

??????



?????



```
// 0000
public class EggHP : MonoBehaviour
{
    // 0000000000000000
    [SerializeField]
    private float hitDamage = 30;

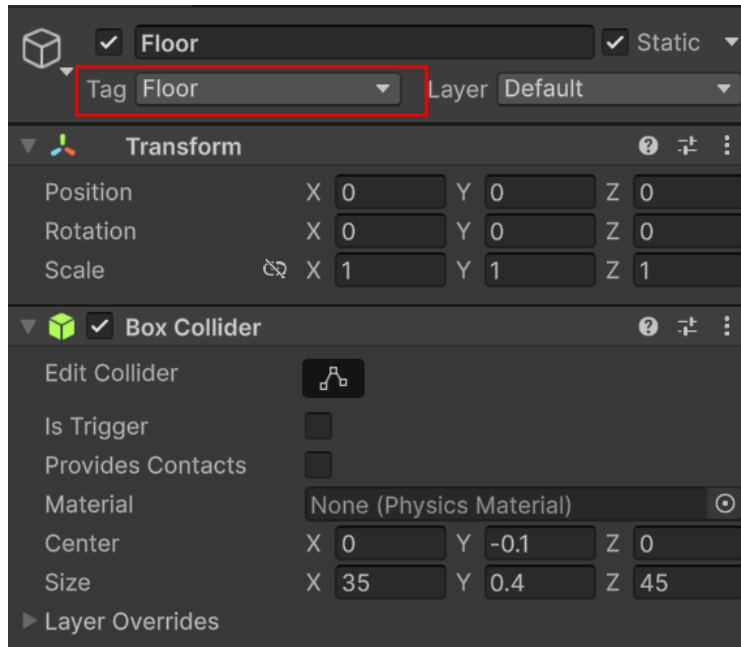
    // 00
    private float hp = 100;

    // 0000
    private void OnCollisionEnter(Collision other)
    {
        // 000000000000
        hp -= hitDamage;

        // UI00000000Debug.Log000
        Debug.Log(hp);

        // 000000000000000000000000
        if (hp <= 0)
            Destroy(gameObject);
    }
}
```





```
// 地板
private void OnCollisionEnter(Collision other)
{
    // 地板
    if (other.gameObject.CompareTag("Floor"))
        return;

    // 地板
    hp -= hitDamage;

    // UI
    Debug.Log(hp);

    // 地板
    if (hp <= 0)
        Destroy(gameObject);
}
```

????????????????

[illegible]

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impulse

[illegible]

OnCollisionEnter

30

Collision ☐

impulse

```
// 衝突
private void OnCollisionEnter(Collision other)
{
    // 床かどうか
    if (other.gameObject.CompareTag("Floor"))
        return;

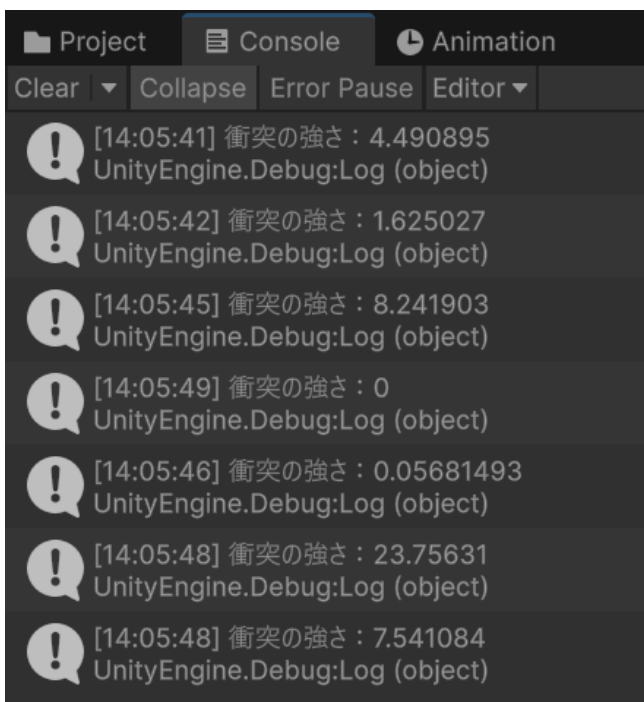
    // ダメージを計算
    hp -= hitDamage;

    // 衝突 impulse を取得
    // impulseの大きさによってダメージを与える
    float hitForce = other.impulse.magnitude;
    Debug.Log($"衝突の強さ:{hitForce}");

    // UIにダメージを反映
    //Debug.Log(hp);

    // 0以下になったらオブジェクトを破壊
    //if (hp <= 0)
    //    Destroy(gameObject);
}
```

衝突の強さのログ




```
hp -= hitDamage * hitNorm;

// UI
Debug.Log("");
Debug.Log($"HitForce: {hitForce}, hp: {hp}");

// Destroy the object
if (hp <= 0)
    Destroy(gameObject);
}
```



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