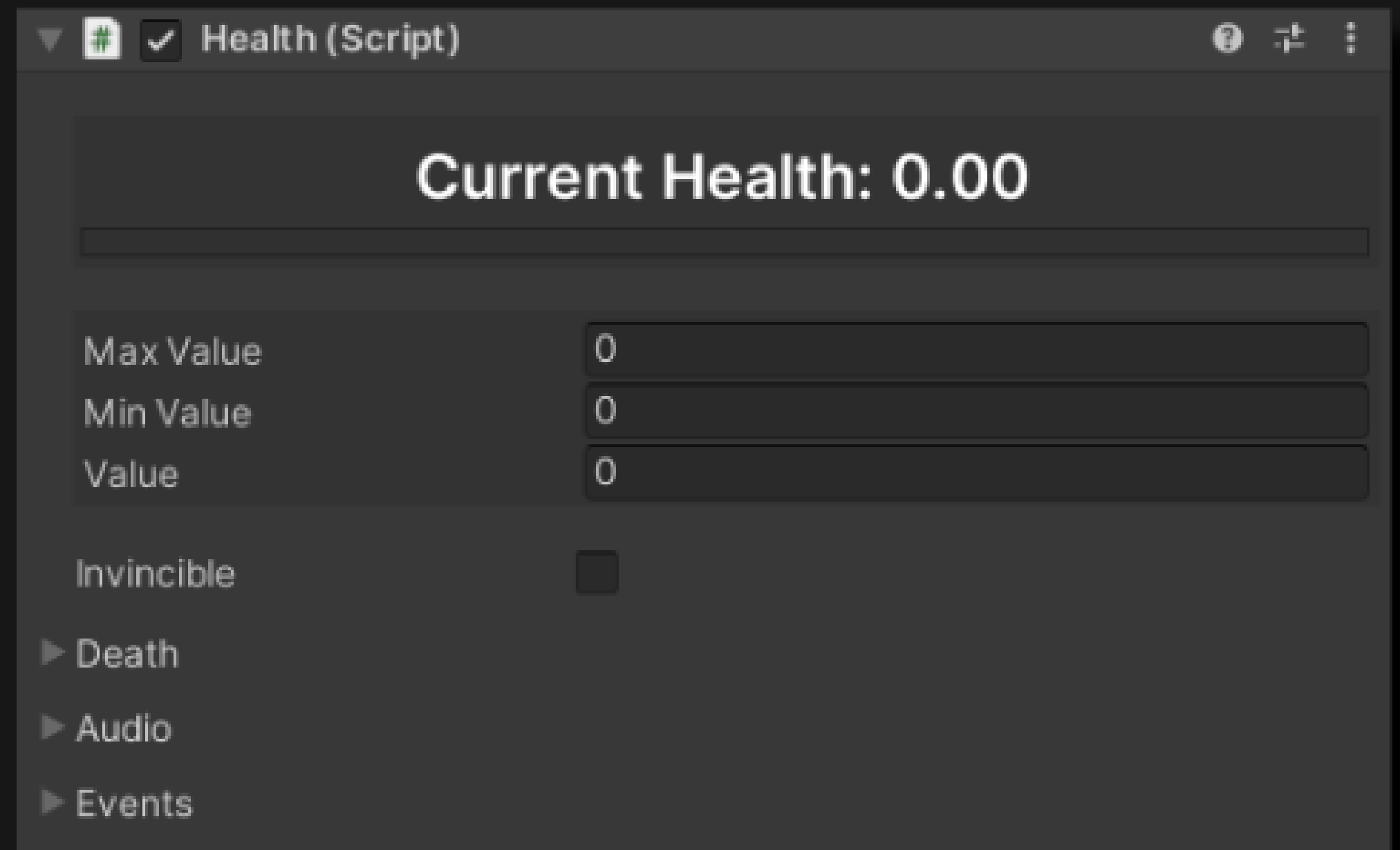
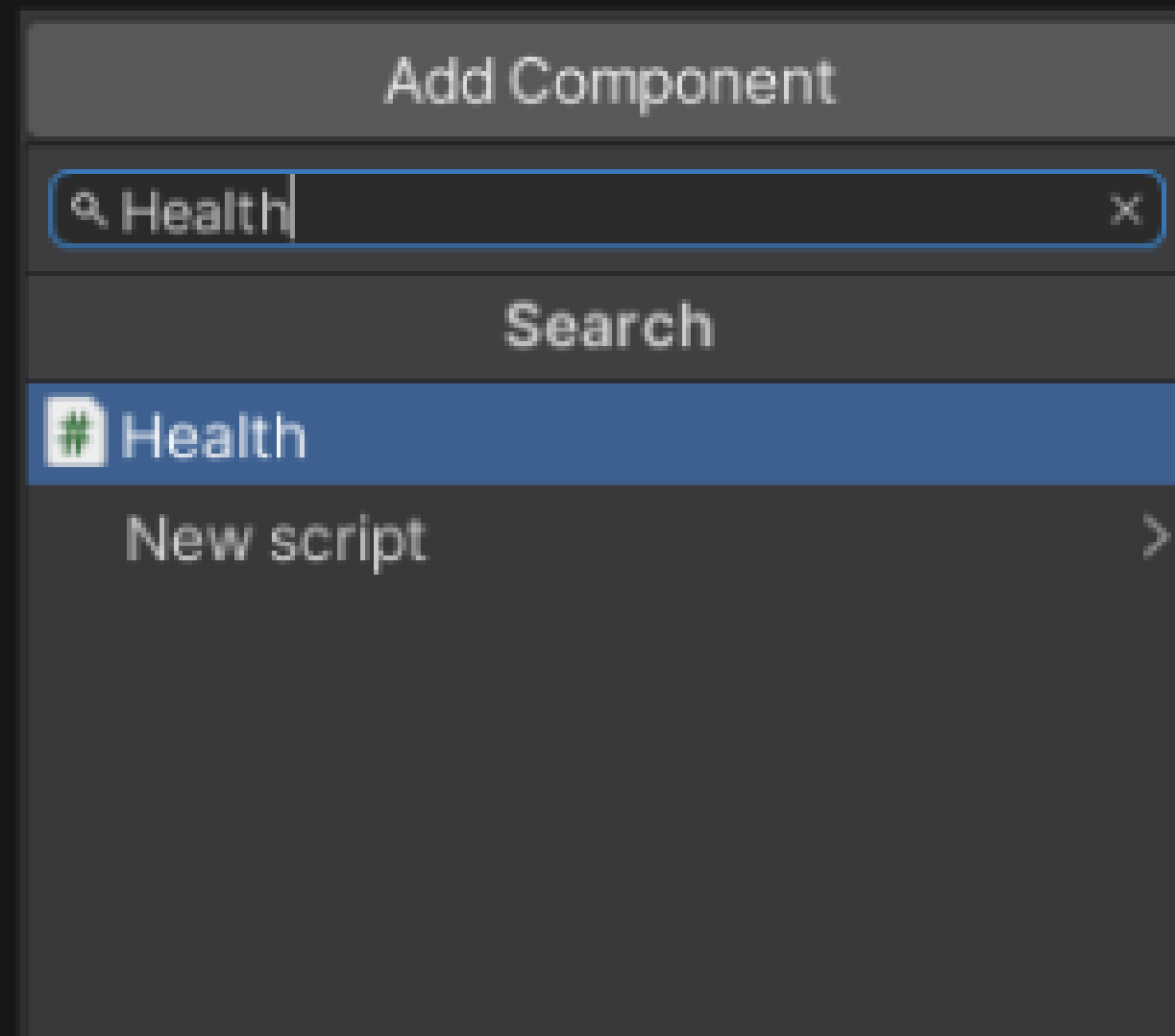
Health Script

C# script that defines a Health class in Unity, which can be attached to game objects to add health functionality.

Scripting Doc:

<https://domino-code.gitbook.io/health-system/>

Add Health Component to any Object



Heal or Damage any Object

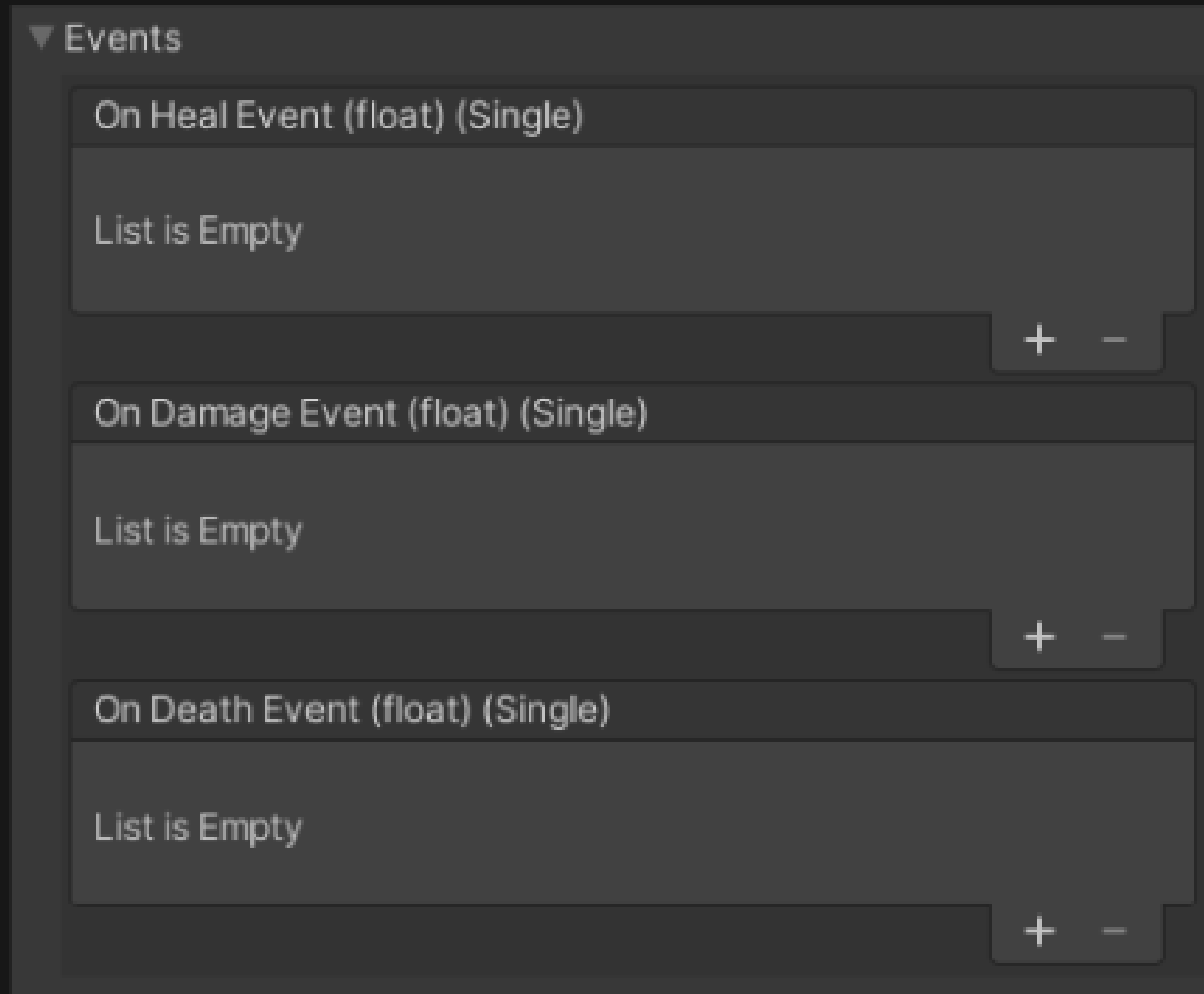
```
//Heal Object
```

```
health.Heal(amount);
```

```
//Damage Object
```

```
health.Damage(amount);
```

Get Notified for everything



Using Editor

```
private void SubscribeEvents()  
{  
    health.OnHeal += OnHeal;  
    health.OnDamage += OnDamage;  
    health.OnDeath += OnDeath;  
}
```

Using Script

Event Specified Functionalities

▼ Death

On Death Do Self	Deactivate ▼
Delay	0

▼ Spawn Objects On Death 0

List is Empty

+

-

▼ Destroy Objects On Death 0

List is Empty


+

-

Play Audio Clips on Events

▼ Audio

Enable ☒

Audio Source None (Audio Source) 

▼ Heal 0

List is Empty

+ -

▼ Damage 0

List is Empty

+ -

▼ Death 0

List is Empty

+ -

Fully accessible through Editor or Script

Health (Script)

Current Health: 0.00

Max Value 0

Min Value 0

Value 0

Invincible ☐

▶ Death

▶ Audio

▶ Events

```
using UnityEngine;

public class Health : MonoBehaviour

{
    public float MaxHealth = 100;
    public float MinHealth = 0;
    public float CurrentHealth = 0;

    void Start()
    {
        CurrentHealth = MaxHealth;
    }

    void Update()
    {
        CurrentHealth = Mathf.Clamp(CurrentHealth, MinHealth, MaxHealth);
    }

    public void TakeDamage(float damage)
    {
        CurrentHealth -= damage;
    }

    public void Heal(float healAmount)
    {
        CurrentHealth += healAmount;
    }

    public bool IsInvincible()
    {
        return false;
    }

    public void SetInvincible(bool invincible)
    {
        IsInvincible = invincible;
    }

    public void Die()
    {
        CurrentHealth = 0;
    }

    public void Revive()
    {
        CurrentHealth = MaxHealth;
    }
}
```

C#