IMPROVING HEALTH

In this challenge, you will be adding props in your game that will improve your character's health when collected.

First, find an asset on the asset store that you would associate with improving health. I found a free food pack.

After you have imported the needed assets, find the prefab of the 3D object you want to place into your game. I am going to add some watermelon wedges around the game for my player to collect to improve their health.
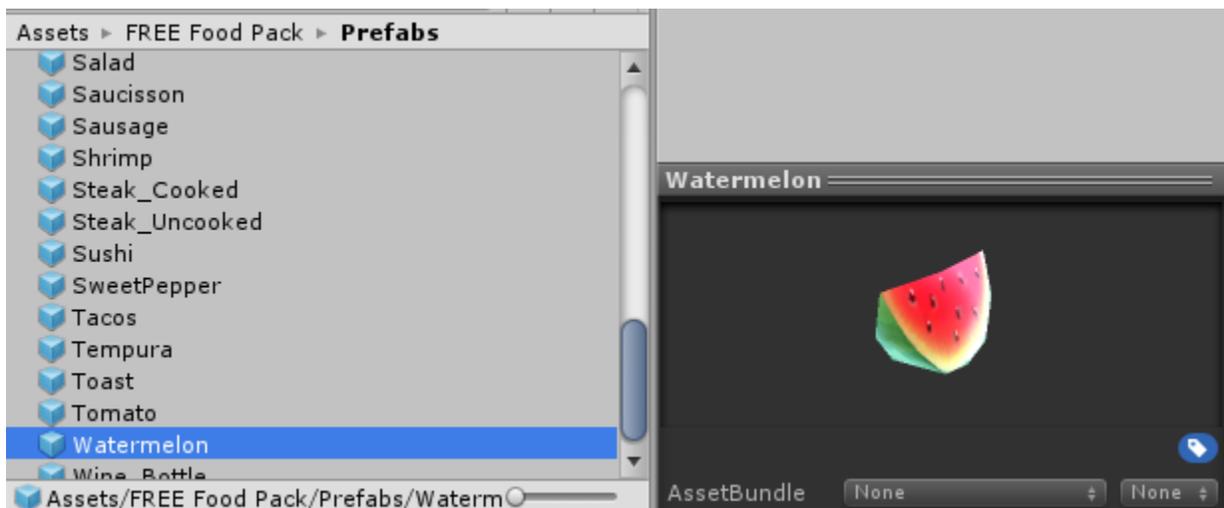
To finish the challenge,

1. Place the prefab in your world and re-size as needed

2. Add a Collider to the object if it does not already have one

3. Set the Collider to be a Trigger

4. Add a script to the object, such as foodBehavior.cs

5. Drag the object from the hierarchy into your own Prefabs folder in the Projects window
   - This will create a new prefab which has the collider and script attached
   - You can then just drag in this prefab when you want any food that already has the collider and foodBehavior script attached

6. Add the OnTriggerEnter method to the foodBehavior so that when the FPSController collides with the food, his health is increased. The GameController already has public methods for getHealth and setHealth, so you just use these methods to get the character's current health and then set the health by increasing that value by 5% or so.

7. Be sure to remove the food from the scene when you collide with it.
   - The command for this is: **Destroy(this.gameObject);**
     where this is refers to the script,
     so this.gameObject refers to the GameObject the script is attached to.