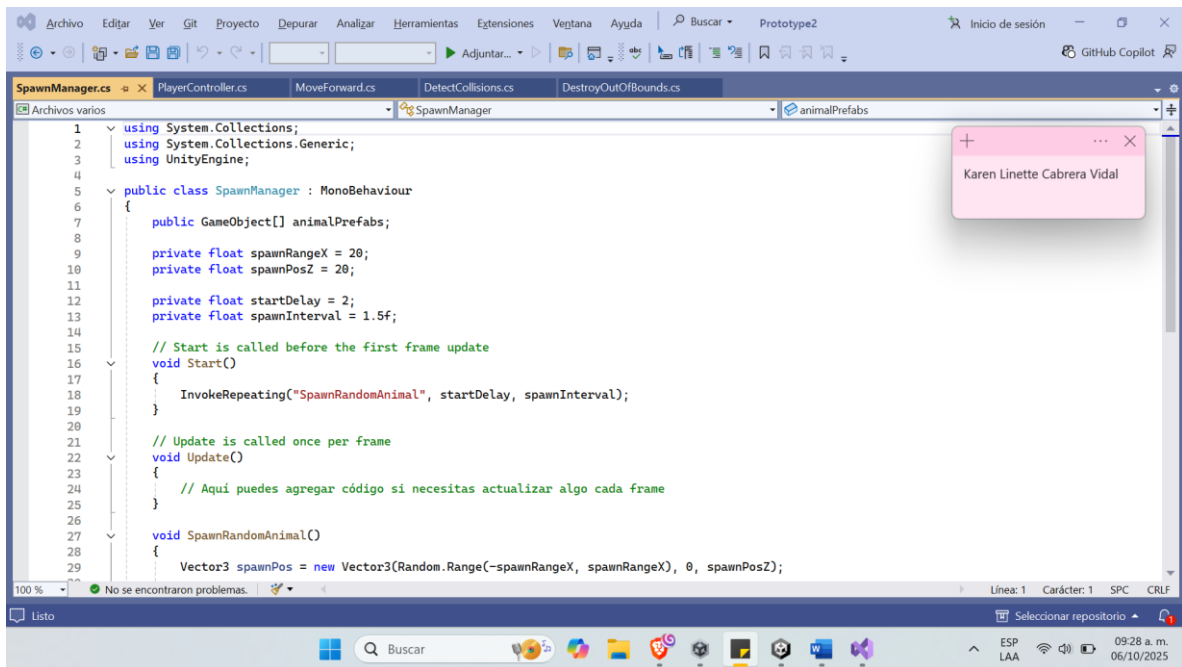
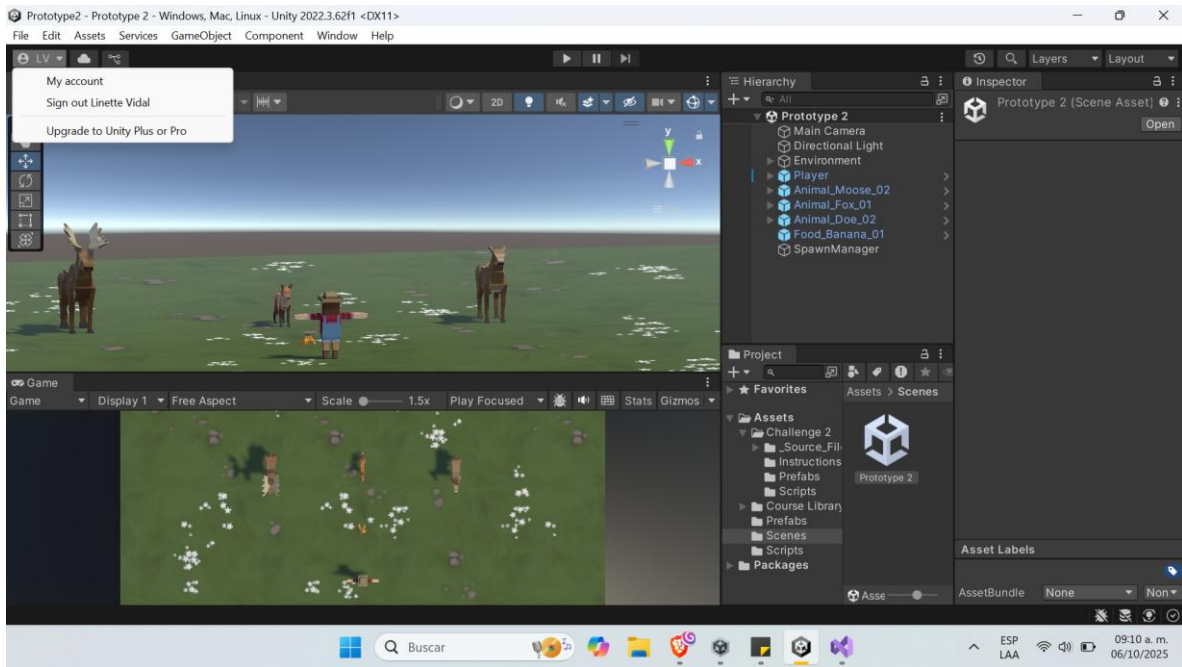
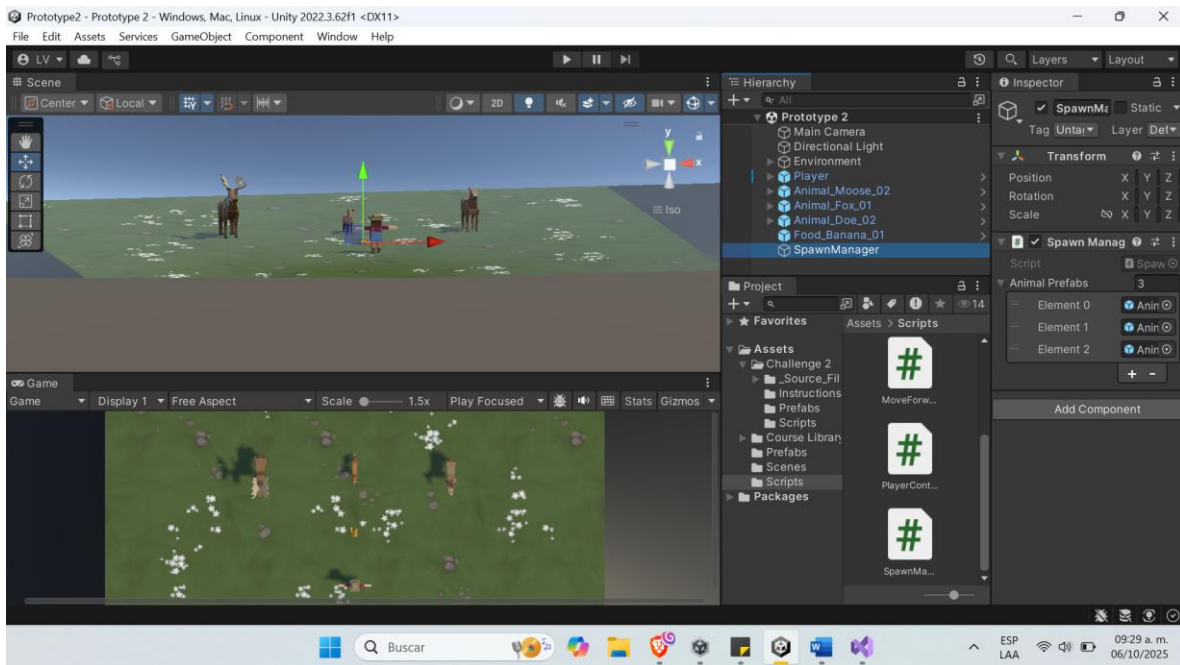
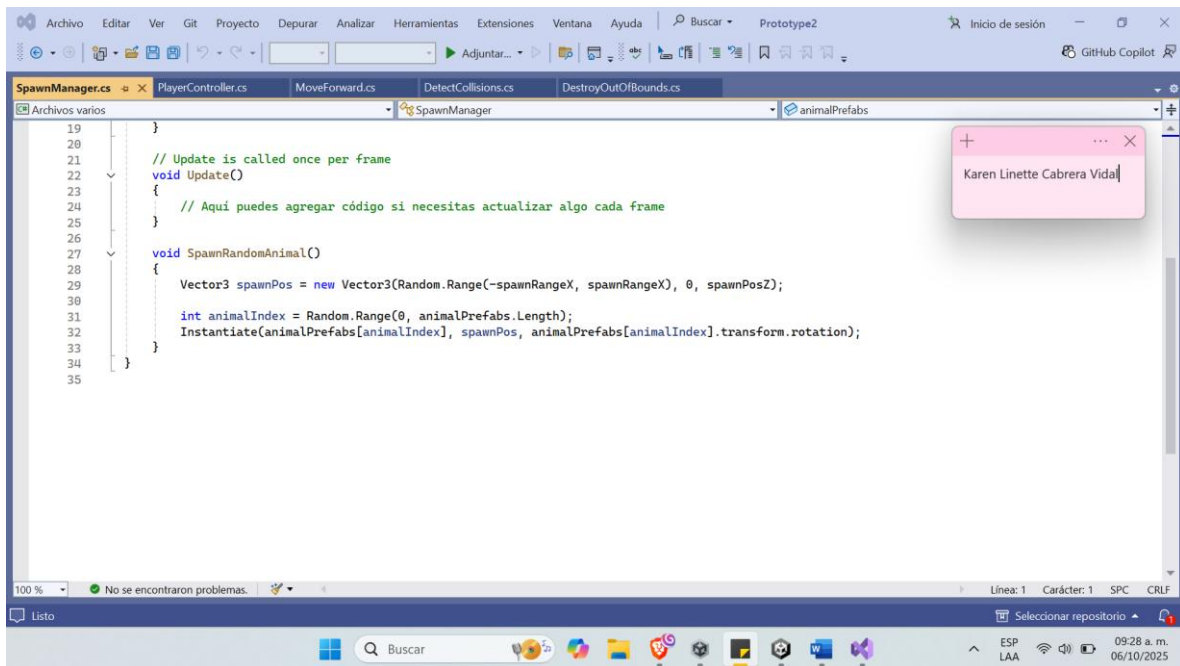
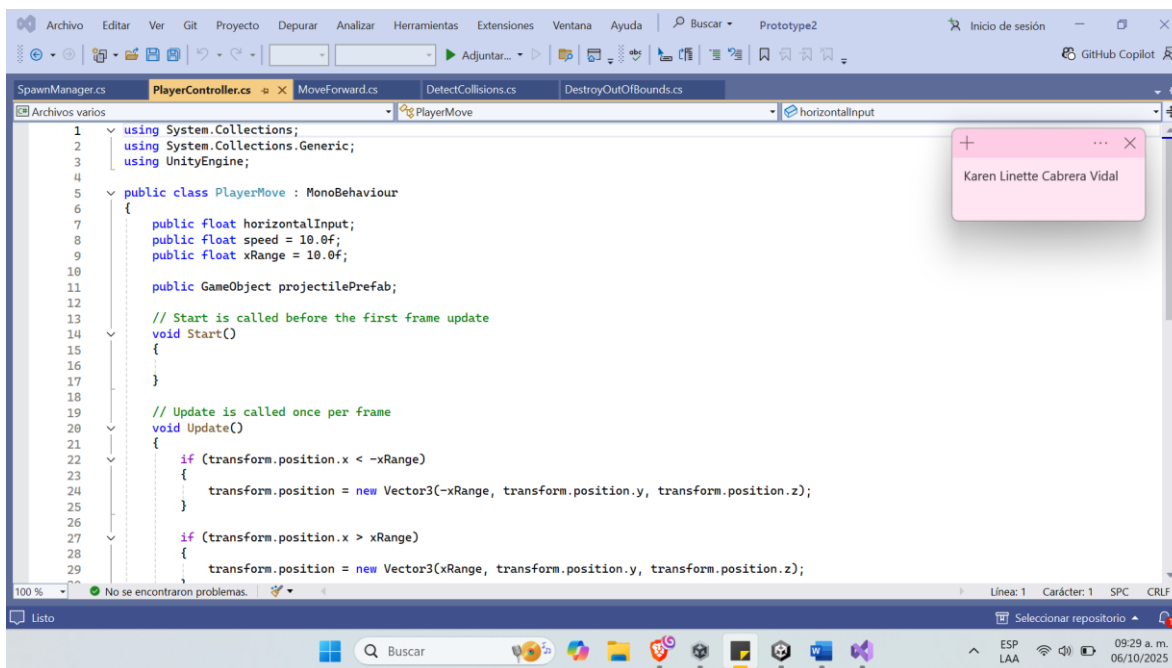


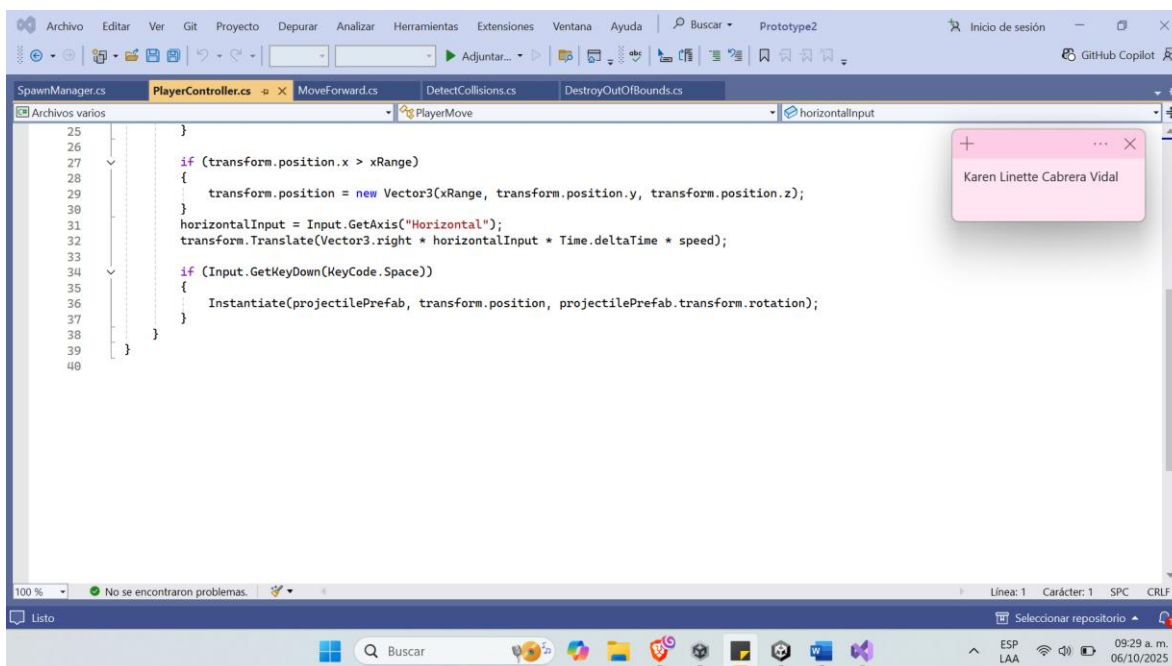
Tutorial



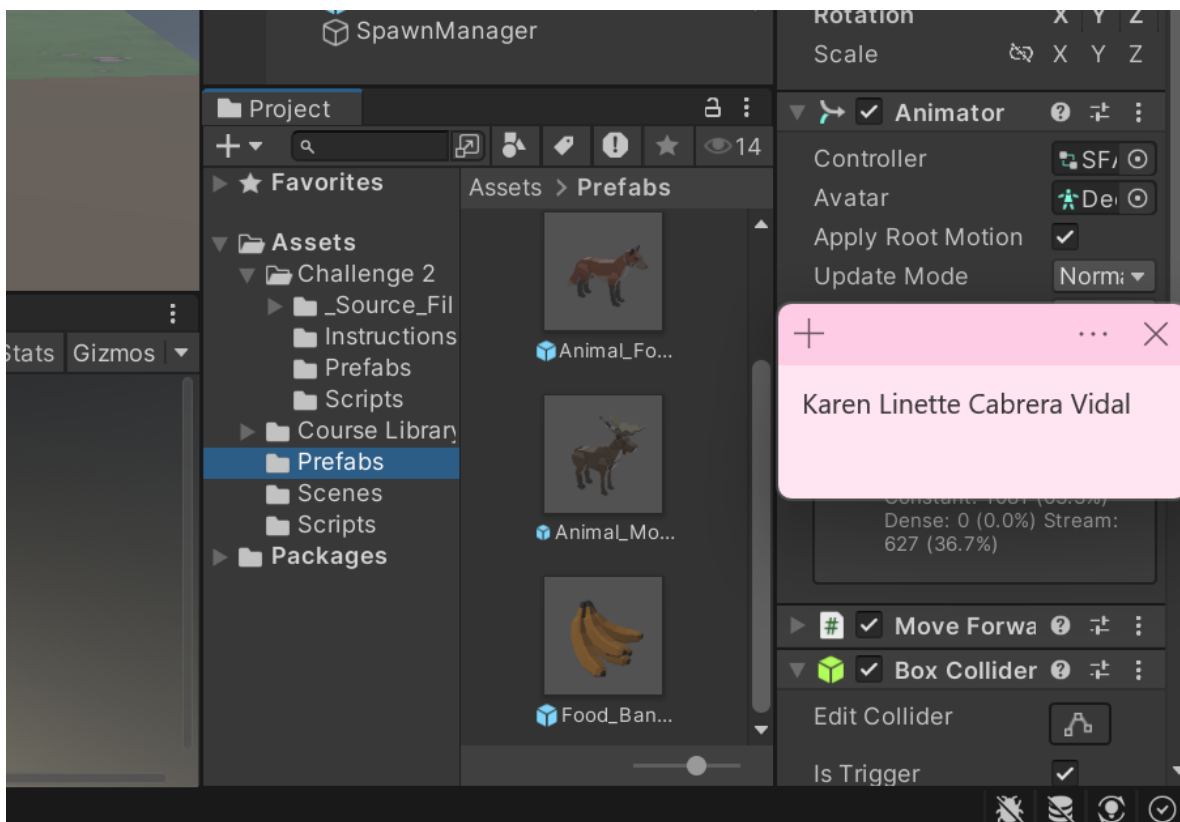
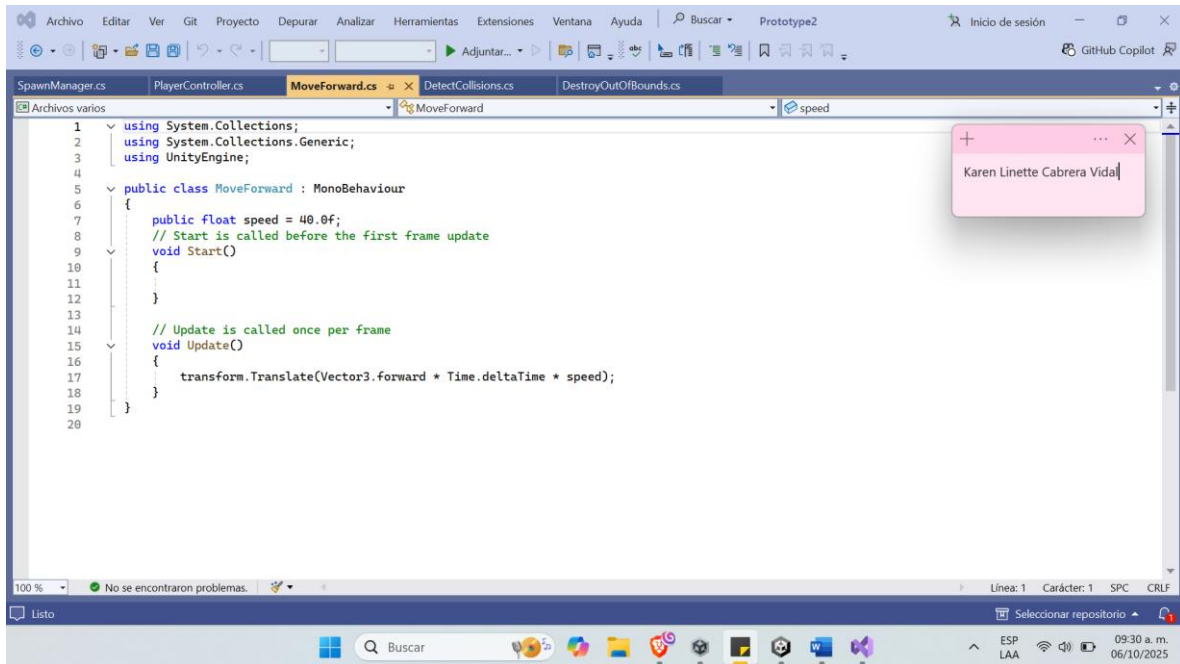


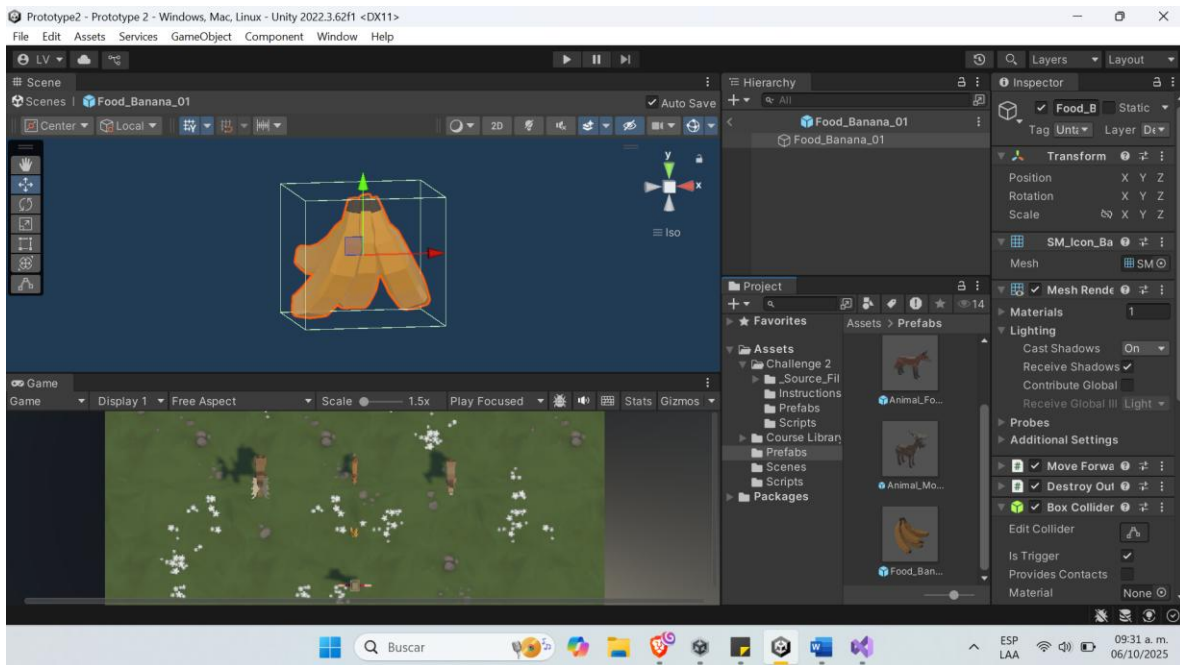
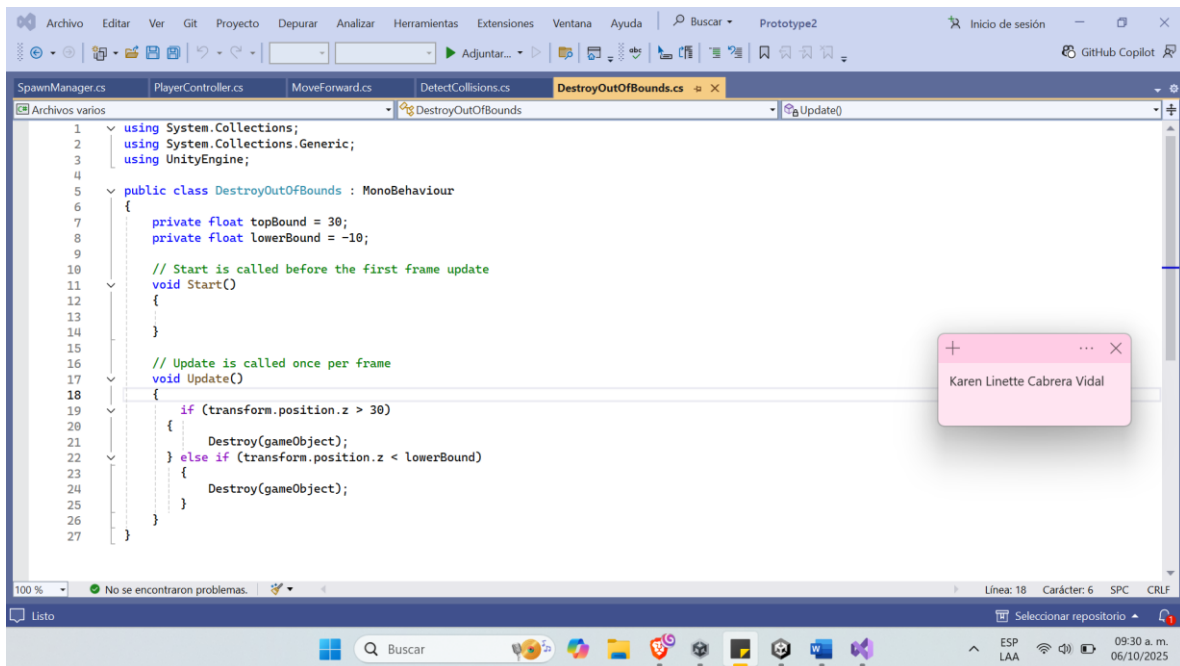


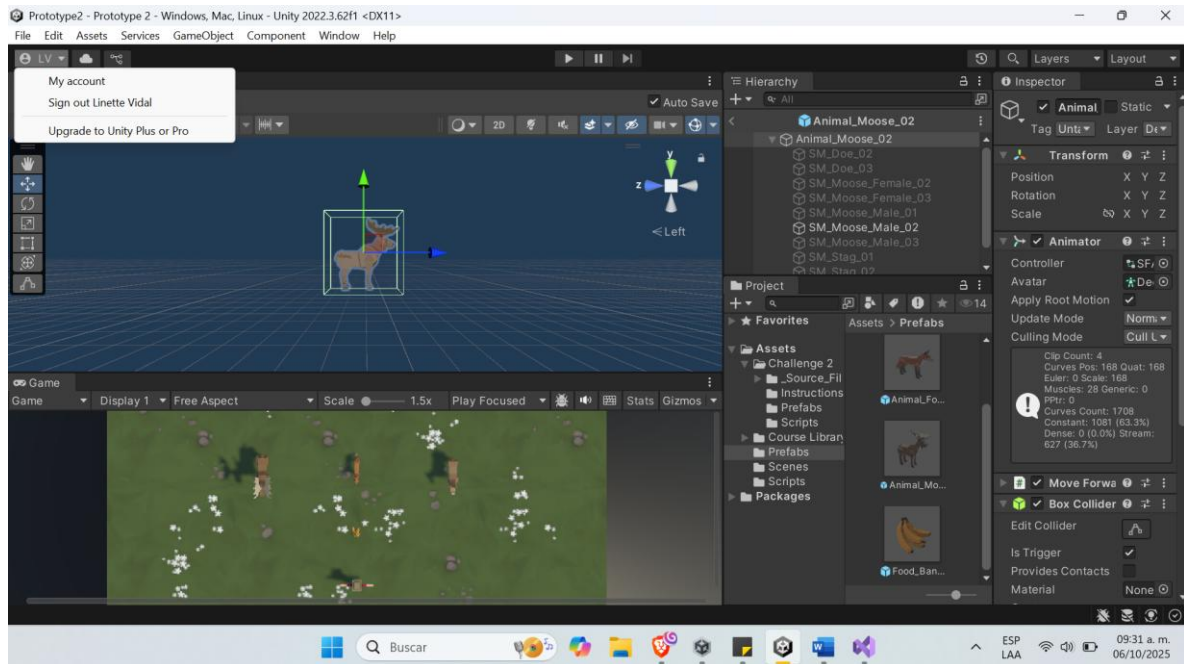
```
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4
5 public class PlayerMove : MonoBehaviour
6 {
7     public float horizontalInput;
8     public float speed = 10.0f;
9     public float xRange = 10.0f;
10
11     public GameObject projectilePrefab;
12
13     // Start is called before the first frame update
14     void Start()
15     {
16     }
17
18     // Update is called once per frame
19     void Update()
20     {
21         if (transform.position.x < -xRange)
22         {
23             transform.position = new Vector3(-xRange, transform.position.y, transform.position.z);
24         }
25
26         if (transform.position.x > xRange)
27         {
28             transform.position = new Vector3(xRange, transform.position.y, transform.position.z);
29         }
30     }
31 }
```



```
25 }
26
27 if (transform.position.x > xRange)
28 {
29     transform.position = new Vector3(xRange, transform.position.y, transform.position.z);
30 }
31 horizontalInput = Input.GetAxis("Horizontal");
32 transform.Translate(Vector3.right * horizontalInput * Time.deltaTime * speed);
33
34 if (Input.GetKeyDown(KeyCode.Space))
35 {
36     Instantiate(projectilePrefab, transform.position, projectilePrefab.transform.rotation);
37 }
38
39 }
40 }
```

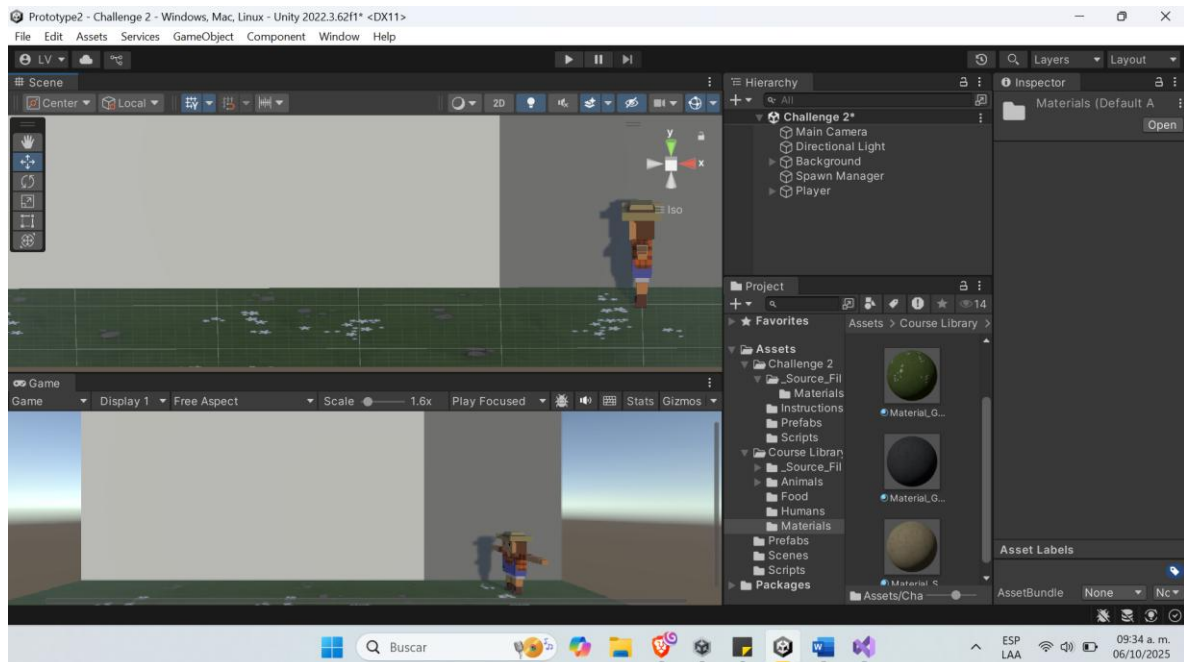




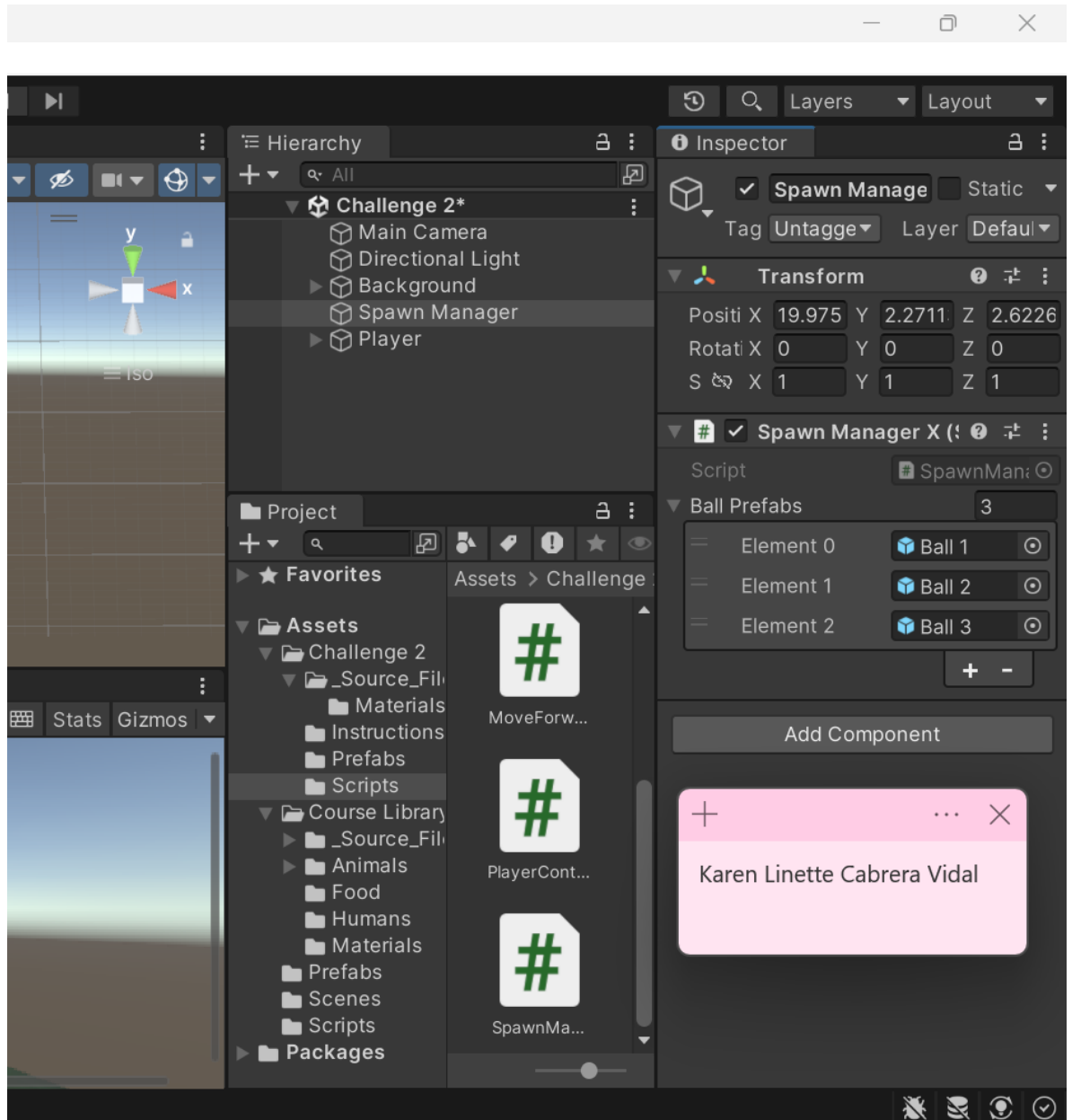


Challenge

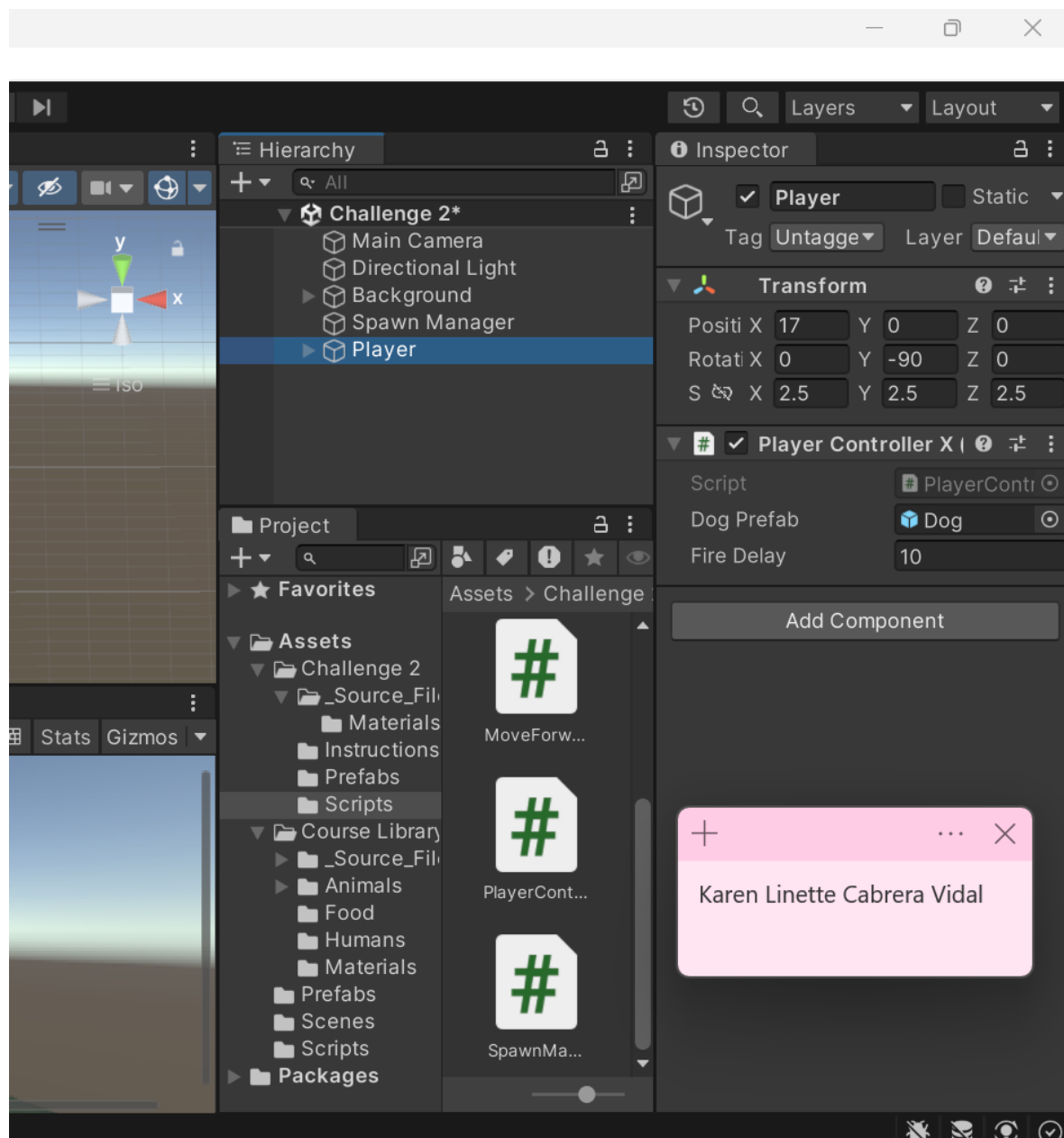
1. Importación



2. Se generan perros en la parte superior de la pantalla

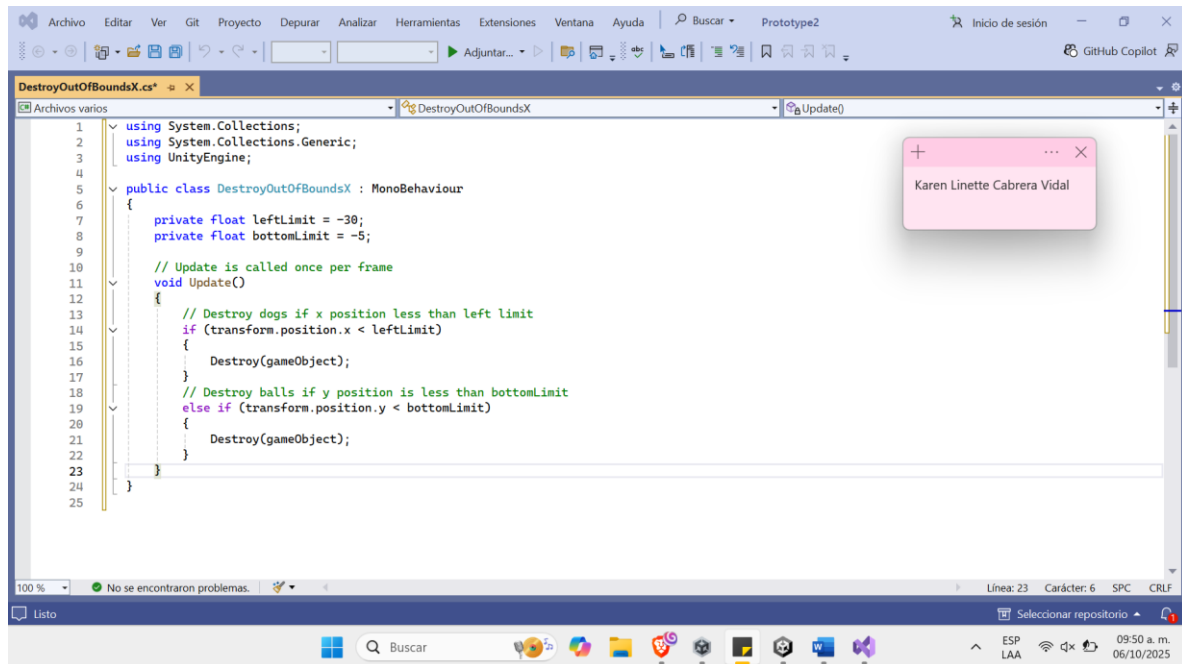


3. El jugador genera pelotas verdes en lugar de perros

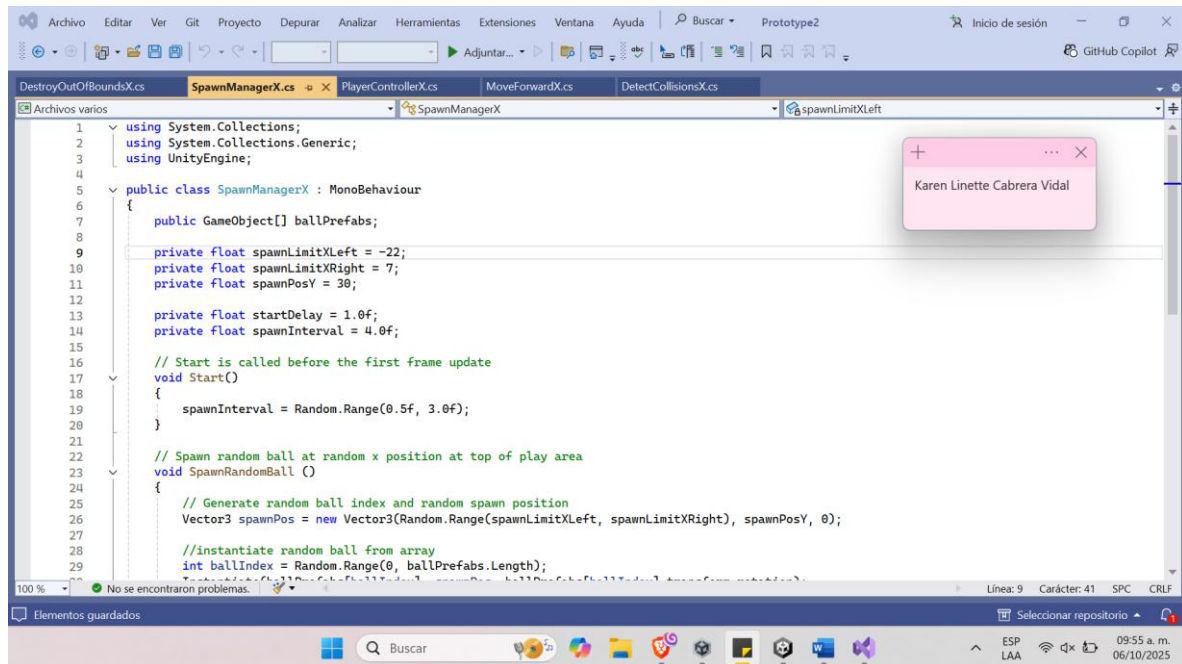


5.Las pelotas se destruyen en cualquier lugar cerca del perro

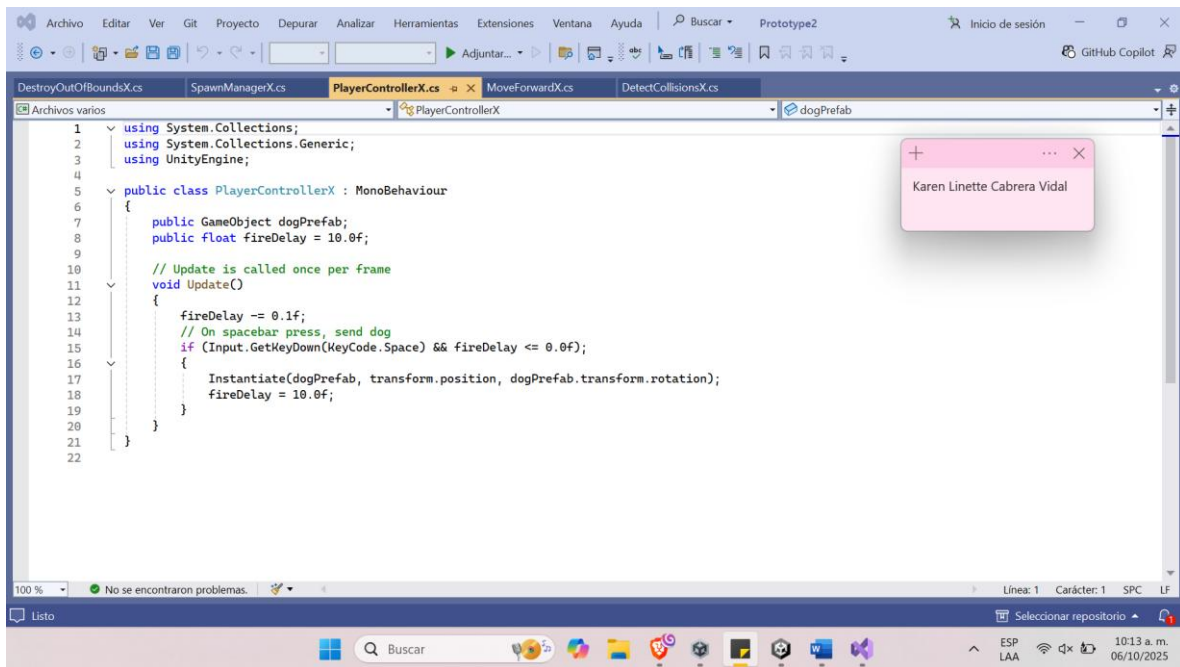
6.No se está eliminando nada afuera de la pantalla



7.Solo se genera un tipo de pelota



8.Bono: el intervalo de generación siempre es el mismo



9.Bono: el jugador puede presionar varias veces la barra espaciadora

