

Screenshot of Visual Studio showing the PlayerController.cs script. The code handles player movement and collision detection. It includes methods for Update, OnCollisionEnter, and MoveLeft.

```
Physics.gravity *= gravityModifier;

// Update is called once per frame
void Update()
{
    if (Input.GetKeyDown(KeyCode.Space) && isOnGround)
    {
        playerRb.AddForce(Vector3.up * jumpForce, ForceMode.Impulse);
        isOnGround = false;
    }
}

private void OnCollisionEnter(Collision collision)
{
    if (collision.gameObject.CompareTag("Ground"))
    {
        isOnGround = true;
    }
    else if (collision.gameObject.CompareTag("Obstacle"))
    {
        gameOver = true;
        Debug.Log("Game Over");
    }
}
```

Microsoft account
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Configuración de la cuenta
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Archivo Editar Ver Git Proyecto Depurar Analizar Herramientas Extensiones Ventana Ayuda Buscar Prototype3 RepeatBackground.cs SpawnerManager.cs MoveLeft.cs PlayerController.cs Archivos varios Línea: 26 Carácter: 10 SPC CRLF No se encontraron problemas. 100 % Agregar otra cuenta Seleccionar repositorio 05:58 p.m. 11/10/2025 ESP LAA

Screenshot of Visual Studio showing the MoveLeft.cs script. The code defines a MonoBehavior for moving the player left. It uses a float speed of 30 and a leftBound of -15. It starts by finding the PlayerController component on the player object.

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

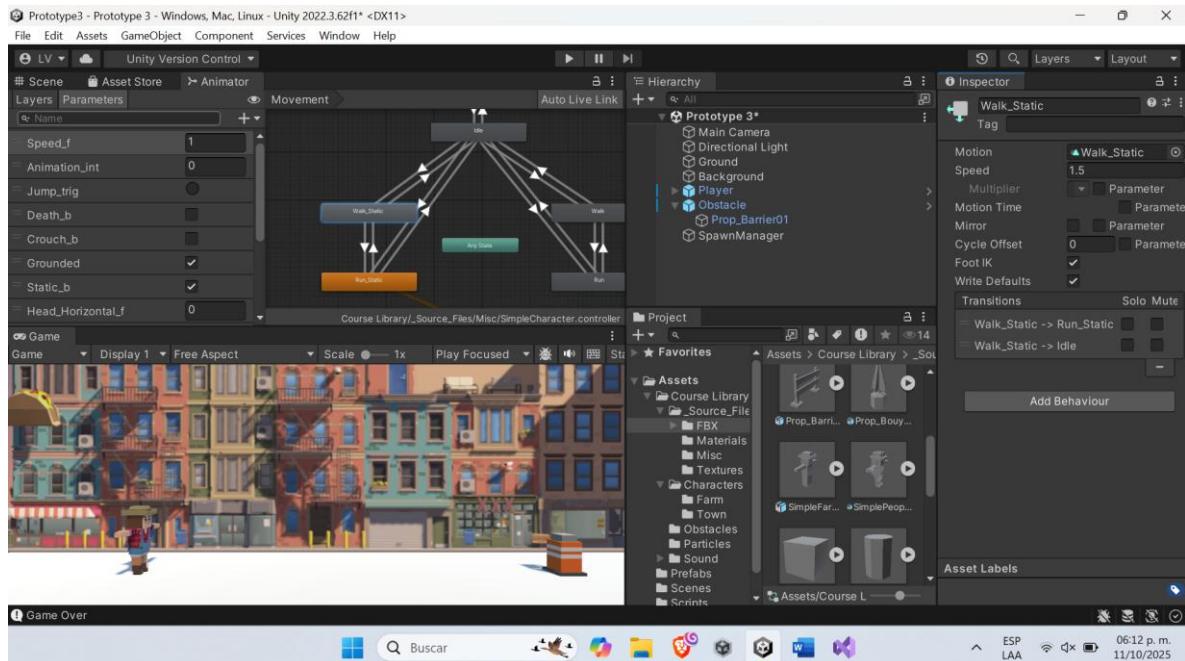
public class MoveLeft : MonoBehaviour
{
    private float speed = 30;
    private PlayerController playerControllerScript;
    private float leftBound = -15;
    // Start is called before the first frame update
    void Start()
    {
        playerControllerScript =
            GameObject.Find("Player").GetComponent<PlayerController>();
    }

    // Update is called once per frame
    void Update()
    {
        if(playerControllerScript.gameOver == false)
        {
            transform.Translate(Vector3.left * Time.deltaTime * speed);
        }

        if(transform.position.x < leftBound && gameObject.CompareTag("Obstacle"))
        {
            Destroy(gameObject);
        }
    }
}
```

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RepeatBackground.cs SpawnManager.cs MoveLeft.cs PlayerController.cs

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45
    Physics.gravity *= gravityModifier;
}

// Update is called once per frame
void Update()
{
    if (Input.GetKeyDown(KeyCode.Space) && isOnGround)
    {
        playerRb.AddForce(Vector3.up * jumpForce, ForceMode.Impulse);
        isOnGround = false;
        playerAnim.SetTrigger("Jump_trig");
    }
}

private void OnCollisionEnter(Collision collision)
{
    if (collision.gameObject.CompareTag("Ground"))
    {
        isOnGround = true;
    } else if (collision.gameObject.CompareTag("Obstacle"))
    {
        gameOver = true;
        Debug.Log("Game Over");
    }
}

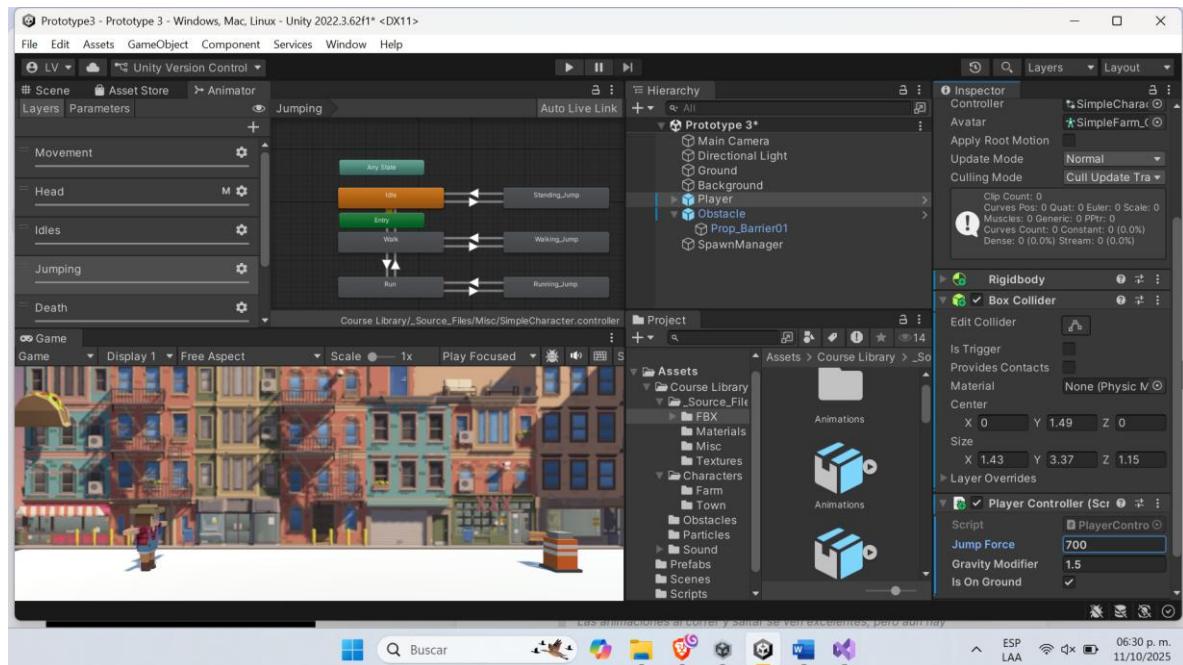
```

No se encontraron problemas.

Línea: 35 Carácter: 55 SPC CRLF

Buscar

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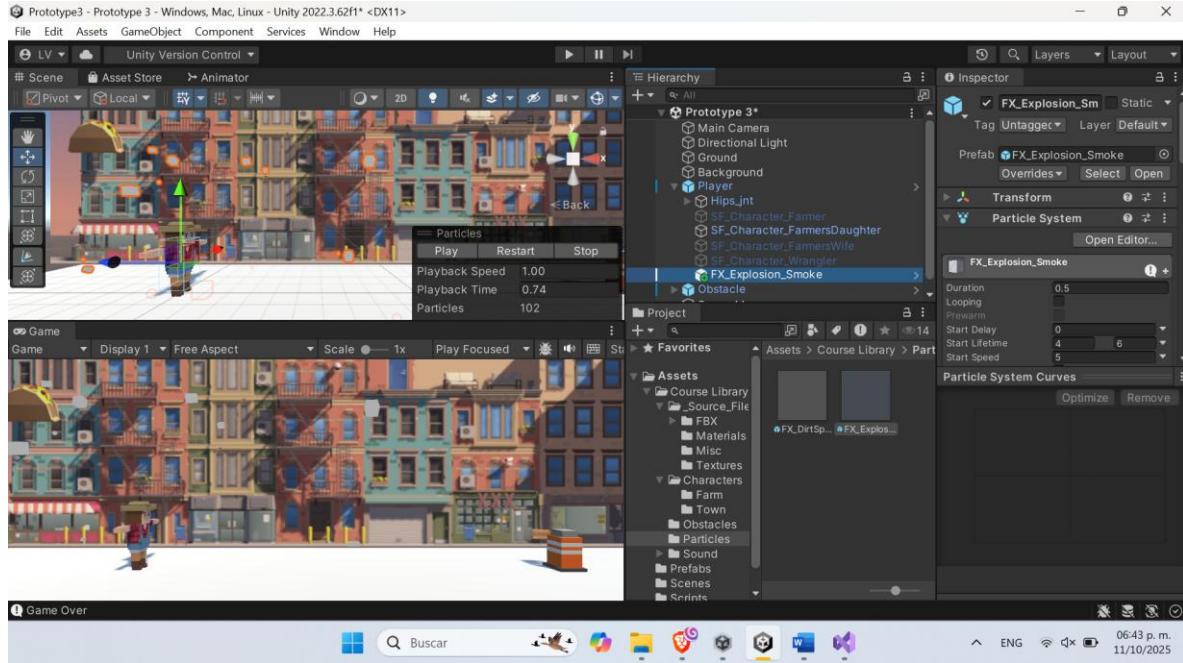


```

19     Physics.gravity *= gravityModifier;
20
21
22
23     // Update is called once per frame
24     void Update()
25     {
26         if (Input.GetKeyDown(KeyCode.Space) && isOnGround)
27         {
28             playerRb.AddForce(Vector3.up * jumpForce, ForceMode.Impulse);
29             isOnGround = false;
30             playerAnim.SetTrigger("Jump_trig");
31         }
32
33     private void OnCollisionEnter(Collision collision)
34     {
35         if (collision.gameObject.CompareTag("Ground"))
36         {
37             isOnGround = true;
38         } else if (collision.gameObject.CompareTag("Obstacle"))
39         {
40             Debug.Log("Game Over");
41             gameOver = true;
42             playerAnim.SetBool("Death_b", true);
43             playerAnim.SetInteger("DeathType_int", 1);
44         }
45     }
46 }
47

```

The code editor shows the "PlayerController.cs" script. It includes logic for jumping (using Input.GetKeyDown(KeyCode.Space) and Physics.gravity) and detecting collisions with the ground or obstacles. If the player collides with an obstacle, it triggers a game over condition. The script uses Unity's physics engine and the Player Controller component's properties like jump force and gravity modifier.



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RepeatBackground.cs SpawnManager.cs MoveLeft.cs PlayerController.cs

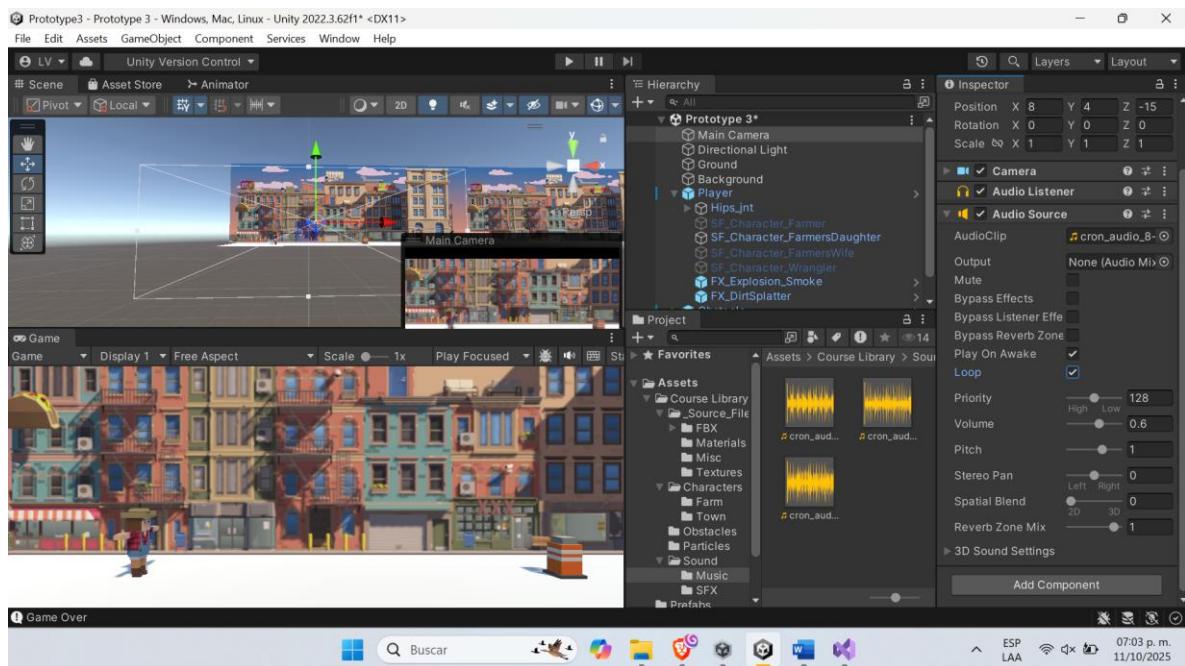
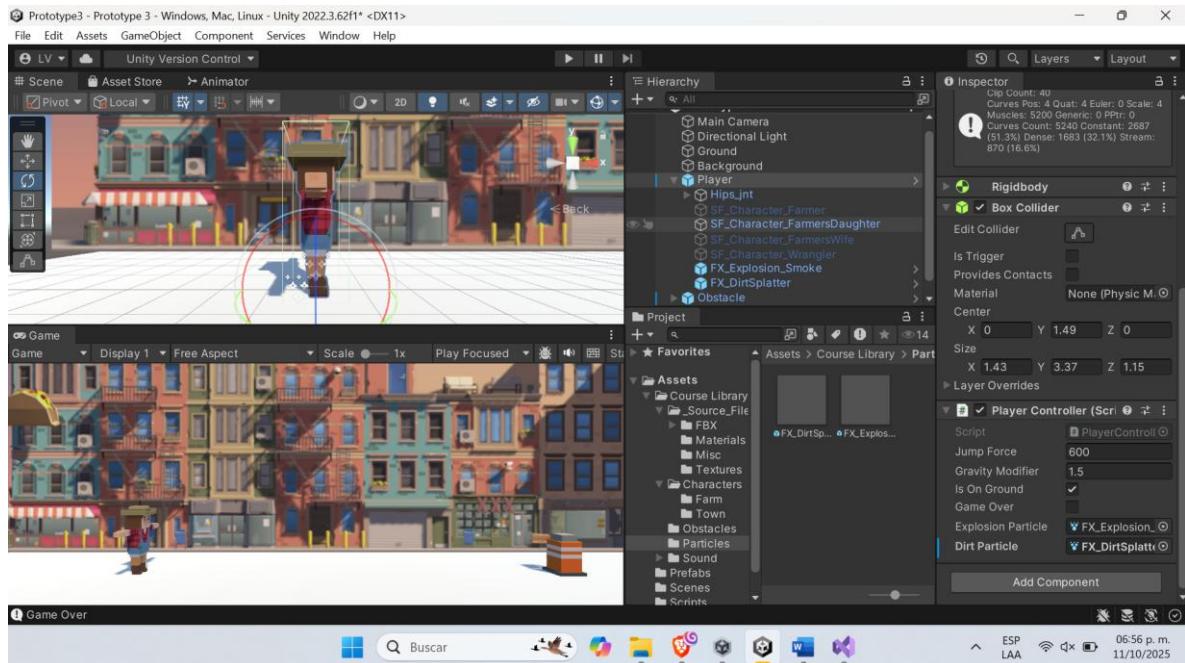
```

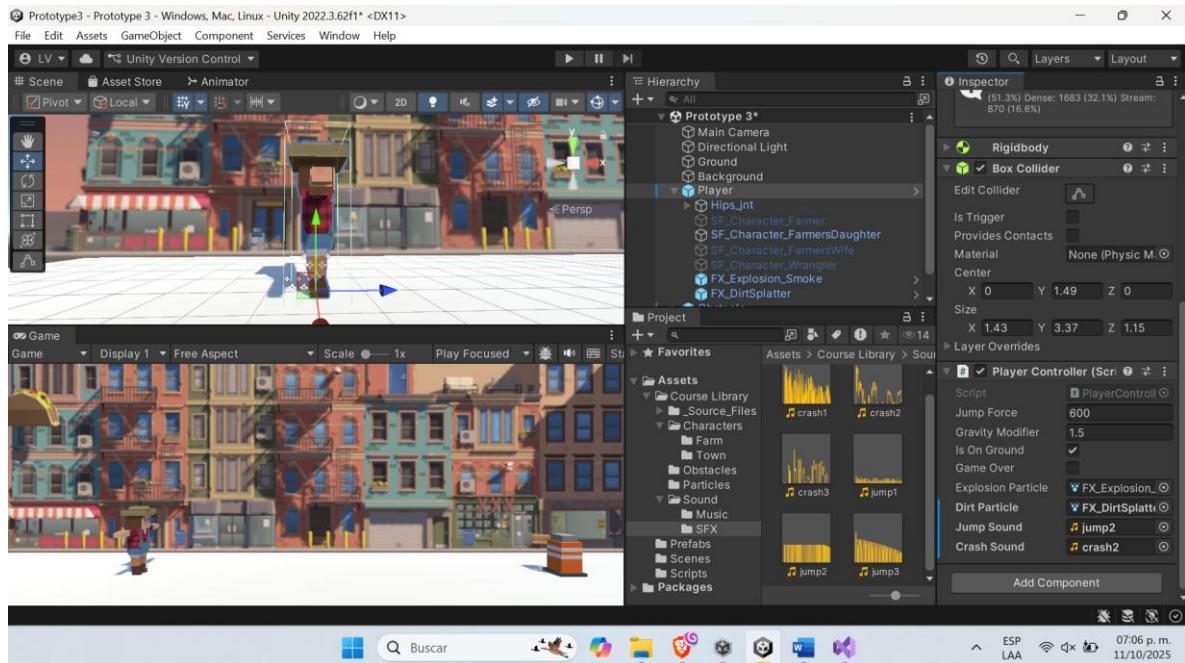
28     playerRb.AddForce(Vector3.up * jumpForce, ForceMode.Impulse);
29     isOnGround = false;
30     playerAnim.SetTrigger("Jump_trig");
31     dirtParticle.Stop();
32 }
33
34 private void OnCollisionEnter(Collision collision)
35 {
36     if (collision.gameObject.CompareTag("Ground"))
37     {
38         isOnGround = true;
39         dirtParticle.Play();
40     }
41     else if (collision.gameObject.CompareTag("Obstacle"))
42     {
43         Debug.Log("Game Over");
44         gameOver = true;
45         playerAnim.SetBool("Death_b", true);
46         playerAnim.SetInteger("DeathType_int", 1);
47         explosionParticle.Play();
48         dirtParticle.Stop();
49     }
50 }
51 }
52 }
```

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Elementos guardados Seleccionar repositorio ESP LAA 06:52 p. m. 11/10/2025





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RepeatBackground.cs SpawnManager.cs MoveLeft.cs PlayerController.cs

```

4
5  public class PlayerController : MonoBehaviour
6  {
7      private Rigidbody playerRb;
8      public float jumpForce;
9      public float gravityModifier;
10     public bool isOnGround = true;
11     public bool gameOver = false;
12
13     private Animator playerAnim;
14     public ParticleSystem explosionParticle;
15     public ParticleSystem dirtParticle;
16
17     public AudioClip jumpSound;
18     public AudioClip crashSound;
19     private AudioSource playerAudio;
20     // Start is called before the first frame update
21     void Start()
22     {
23         playerRb = GetComponent<Rigidbody>();
24         playerAnim = GetComponent<Animator>();
25         playerAudio = GetComponent<

No se encontraron problemas.



Elementos guardados | Seleccionar repositorio | Línea: 56 | Carácter: 55 | SPC | CRLF

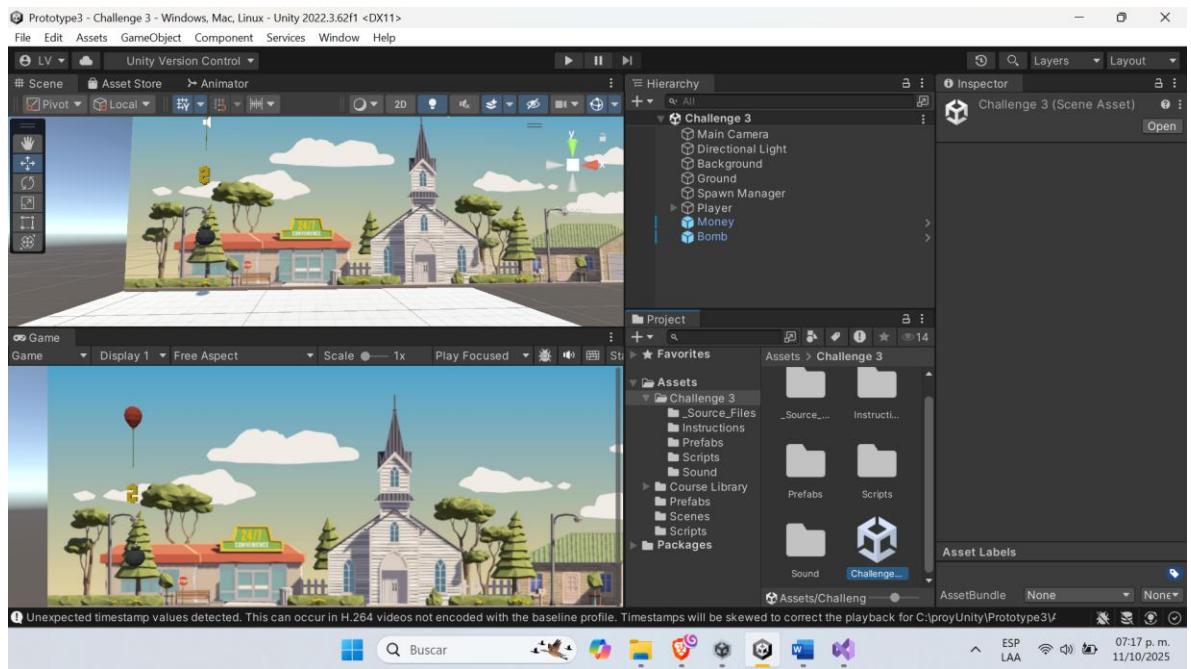


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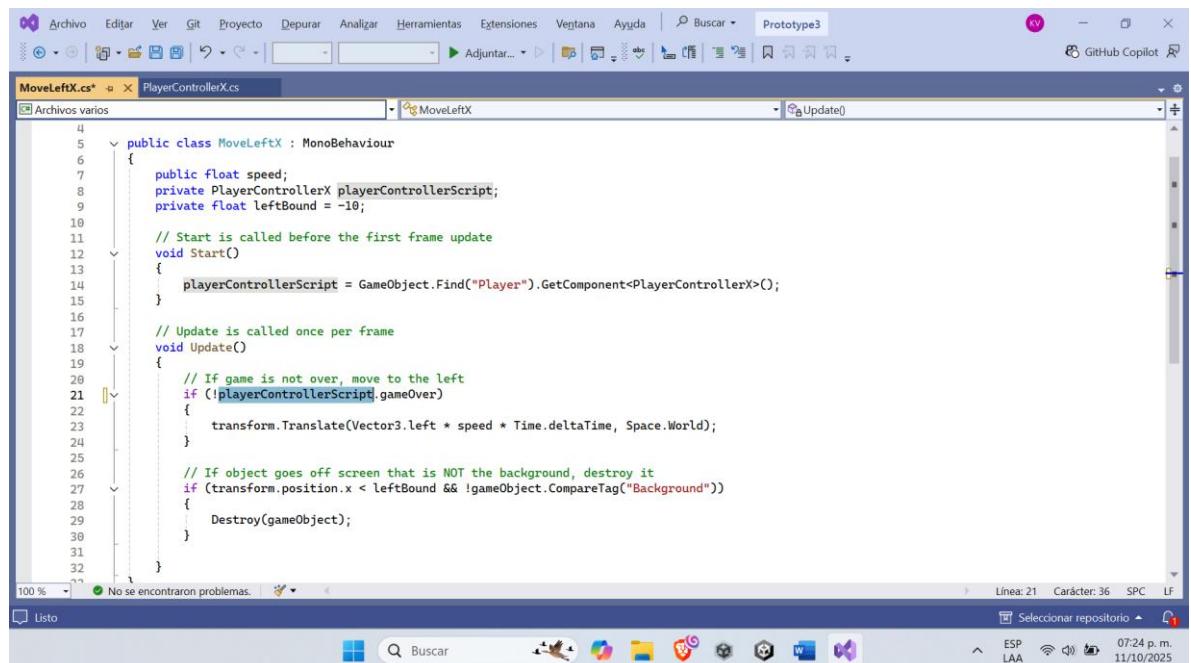

```

Challenge

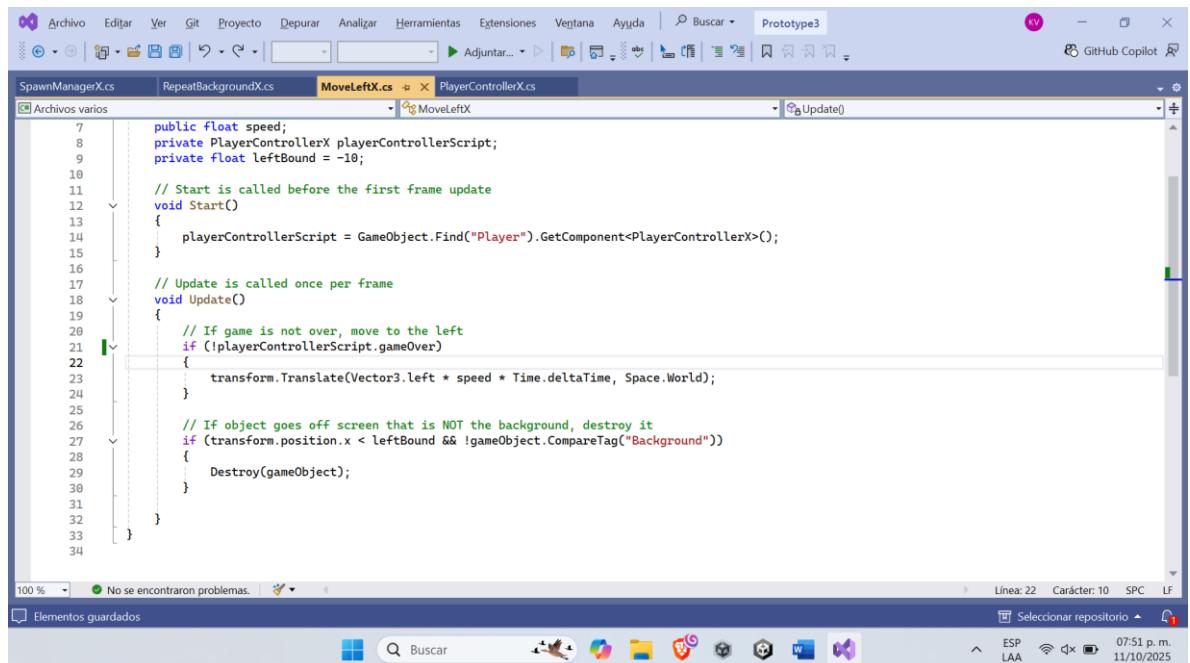
1. Importacion – Advertencia



2. El jugador no puede controlar el globo



3. El fondo solo se mueve cuando el juego termina



```

7 public float speed;
8 private PlayerControllerX playerControllerScript;
9 private float leftBound = -10;
10
11 // Start is called before the first frame update
12 void Start()
13 {
14     playerControllerScript = GameObject.Find("Player").GetComponent<PlayerControllerX>();
15 }
16
17 // Update is called once per frame
18 void Update()
19 {
20     // If game is not over, move to the left
21     if (!playerControllerScript.gameOver)
22     {
23         transform.Translate(Vector3.left * speed * Time.deltaTime, Space.World);
24     }
25
26     // If object goes off screen that is NOT the background, destroy it
27     if (transform.position.x < leftBound && !gameObject.CompareTag("Background"))
28     {
29         Destroy(gameObject);
30     }
31 }
32 }
33
34

```

No se encontraron problemas.

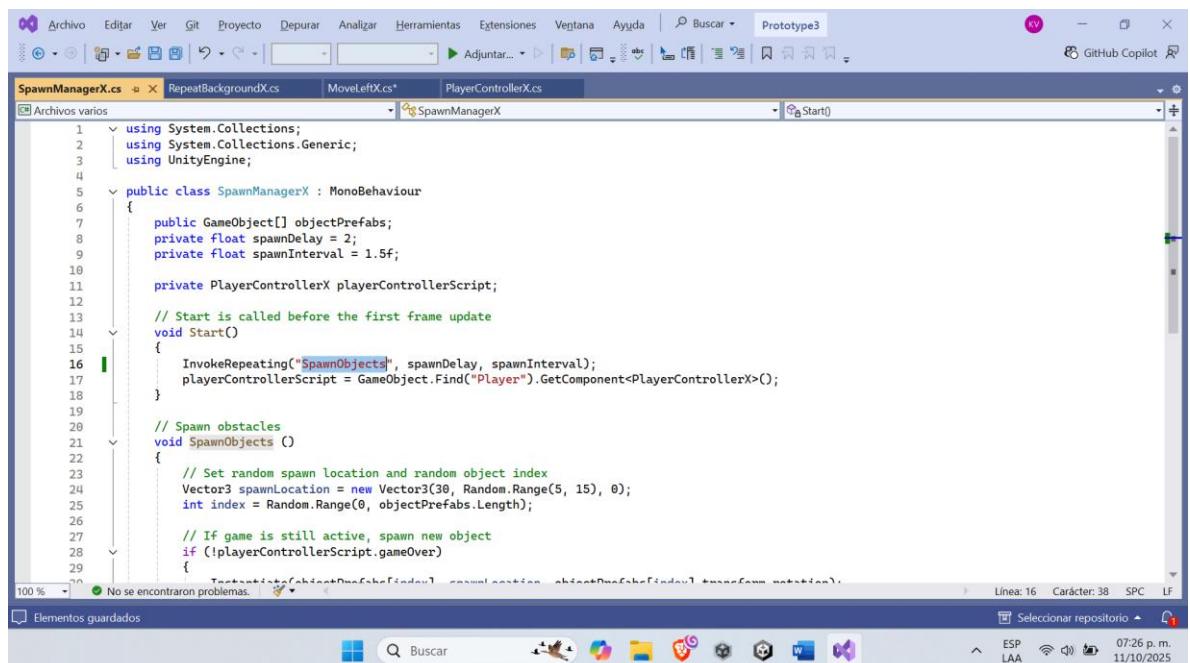
Elementos guardados

Línea: 22 Carácter: 10 SPC LF

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4. No se genera ningún objeto



```

1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4
5 public class SpawnManagerX : MonoBehaviour
6 {
7     public GameObject[] objectPrefabs;
8     private float spawnDelay = 2;
9     private float spawnInterval = 1.5f;
10
11     private PlayerControllerX playerControllerScript;
12
13     // Start is called before the first frame update
14     void Start()
15     {
16         InvokeRepeating("SpawnObjects", spawnDelay, spawnInterval);
17         playerControllerScript = GameObject.Find("Player").GetComponent<PlayerControllerX>();
18     }
19
20     // Spawn obstacles
21     void SpawnObjects ()
22     {
23         // Set random spawn location and random object index
24         Vector3 spawnLocation = new Vector3(30, Random.Range(5, 15), 0);
25         int index = Random.Range(0, objectPrefabs.Length);
26
27         // If game is still active, spawn new object
28         if (!playerControllerScript.gameOver)
29         {
30             Instantiate(objectPrefabs[index], spawnLocation, Quaternion.identity);
31         }
32     }
33
34

```

No se encontraron problemas.

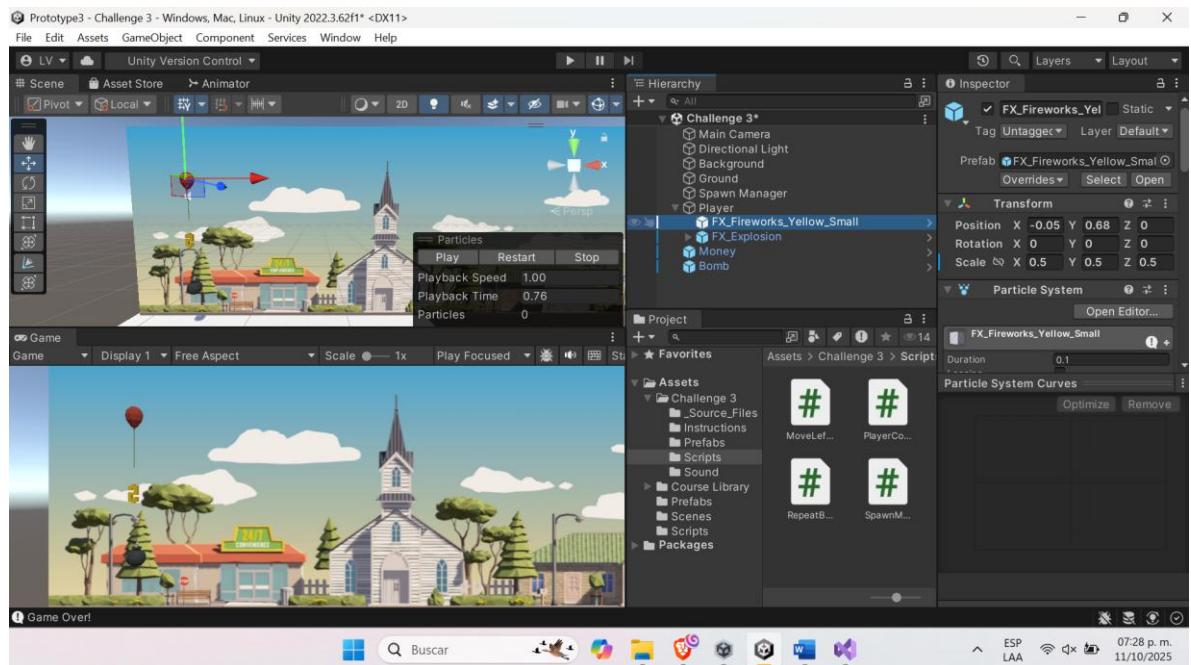
Elementos guardados

Línea: 16 Carácter: 38 SPC LF

Seleccionar repositorio

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5. Los fuegos artificiales aparecen a un costado del globo



6. El fondo no se repite correctamente

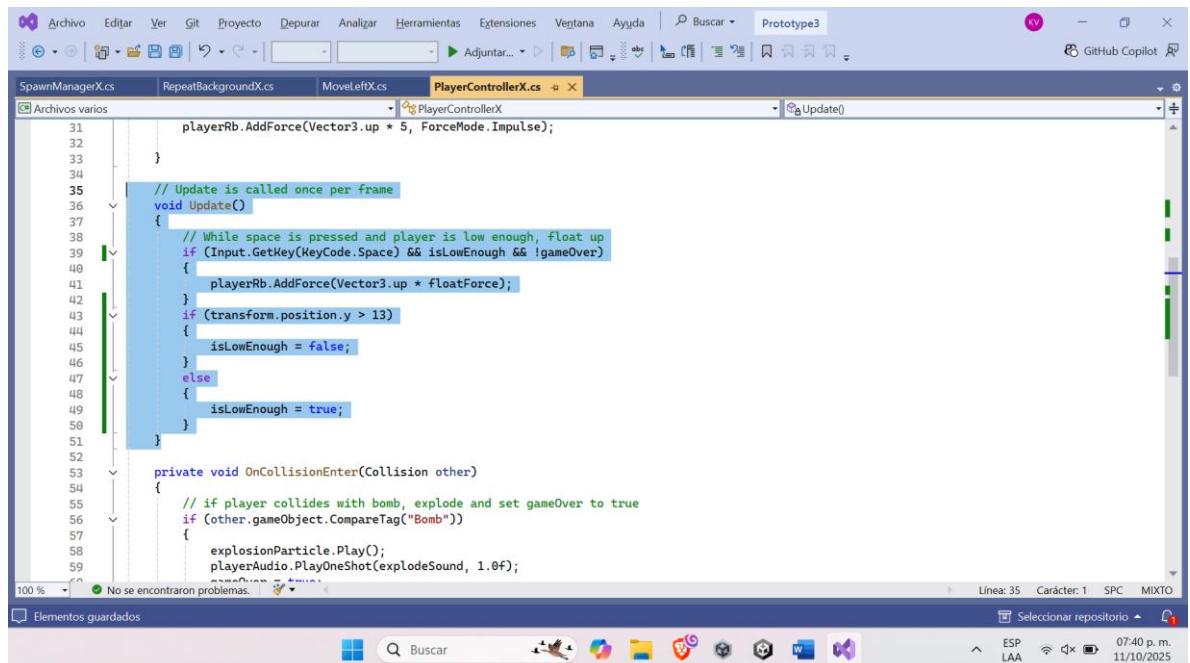
```

1  using System.Collections;
2  using System.Collections.Generic;
3  using UnityEngine;
4
5  public class RepeatBackgroundX : MonoBehaviour
6  {
7      private Vector3 startPos;
8      private float repeatWidth;
9
10     private void Start()
11     {
12         startPos = transform.position; // Establish the default starting position
13         repeatWidth = GetComponent<BoxCollider>().size.x / 2; // Set repeat width to half of the background
14     }
15
16     private void Update()
17     {
18         // If background moves left by its repeat width, move it back to start position
19         if (transform.position.x < startPos.x - repeatWidth)
20         {
21             transform.position = startPos;
22         }
23     }
24
25
26 }
27
28
29

```

No se encontraron problemas.

7. Extra: El globo puede flotar demasiado alto



```

31     playerRb.AddForce(Vector3.up * 5, ForceMode.Impulse);
32 }
33 }
34 }
35 // Update is called once per frame
36 void Update()
37 {
38     // While space is pressed and player is low enough, float up
39     if (Input.GetKey(KeyCode.Space) && isLowEnough && !gameOver)
40     {
41         playerRb.AddForce(Vector3.up * floatForce);
42     }
43     if (transform.position.y > 13)
44     {
45         isLowEnough = false;
46     }
47     else
48     {
49         isLowEnough = true;
50     }
51 }
52
53 private void OnCollisionEnter(Collision other)
54 {
55     // If player collides with bomb, explode and set gameOver to true
56     if (other.gameObject.CompareTag("Bomb"))
57     {
58         explosionParticle.Play();
59         playerAudio.PlayOneShot(explodeSound, 1.0f);
60     }
}

```

No se encontraron problemas.

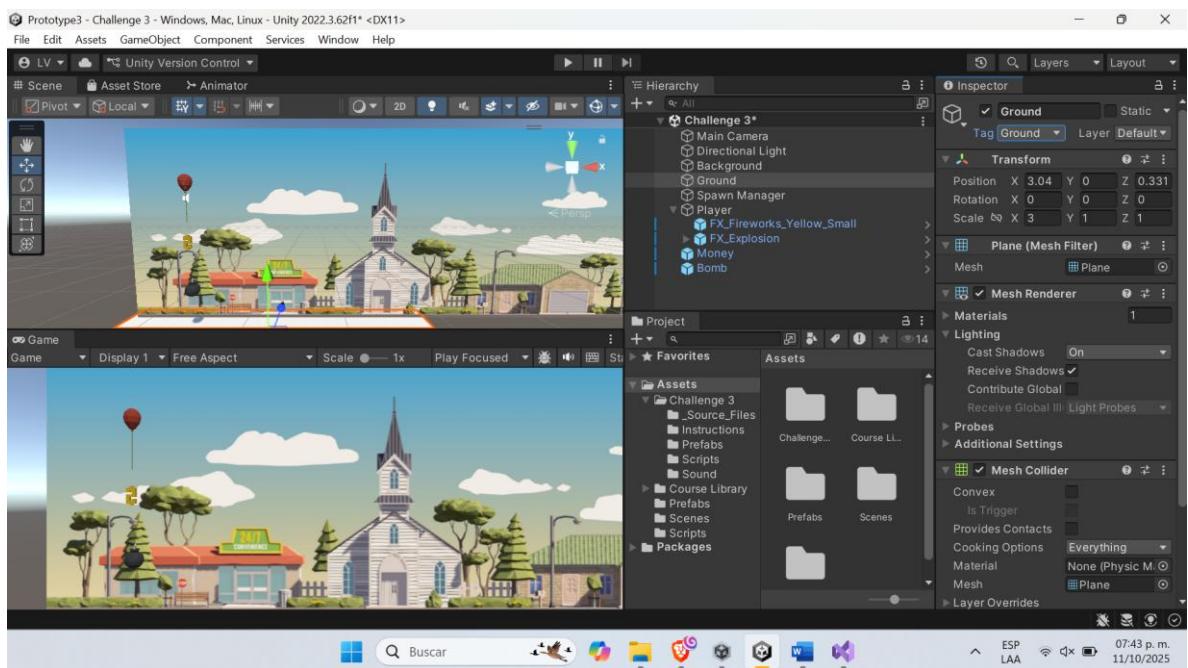
Elementos guardados

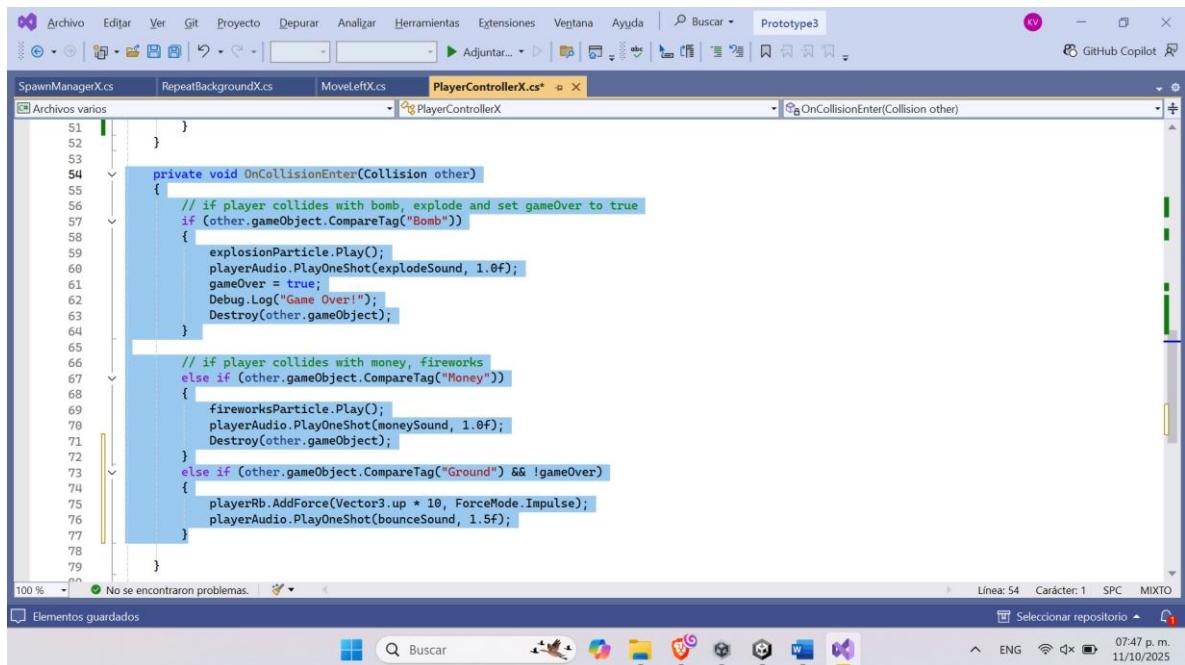
Seleccionar repositorio

Línea: 35 Carácter: 1 SPC MIXTO

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8. Extra: El globo puede atravesar el suelo





```

private void OnCollisionEnter(Collision other)
{
    // if player collides with bomb, explode and set gameOver to true
    if (other.gameObject.CompareTag("Bomb"))
    {
        explosionParticle.Play();
        playerAudio.PlayOneShot(explodeSound, 1.0f);
        gameOver = true;
        Debug.Log("Game Over!");
        Destroy(other.gameObject);
    }

    // if player collides with money, fireworks
    else if (other.gameObject.CompareTag("Money"))
    {
        fireworksParticle.Play();
        playerAudio.PlayOneShot(moneySound, 1.0f);
        Destroy(other.gameObject);
    }
    else if (other.gameObject.CompareTag("Ground") && !gameOver)
    {
        playerRb.AddForce(Vector3.up * 10, ForceMode.Impulse);
        playerAudio.PlayOneShot(bounceSound, 1.5f);
    }
}

```

No se encontraron problemas.

Elementos guardados

Buscar Buscar

Linea: 54 Carácter: 1 SPC MIXTO

07:47 p. m.
11/10/2025

