

Damageable Sprite

This component allows you to make sprites that can take damage, and once they take enough damage their sprite changes to indicate it.

Damage

This tells you the current amount of damage this sprite has received.

Allow Destruction

Setting this means the sprite will be destroyed once it receives enough damage.

Damage Limit

This allows you to set how much damage is required for the sprite to get completely destroyed.

Replace With

This allows you to set the GameObject (e.g. Prefab) that will replace this sprite once it's destroyed.

Damage Levels

This array stores all the different damage levels for your sprite.

Sprite

This allows you to set the sprite used by this damage level.

Damage Required

This allows you to set the amount of damage required to reveal this damage level.