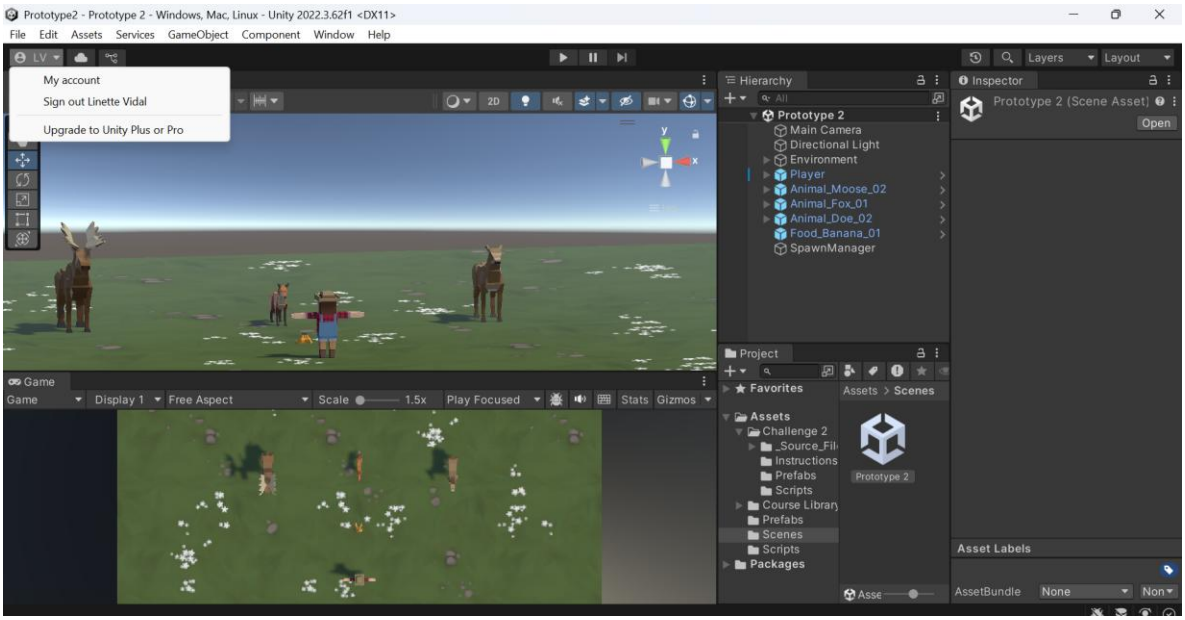
Tutorial


Prototype2 - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.62f1 <DX11>
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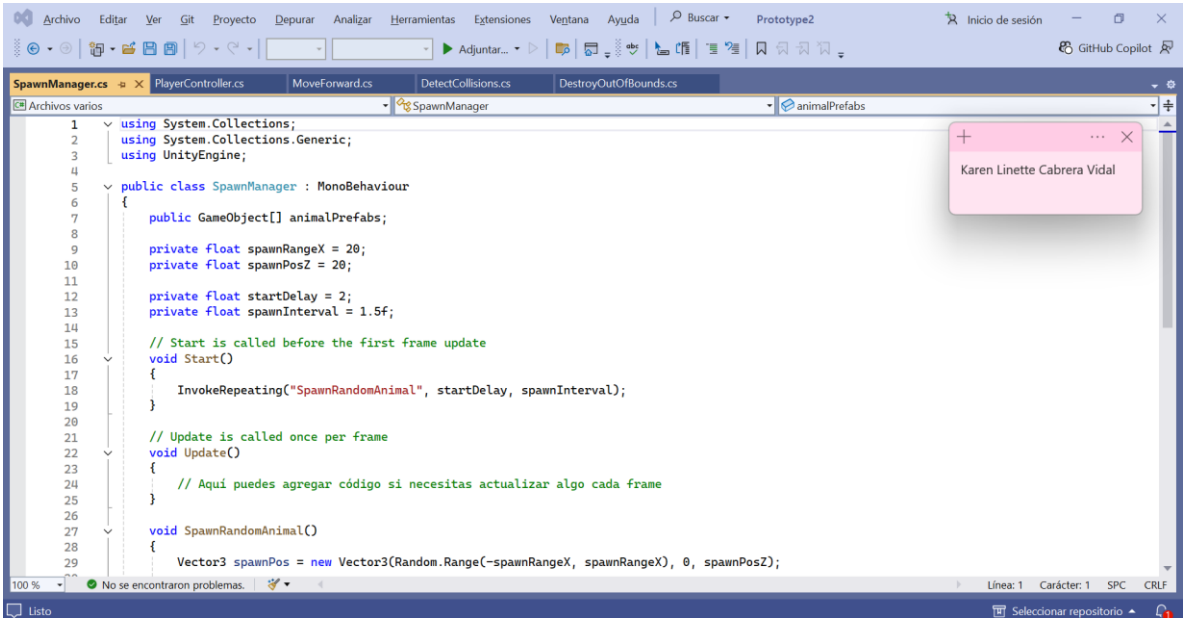
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SpawnManager.cs
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MoveForward.cs
DetectCollisions.cs
DestroyOutOfBounds.cs
Archivos varios
SpawnManager
animalPrefabs
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
public class SpawnManager : MonoBehaviour
{
public GameObject[] animalPrefabs;
private float spawnRangeX = 20;
private float spawnPosZ = 20;
private float startDelay = 2;
private float spawnInterval = 1.5f;
// Start is called before the first frame update
void Start()
{
InvokeRepeating("SpawnRandomAnimal", startDelay, spawnInterval);
}
// Update is called once per frame
void Update()
{
// Aquí puedes agregar código si necesitas actualizar algo cada frame
}
void SpawnRandomAnimal()
{
Vector3 spawnPos = new Vector3(Random.Range(-spawnRangeX, spawnRangeX), 0, spawnPosZ);
Karen Linette Cabrera Vidal
100 %
No se encontraron problemas.
Línea: 1 Carácter: 1 SPC CRLF
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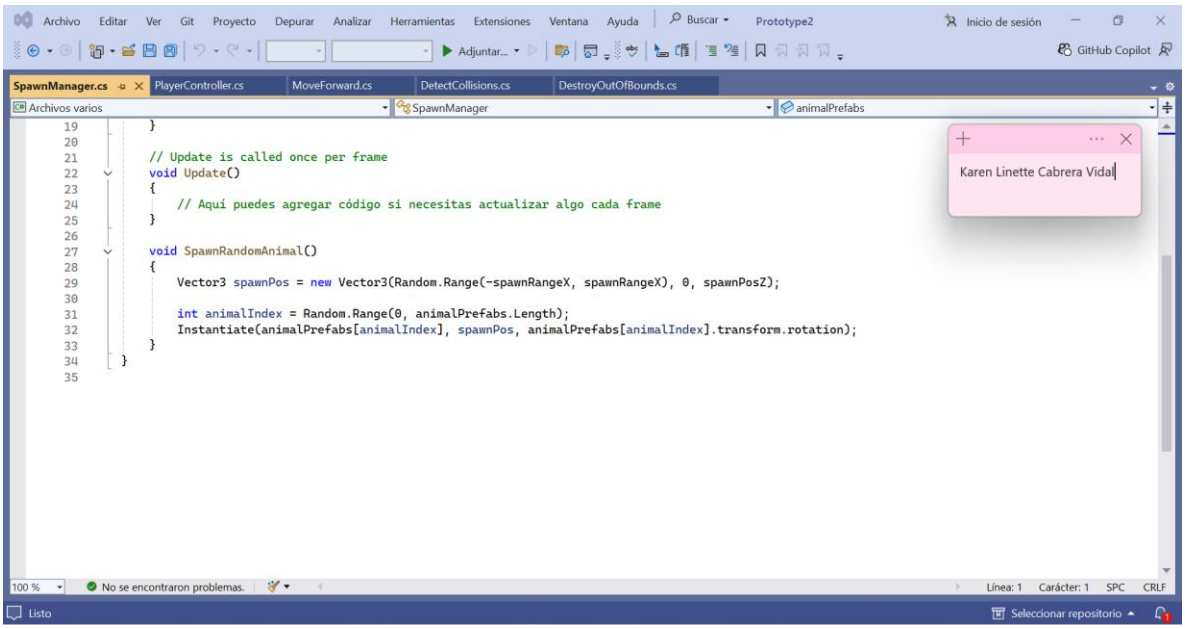
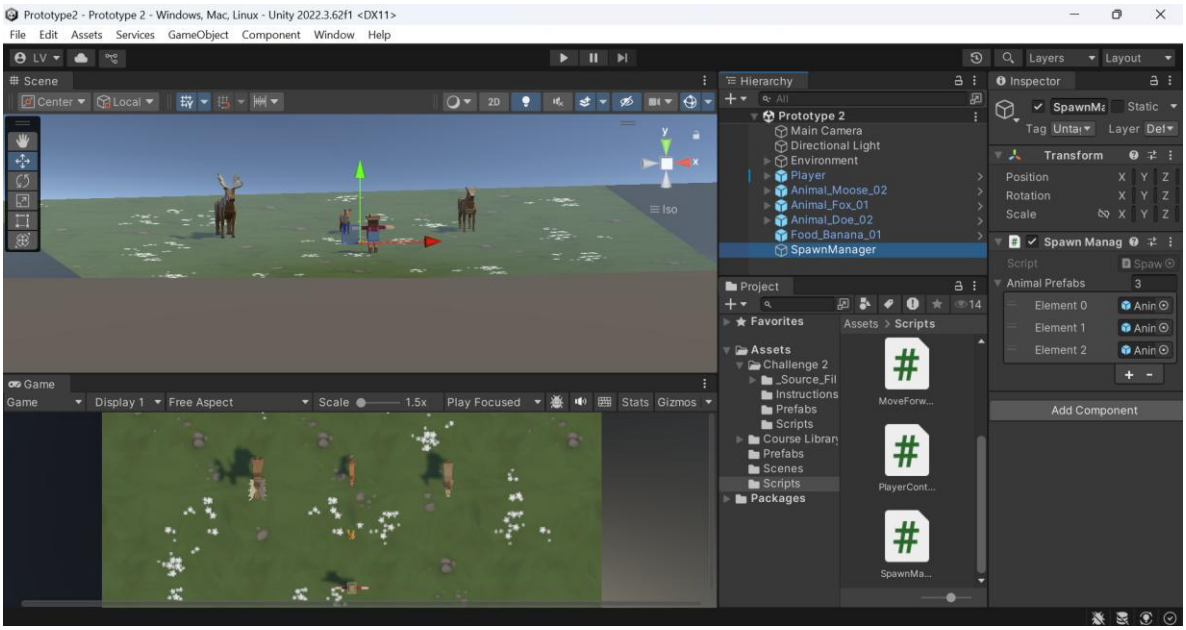

SpawnManager.cs
PlayerController.cs
MoveForward.cs
DetectCollisions.cs
DestroyOutOfBounds.cs
Karen Linette Cabrera Vidal
// Update is called once per frame
void Update()
{
// Aquí puedes agregar código si necesitas actualizar algo cada frame
}
void SpawnRandomAnimal()
{
Vector3 spawnPos = new Vector3(Random.Range(-spawnRangeX, spawnRangeX), 0, spawnPosZ);
int animalIndex = Random.Range(0, animalPrefabs.Length);
Instantiate(animalPrefabs[animalIndex], spawnPos, animalPrefabs[animalIndex].transform.rotation);
}
}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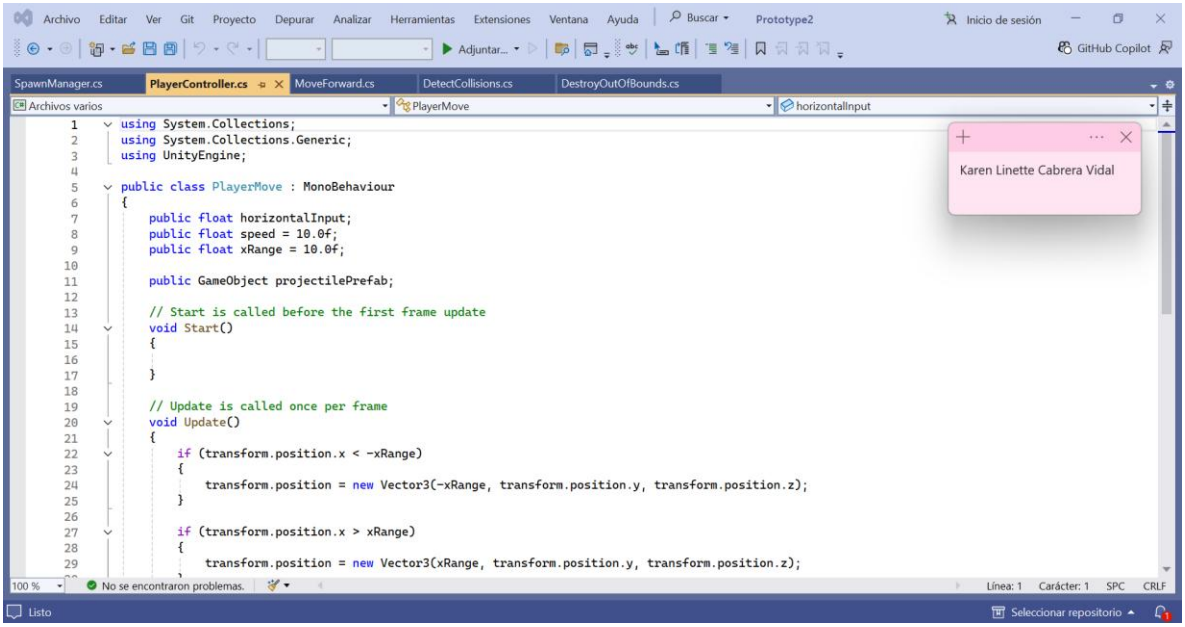
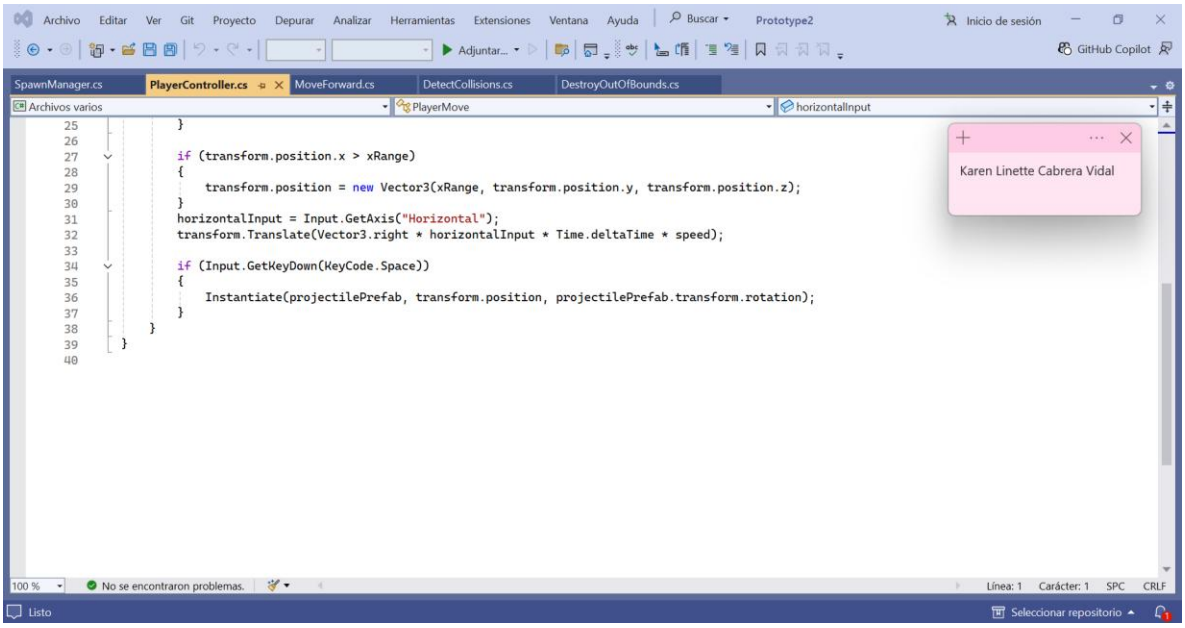
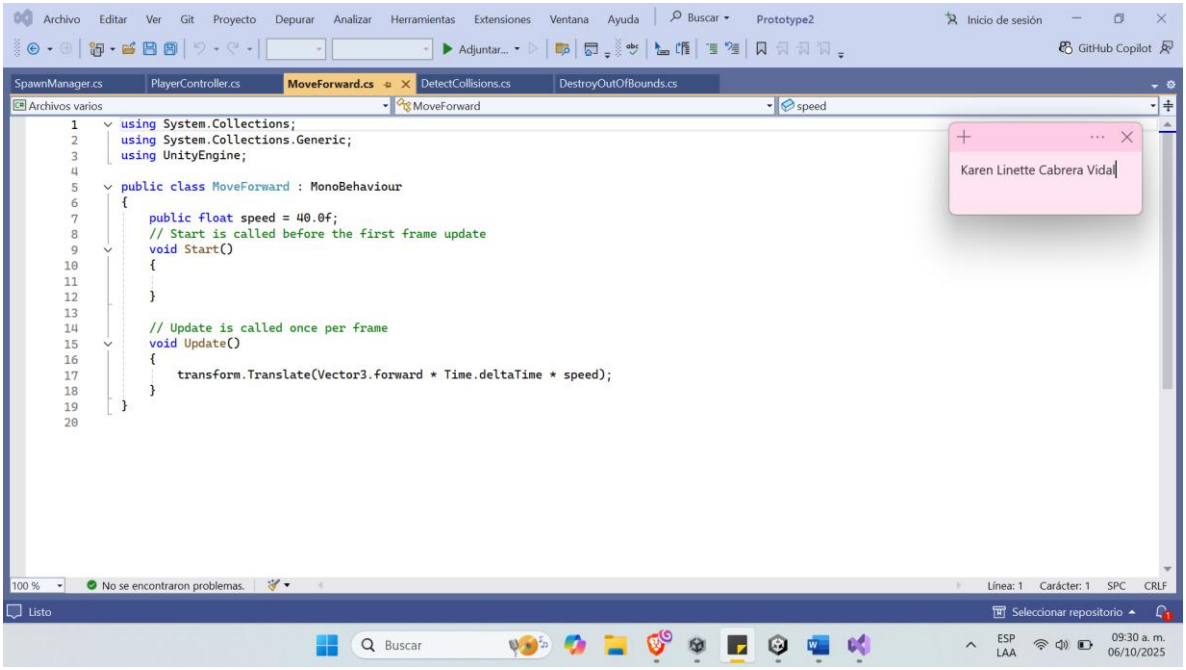



```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class PlayerMove : MonoBehaviour
{
    public float horizontalInput;
    public float speed = 10.0f;
    public float xRange = 10.0f;

    public GameObject projectilePrefab;

    // Start is called before the first frame update
    void Start()
    {

    }

    // Update is called once per frame
    void Update()
    {
        if (transform.position.x < -xRange)
        {
            transform.position = new Vector3(-xRange, transform.position.y, transform.position.z);
        }

        if (transform.position.x > xRange)
        {
            transform.position = new Vector3(xRange, transform.position.y, transform.position.z);
```




```
        }

        if (transform.position.x > xRange)
        {
            transform.position = new Vector3(xRange, transform.position.y, transform.position.z);
        }
        horizontalInput = Input.GetAxis("Horizontal");
        transform.Translate(Vector3.right * horizontalInput * Time.deltaTime * speed);

        if (Input.GetKeyDown(KeyCode.Space))
        {
            Instantiate(projectilePrefab, transform.position, projectilePrefab.transform.rotation);
        }
    }
}
```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Adjuntar... GitHub Copilot
SpawnManager.cs PlayerController.cs MoveForward.cs DetectCollisions.cs DestroyOutOfBounds.cs
Archivos varios MoveForward speed
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
public class MoveForward : MonoBehaviour
{
public float speed = 40.0f;
// Start is called before the first frame update
void Start()
{
}
// Update is called once per frame
void Update()
{
transform.Translate(Vector3.forward * Time.deltaTime * speed);
}
}
Karen Linette Cabrera Vidal
100 % No se encontraron problemas. Línea: 1 Carácter: 1 SPC CRLF
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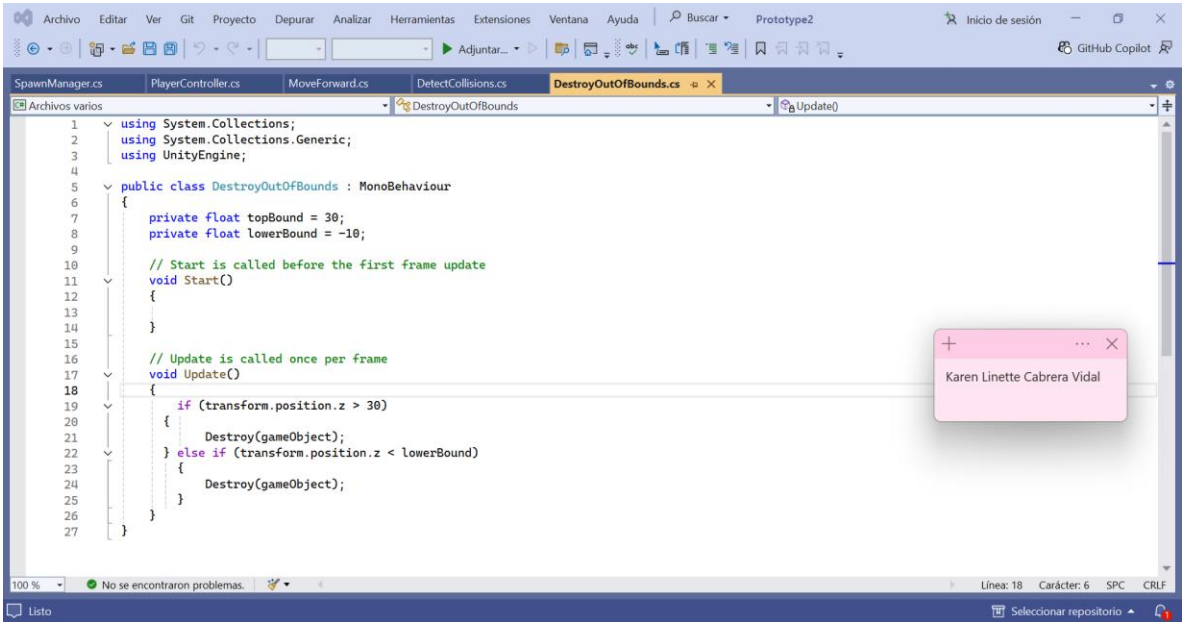
ESP LAA 09:30 a. m. 06/10/2025


Archivo Editar Ver Git Proyecto Depurar Analizar Herramientas Extensiones Ventana Ayuda Buscar Prototype2 Inicio de sesión
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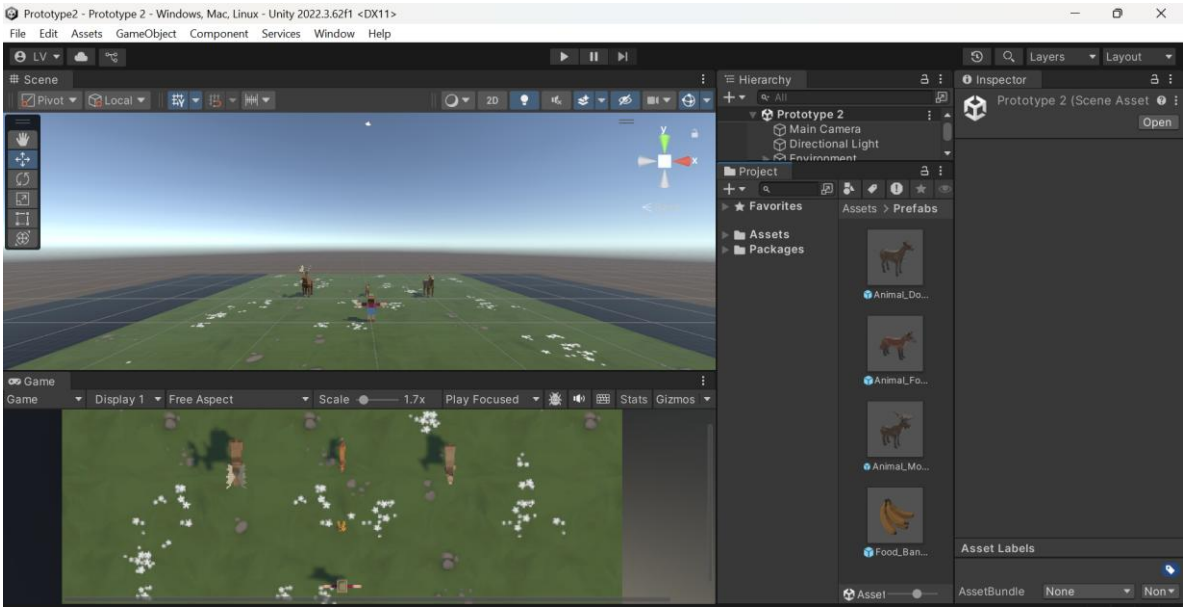
SpawnManager.cs PlayerController.cs MoveForward.cs DetectCollisions.cs DestroyOutOfBounds.cs
Archivos varios DestroyOutOfBounds Update()
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
public class DestroyOutOfBounds : MonoBehaviour
{
private float topBound = 30;
private float lowerBound = -10;
// Start is called before the first frame update
void Start()
{
}
// Update is called once per frame
void Update()
{
if (transform.position.z > 30)
{
Destroy(gameObject);
} else if (transform.position.z < lowerBound)
{
Destroy(gameObject);
}
}
}
Karen Linette Cabrera Vidal
100 % No se encontraron problemas. Línea: 18 Carácter: 6 SPC CRLF
Listo Seleccionar repositorio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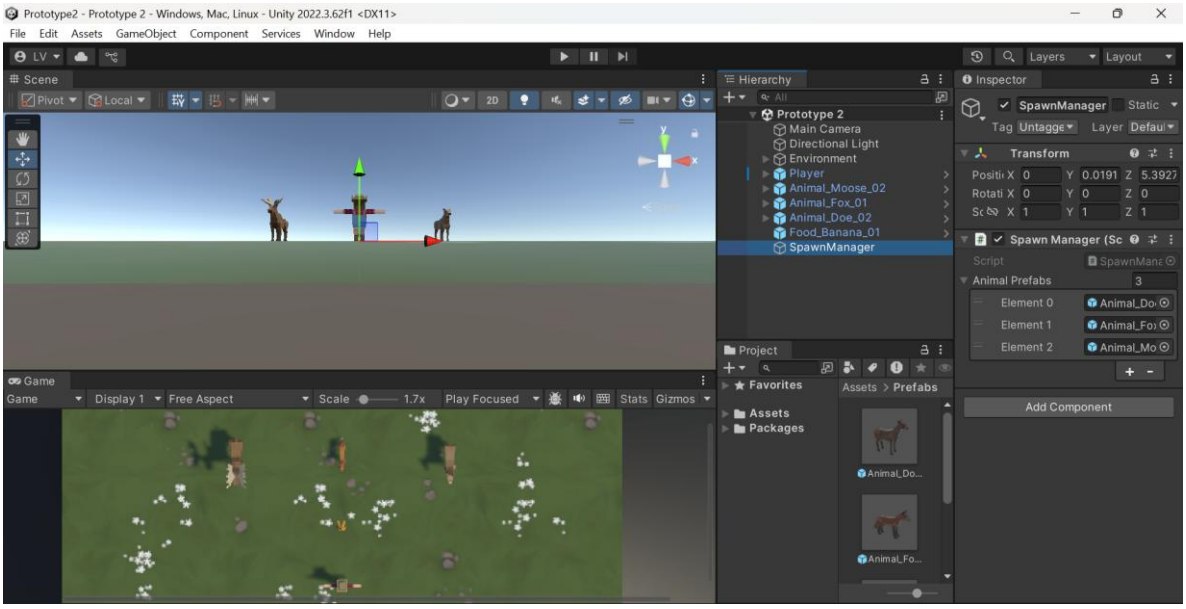
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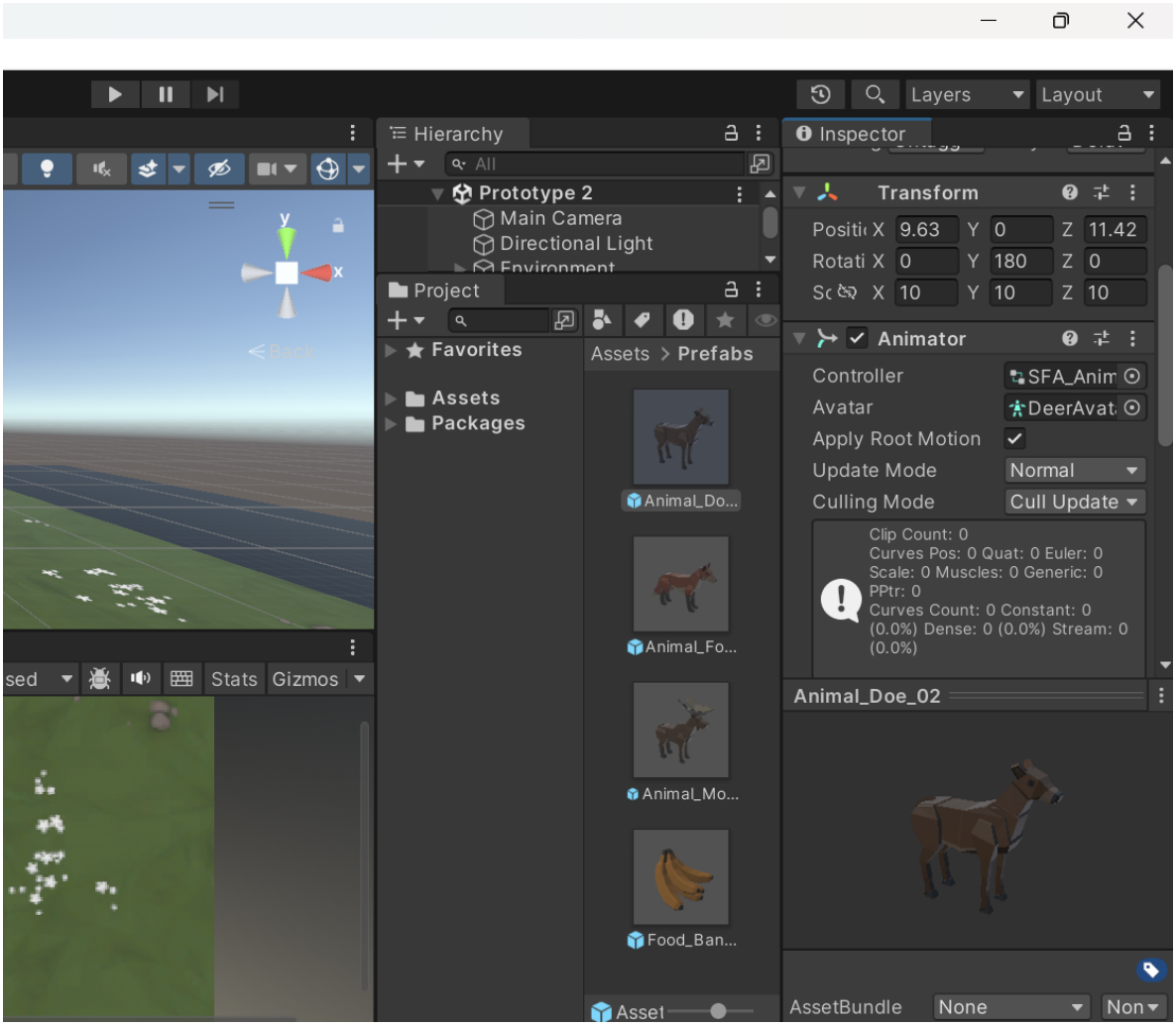
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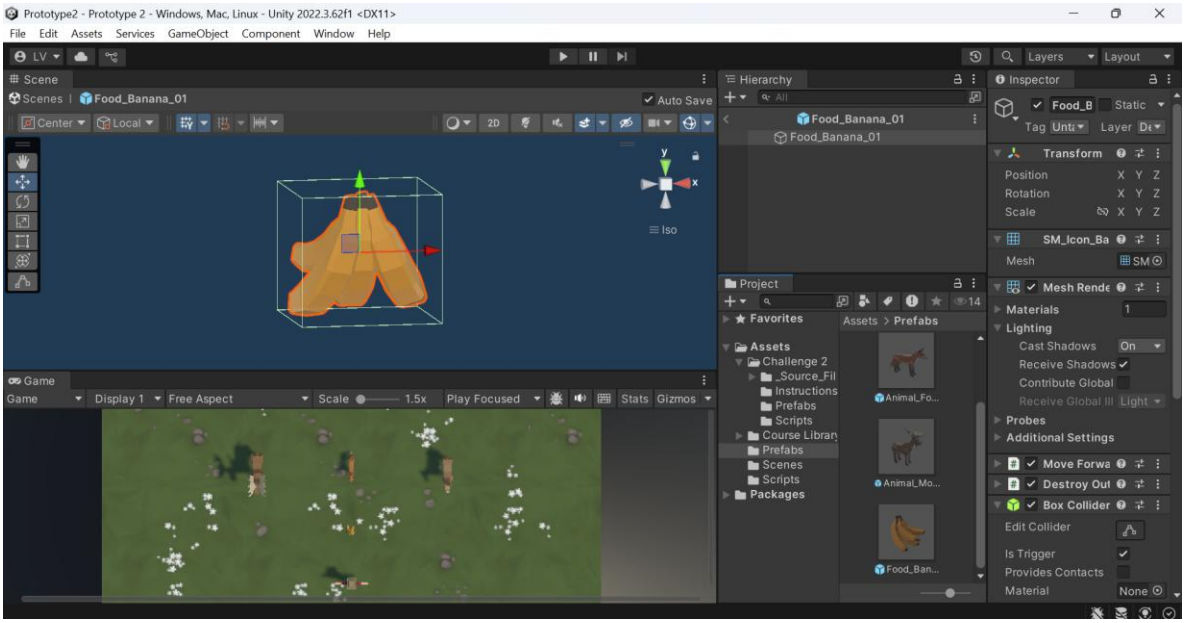
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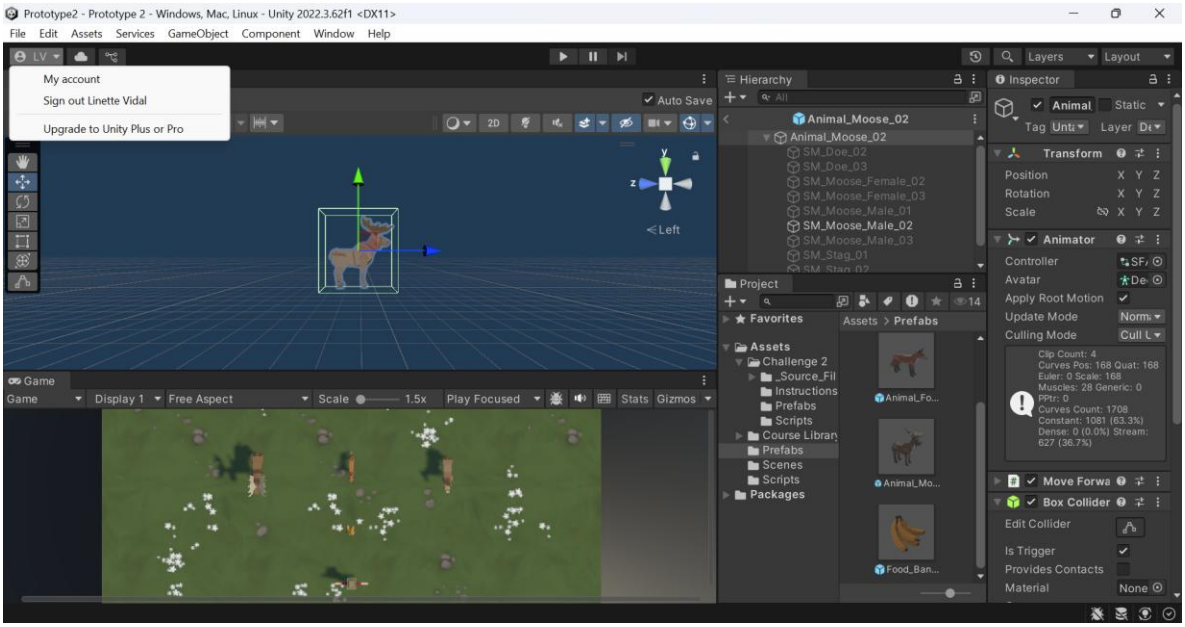
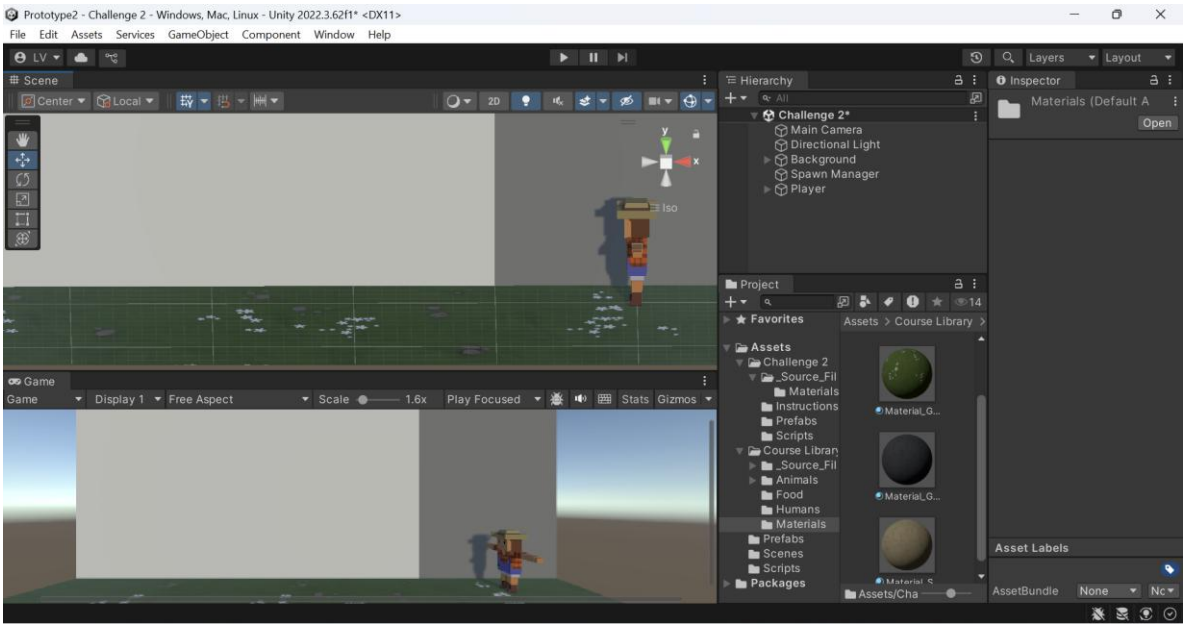
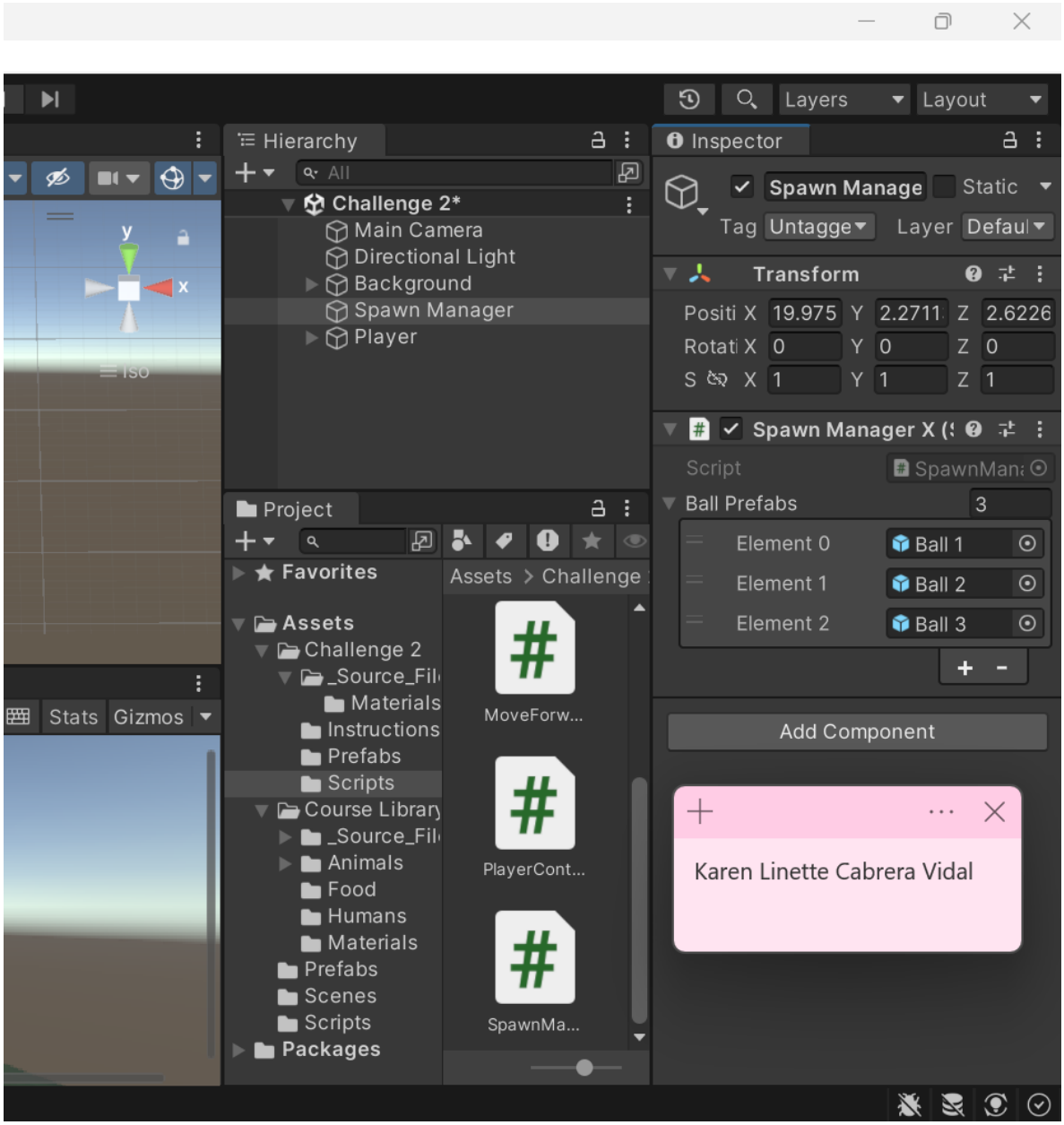


Challenge

1. **Importación**



2. **Se generan perros en la parte superior de la pantalla**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Transform
Positi X 19.975 Y 2.2711 Z 2.6226
Rotati X 0 Y 0 Z 0
S X 1 Y 1 Z 1
Spawn Manager X (
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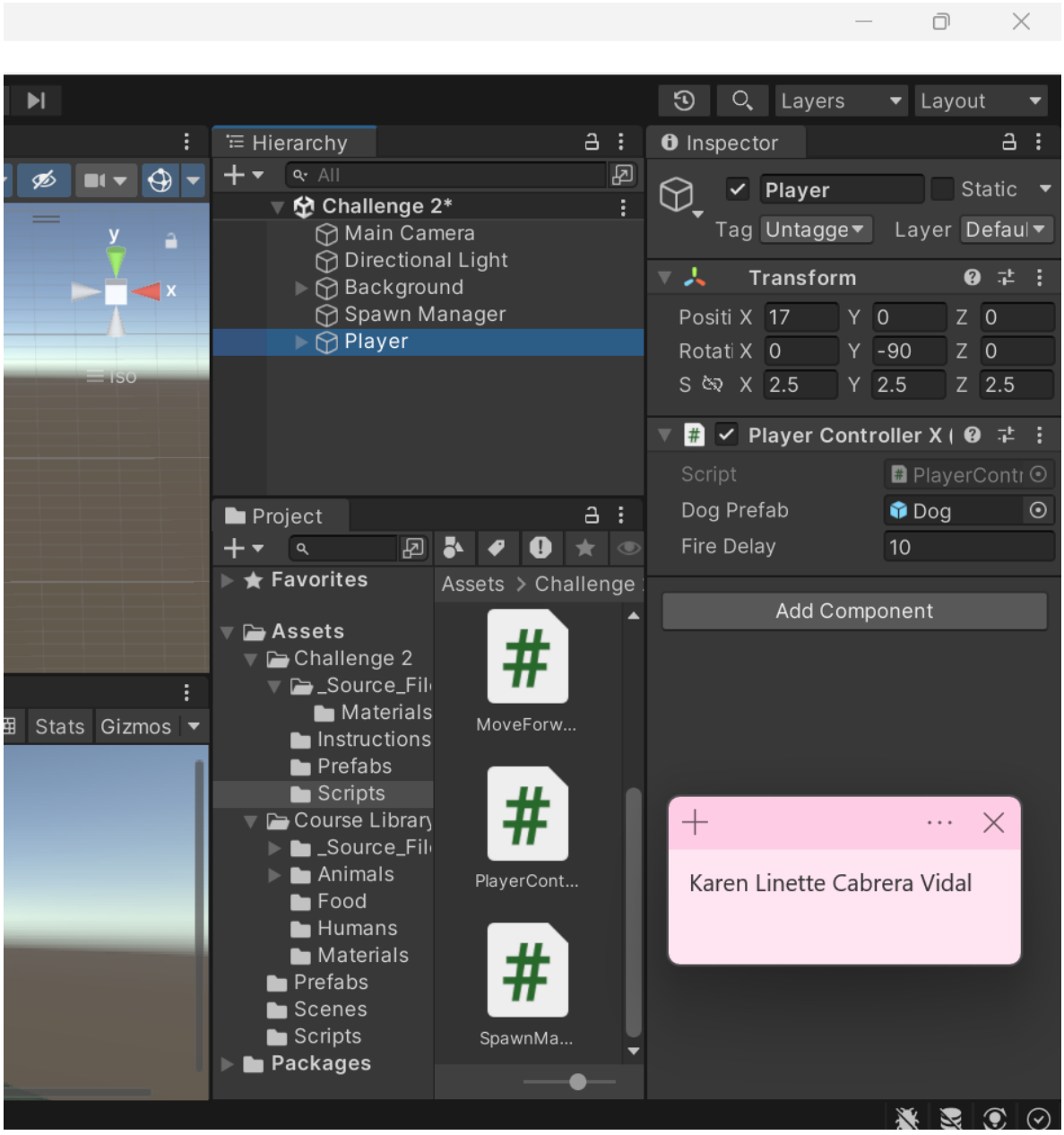
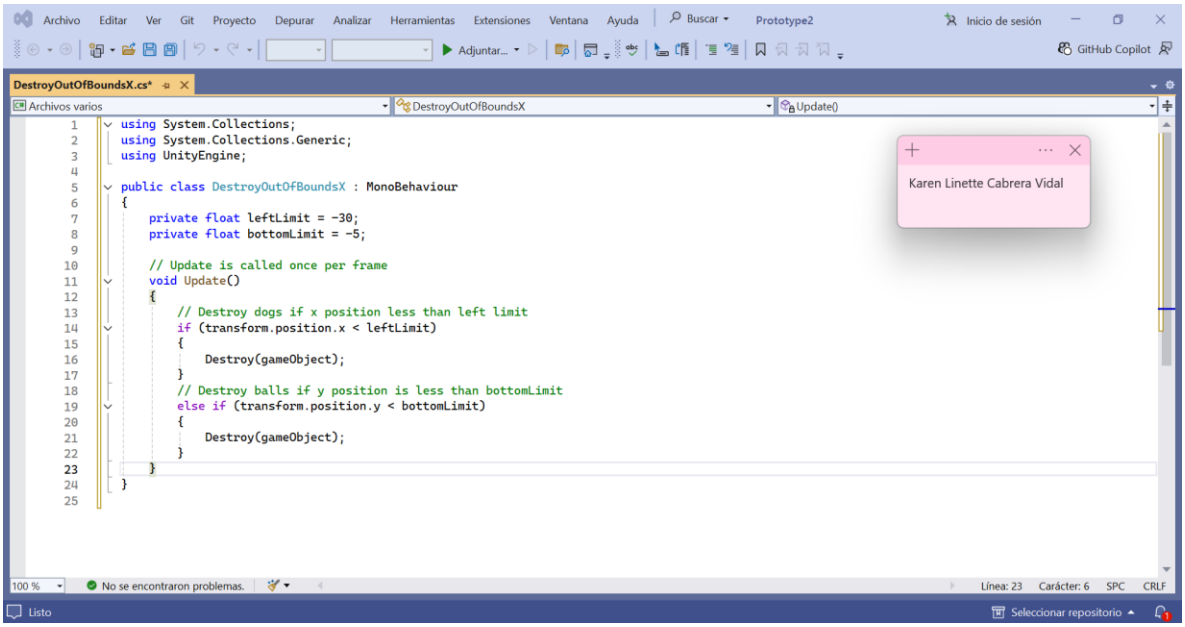
3. **El jugador genera pelotas verdes en lugar de perros**



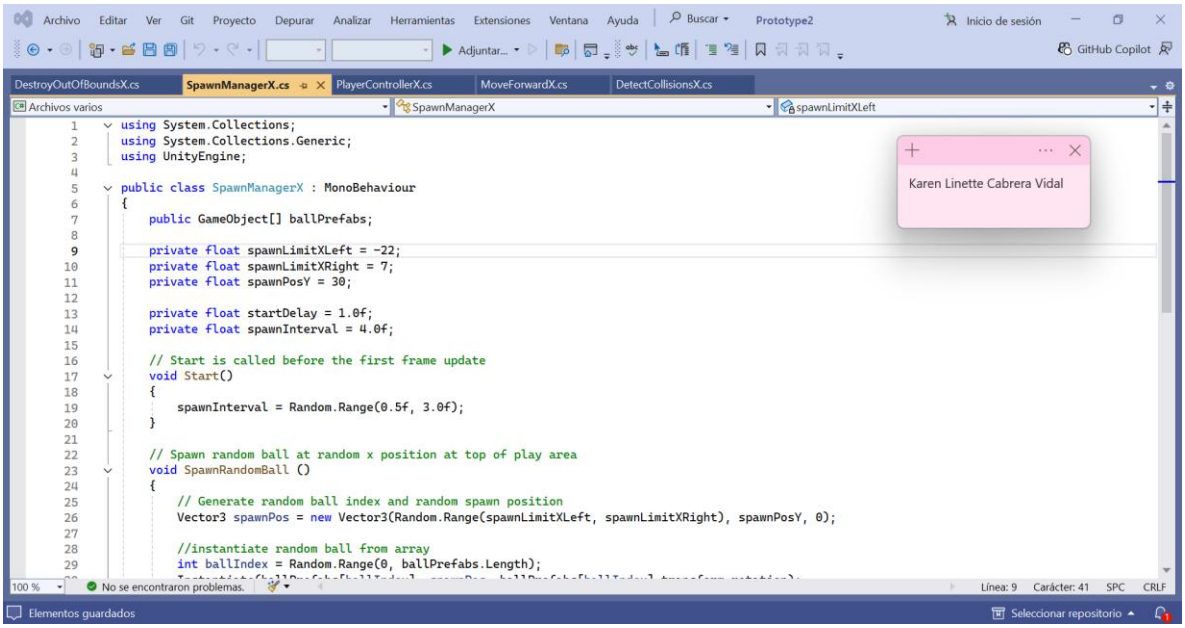
5.Las pelotas se destruyen en cualquier lugar cerca del perro

6.No se está eliminando nada afuera de la pantalla



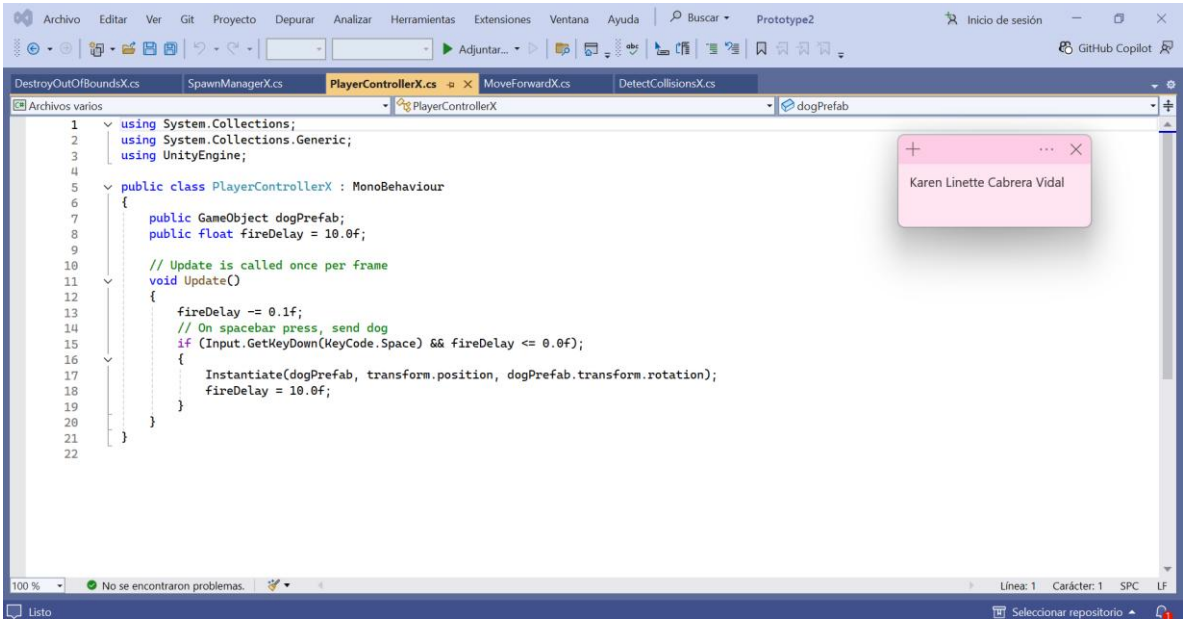

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class DestroyOutOfBoundsX : MonoBehaviour
{
    private float leftLimit = -30;
    private float bottomLimit = -5;

    // Update is called once per frame
    void Update()
    {
        // Destroy dogs if x position less than left limit
        if (transform.position.x < leftLimit)
        {
            Destroy(gameObject);
        }
        // Destroy balls if y position is less than bottomLimit
        else if (transform.position.y < bottomLimit)
        {
            Destroy(gameObject);
        }
    }
}
```

7.Solo se genera un tipo de pelota

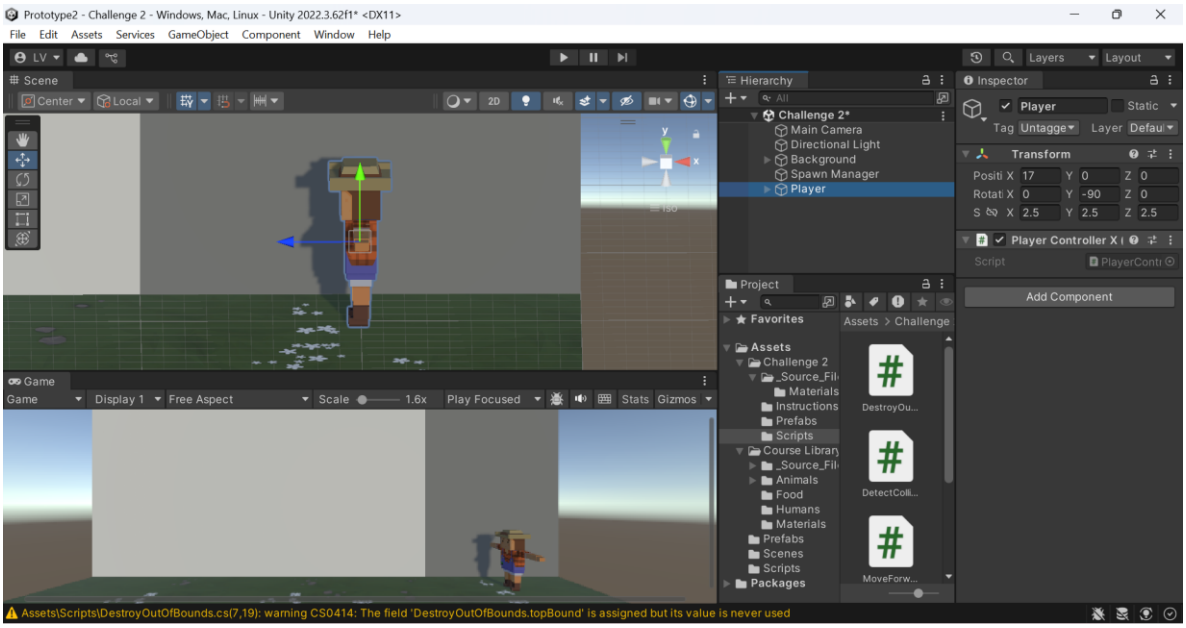


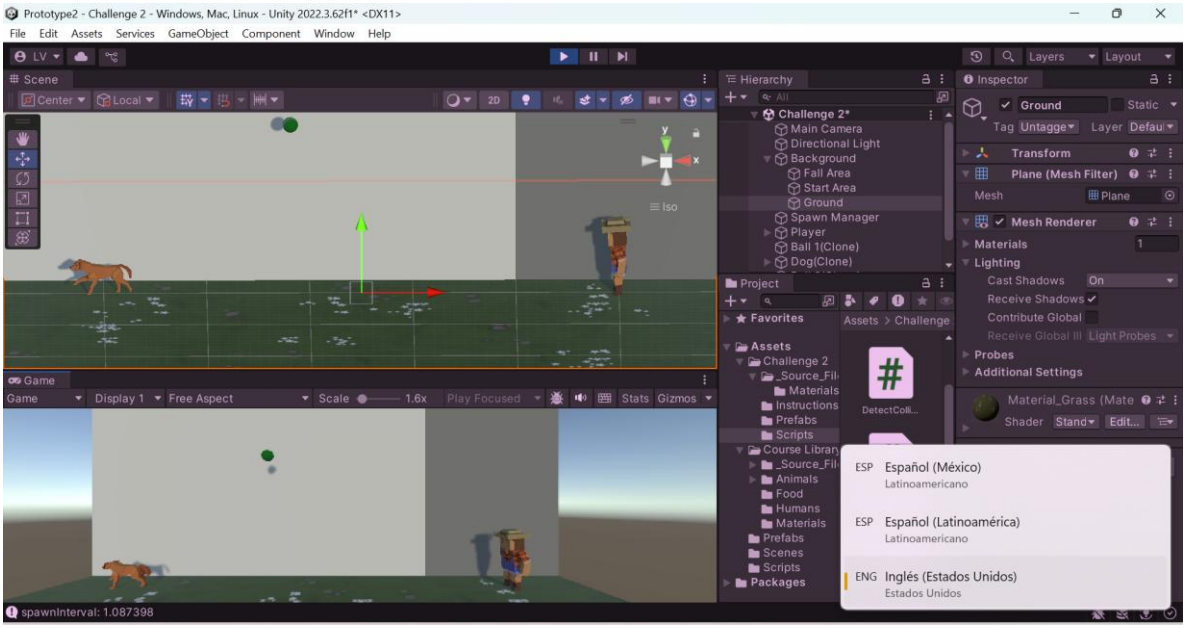

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class SpawnManagerX : MonoBehaviour
{
    public GameObject[] ballPrefabs;

    private float spawnLimitXLeft = -22;
    private float spawnLimitXRight = 7;
    private float spawnPosY = 30;

    private float startDelay = 1.0f;
    private float spawnInterval = 4.0f;

    // Start is called before the first frame update
    void Start()
    {
        spawnInterval = Random.Range(0.5f, 3.0f);
    }

    // Spawn random ball at random x position at top of play area
    void SpawnRandomBall ()
    {
        // Generate random ball index and random spawn position
        Vector3 spawnPos = new Vector3(Random.Range(spawnLimitXLeft, spawnLimitXRight), spawnPosY, 0);

        //instantiate random ball from array
        int ballIndex = Random.Range(0, ballPrefabs.Length);
```

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



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

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Latinoamericano
ESP Español (Latinoamérica)
Latinoamericano
ENG Inglés (Estados Unidos)
Estados Unidos
spawnInterval: 1.087398