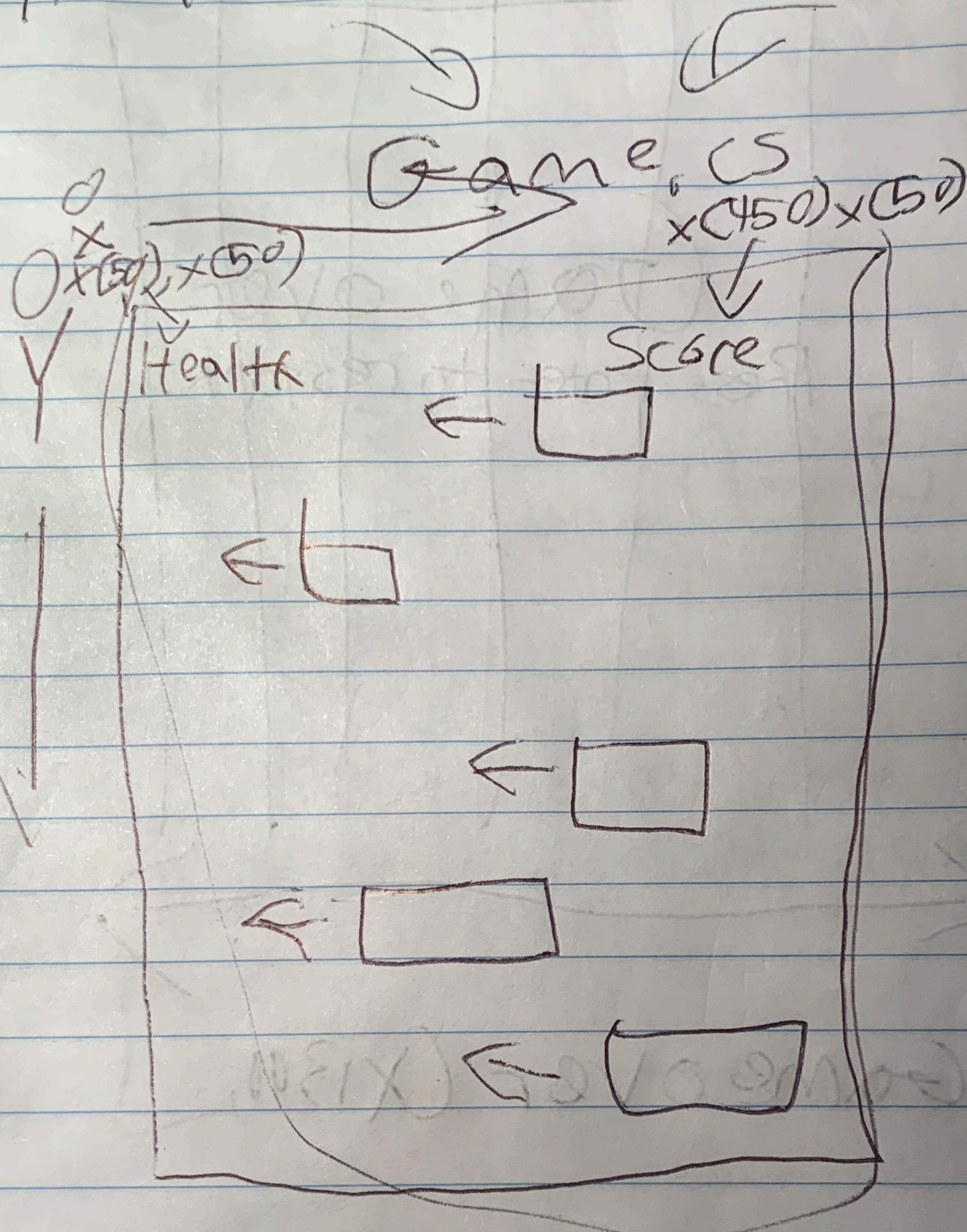


Game engine

Health.cs Score.cs



Character???

For Health I set it to
 $(x:50, y:50)$

For score I set it to $(x:450, y:50)$

AFTER
zero, (

score 0

Game over
press enter to restart

over (X1300,

After health reaches
zero, game over screen appears

Health: 0

Score: 0

Game

Over

Press Enter to
restart and reset game

Blame

54 lines (45 loc) · 1.18 KB

Code 55% faster with GitHub Copilot

```
using System;
using System.Numerics;

namespace Game10003
{
    public class Health
    {
        int maxHealth;
        int currentHealth;
        public bool gameOver;

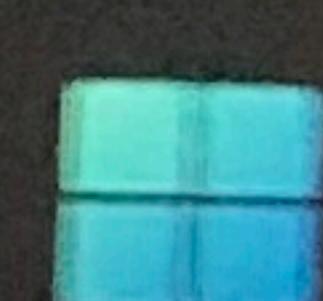
        //Determining max health
        public void Setup()
        {
            maxHealth = 5;
            ResetHealth();
        }

        //Reducing the player's health by 1
        public void ReduceHealth()
        {
            currentHealth -= 1;
            Console.WriteLine(currentHealth);

            if (currentHealth == 0)
            {
                gameOver = true;
            }
        }

        //Increasing the player's health by 1
        public void IncreaseHealth()
        {
            currentHealth += 1;
            Console.WriteLine(currentHealth);
        }

        //Whenever we want to reset the game, we can reset the health to the max health
        void ResetHealth()
        {
            currentHealth = maxHealth;
        }
    }
}
```



Search



Blame

54 lines (45 loc) · 1.18 KB

Code 55% faster with GitHub Copilot

```
public class Health
{
    public void Setup()
    {
        //Reducing the player's health by 1
        public void ReduceHealth()
        {
            currentHealth -= 1;
            Console.WriteLine(currentHealth);

            if (currentHealth == 0)
            {
                gameOver = true;
            }
        }

        //Increasing the player's health by 1
        public void IncreaseHealth()
        {
            currentHealth += 1;
            Console.WriteLine(currentHealth);
        }

        //Whenever we want to reset the game, we can reset the health to the max health
        void ResetHealth()
        {
            currentHealth = maxHealth;

            gameOver = false;
        }

        //Visually displaying the players health onto the screen
        public void ShowUI()
        {
            Text.Color = Color.Yellow;
            Text.Draw("Health:" + currentHealth, 50,50);
        }
}
```

ly clear



Search



[Code](#)[Blame](#)

40 lines (35 loc) · 804 Bytes

 Code 55% faster with GitHub Copilot

```
1  using System;
2  using System.Numerics;
3
4  namespace Game10003
5  {
6      public class Score
7      {
8          int currentScore;
9
10
11         public void Setup()
12         {
13             ResetScore();
14         }
15
16         //Reducing the player's score
17         public void ReduceScore()
18         {
19             currentScore -= 1;
20             Console.WriteLine(currentScore);
21         }
22
23         //Increasing the player's score
24         public void IncreaseScore()
25         {
26             currentScore += 1;
27             Console.WriteLine(currentScore);
28         }
29
30         //resetting the player's score
31         void ResetScore()
32         {
33             currentScore = 0;
34         }
35
36         public void ShowUI()
37         {
38             Text.Color = Color.Yellow;
39             Text.Draw("Score:" + currentScore, 450, 50);
40         }
}
```