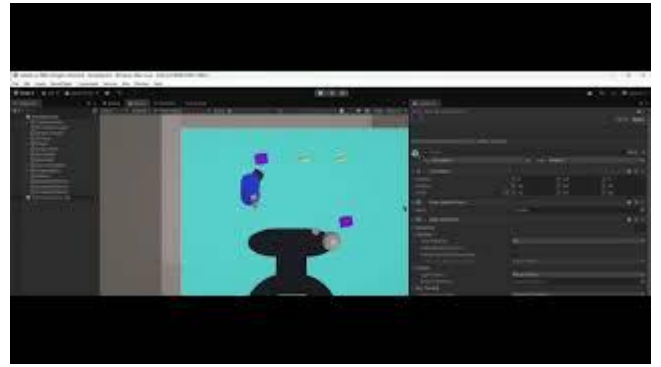


# Health Item

Author: Haddie Meyer

\$0.00

Version: 2.0



Description: This prefab represents a highly modular collectible item in Unity, designed to be dropped by enemies or placed in the environment. It includes essential components for pickup detection and modifying the player's health status.

Components:

1. Material Mesh Renderer
  - a. Displays the item visually in the scene.
  - b. Ensure that the sorting layer and order in layer are set appropriately in order for player interaction to work.
2. Box Collider
  - a. Provides collision detection for the item.
3. Collectable Trigger handler
  - a. Handles behaviour once a player interacts with the item.
4. Collectable (script)
  - a. Controls the general item behavior, the specific item will inherit from this script and customize it as needed.
  - b. Handles automatic destruction once collected.

Setup Instructions:

1. Add the Item to your scene or enemy loot table.
2. Ensure the Item script is a component and your desired SO is attached to the script.
3. Test the Item in play modes to confirm behavior and animations

Requirements:

- Unity Version: 6000.2.6f2 or later