



### Health pickup using triggers Health shown in Healthbar or Health numbers 2D

<https://youtu.be/N-feJQWDHPQ>

You need to create 2 UI elements. Let's begin with the text element. Create a text UI element and call it Health. Give it this script :

```
// All about health Healthbar Health pickup//////////  
//by René Pol for the Script Library -2021- RP-Interactive.nl@//  
  
using System.Collections;  
using System.Collections.Generic;  
using UnityEngine;  
using UnityEngine.UI;  
  
public class Health: MonoBehaviour  
{  
public static int healthValue = 25;  
public Text healthpoints;  
  
void Start()  
{  
healthpoints = GetComponent<Text>();  
}  
void Update()  
{  
healthpoints.text = healthValue.ToString("Health:" + "000");  
}  
}
```

Give the object that needs to give health this script :

```
// All about health Healthbar Health pickup//////////  
//by René Pol for the Script Library -2021- RP-Interactive.nl@//  
  
using System.Collections;  
using System.Collections.Generic;  
using UnityEngine;  
  
public class Healthpotion : MonoBehaviour  
{  
void OnTriggerEnter2D(Collider2D other)  
{  
if (other.gameObject.tag == ("Player"))  
{  
Health.healthValue += 25;  
Destroy(this.gameObject);  
}  
}  
}
```



Make sure that the script for the UI element holds the line `using UnityEngine.UI;` otherwise it won't work. The player should have the tag Player and at least one of the two objects (Player and Pickup) needs to have a rigidbody2D.

Next we can use a Healthbar image. Create a image UI element and give it this script :

```
// All about health Healthbar Health pickup//////////  
//by René Pol for the Script Library -2021- RP-Interactive.nl@//  
  
using System.Collections;  
using System.Collections.Generic;  
using UnityEngine;  
using UnityEngine.UI;  
  
public class Healthbar : MonoBehaviour  
{  
  
    public Image HealthBar;  
    public float CurrentHealth;  
    public float Maxhealth = 100f;  
  
    void Start()  
    {  
        HealthBar = GetComponent<Image>();  
    }  
  
    void Update()  
    {  
        HealthBar.fillAmount = CurrentHealth / Maxhealth;  
    }  
}
```

Make sure that the script for the UI element holds the line `using UnityEngine.UI;` otherwise it won't work. Give the object that needs to give health this script :

```
// All about health Healthbar Health pickup//////////  
//by René Pol for the Script Library -2021- RP-Interactive.nl@//  
  
using System.Collections;  
using System.Collections.Generic;  
using UnityEngine;  
  
public class Healthpotion2 : MonoBehaviour  
{  
    private Healthbar HB;  
  
    void OnTriggerEnter2D(Collider2D other)  
    {
```



```
if (other.gameObject.tag == ("Player"))  
{  
    HB.CurrentHealth += 25;  
    Destroy(this.gameObject);  
}
```

```
void Start()  
{  
    HB = FindObjectOfType<Healthbar>();  
}
```

The player should have the tag Player and at least one of the two objects (Player and Pickup) needs to have a rigidbody2D.