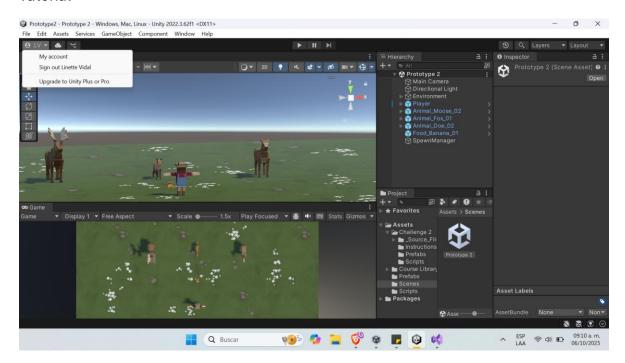
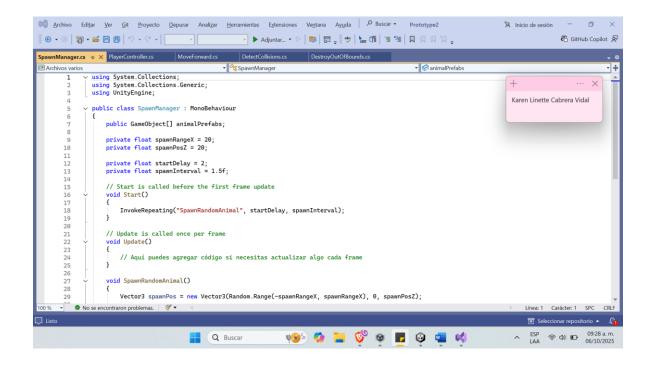
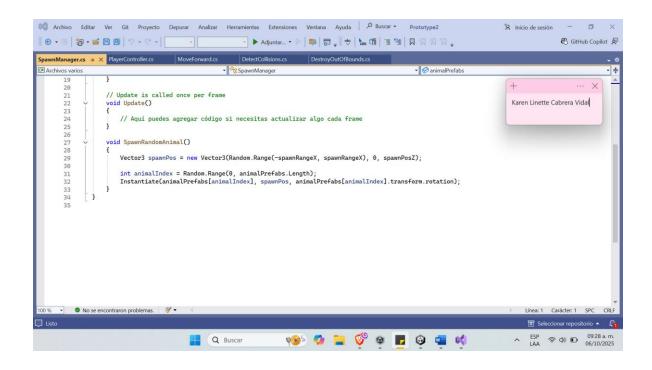
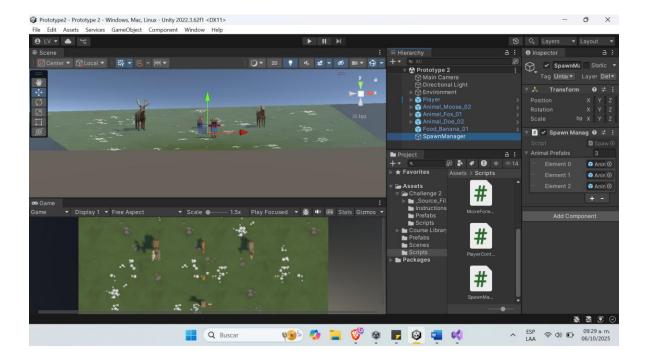
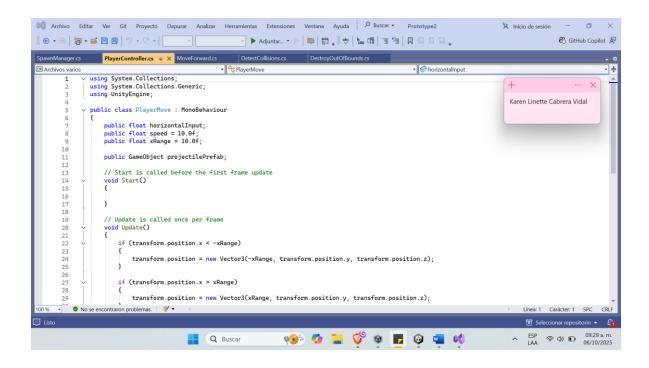
Tutorial

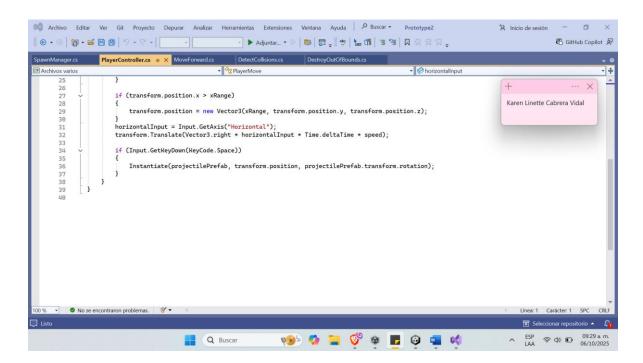


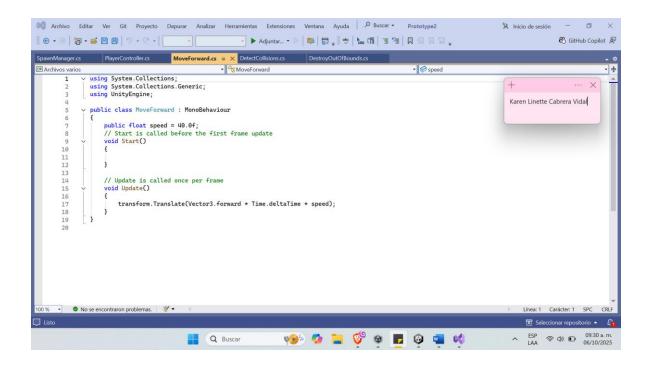


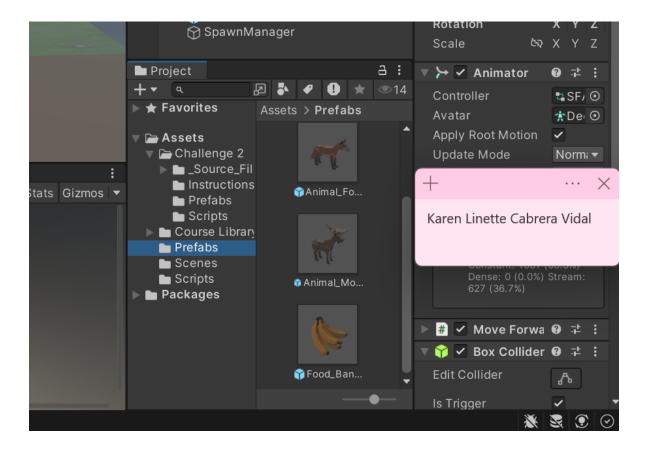


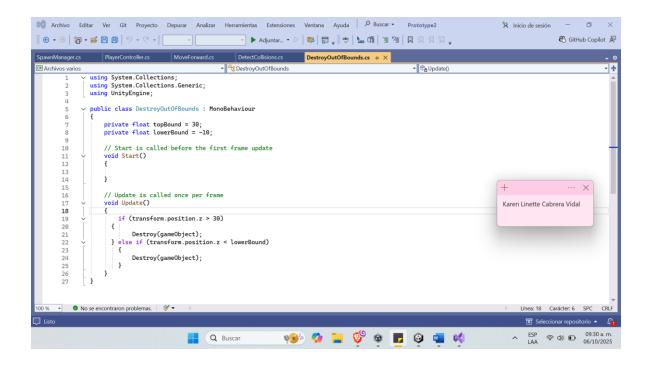


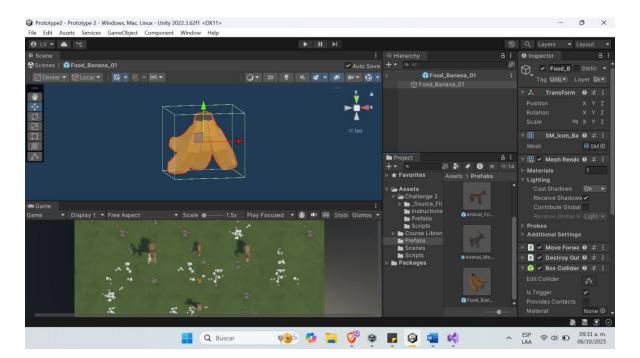


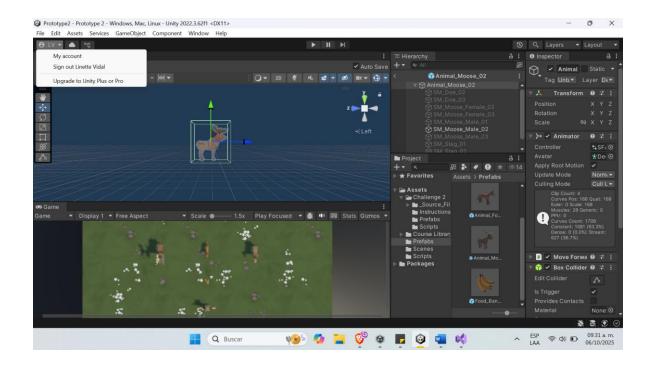






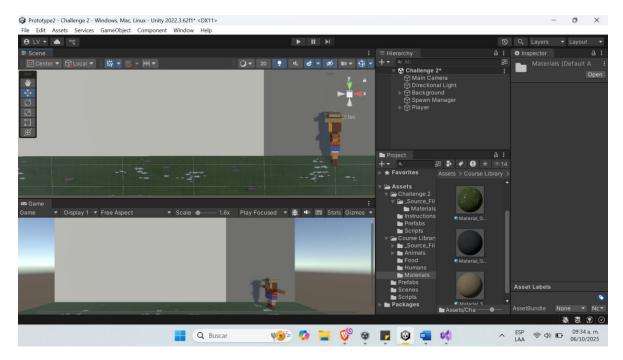




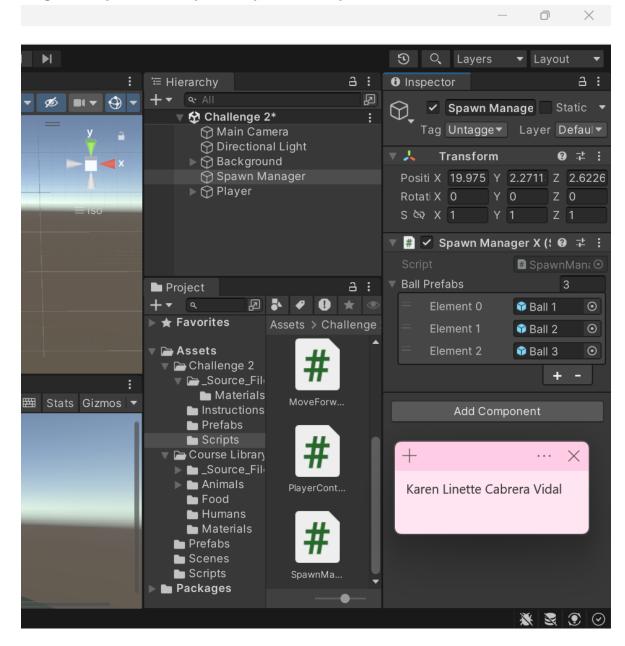


Challenge

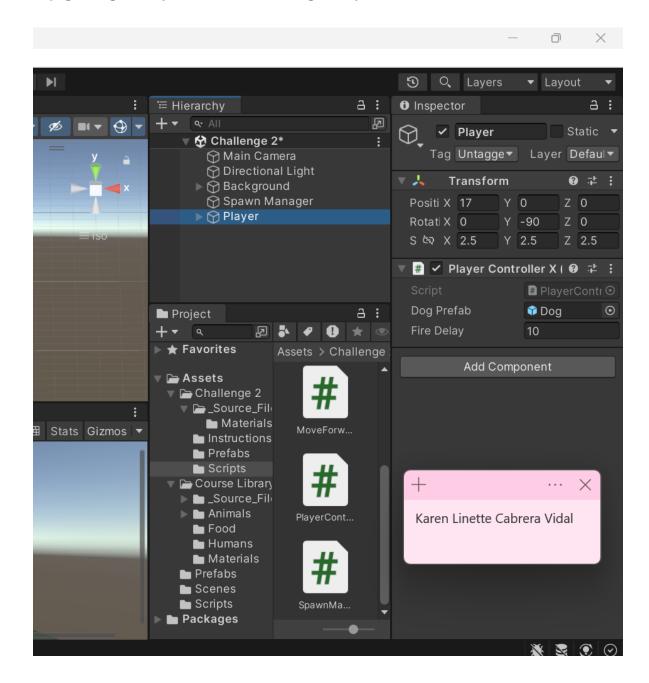
1. Importación



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

```
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DestroyOutOfBoundsX.cs* → ×
                                                           ▼ OestroyOutOfBoundsX
                                                                                                                      - ♥aUpdate()
                 using System.Collections;
using System.Collections.Generic;
using UnityEngine;
                 public class DestroyOutOfBoundsX : MonoBehaviour
{
                                                                                                                                            Karen Linette Cabrera Vidal
                     private float leftLimit = -30;
private float bottomLimit = -5;
                     // Update is called once per frame void Update()
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                         // Destroy dogs if x position less than left limit
                          if (transform.position.x < leftLimit)</pre>
                             Destroy(gameObject);
                         /// Destroy balls if y position is less than bottomLimit
else if (transform.position.y < bottomLimit)</pre>
                             Destroy(gameObject);
          No se encontraron problemas.
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```

7. Solo se genera un tipo de pelota

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                 vOutOfBoundsX.cs SpawnManagerX.cs PlayerControllerX.cs
                                                                                                                                                                                                                                                                                                                                 ▼ SpawnLimitXLeft
                                                                                                                                                               ▼ SpawnManagerX
                                              using System.Collections;
using System.Collections.Generic;
using UnityEngine;
                                                                                                                                                                                                                                                                                                                                                                                              Karen Linette Cabrera Vidal
                                               public class SpawnManagerX : MonoBehaviour
                                                           public GameObject[] ballPrefabs;
                                                          private float spawnLimitXLeft = -22;
private float spawnLimitXRight = 7;
private float spawnPosY = 30;
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                                                          private float startDelay = 1.0f;
private float spawnInterval = 4.0f;
                                                           // Start is called before the first frame update
                                                                     spawnInterval = Random.Range(0.5f, 3.0f);
                                                           // Spawn random ball at random \boldsymbol{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, θ);
                                //instantiate random ball from array
int ballIndex = Random.Range(0, ballPrefabs.Length);

No se encontraron problemas.
                                                                                                                                                                                                                                                                                                                                                                                                                         Línea: 9 Carácter: 41 SPC CRLF
                mentos guardados
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```

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

```
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€ GitHub Copilot 👨
                    SpawnManagerX.cs PlayerControllerX.cs → X MoveForwardX.cs
              using System.Collections;
              using System.Collections.Generic;
using UnityEngine;
                                                                                                                 Karen Linette Cabrera Vidal
              public class PlayerControllerX : MonoBehaviour
                 public GameObject dogPrefab;
public float fireDelay = 10.0f;
                 // Update is called once per frame
                     fireDelay -= 0.1f;
                     // On spacebar press, send dog
if (Input.GetKeyDown(KeyCode.Space) && fireDelay <= 0.0f);
                        Instantiate(dogPrefab, transform.position, dogPrefab.transform.rotation);
fireDelay = 10.0f;
 100 % 💌 🛮 No se encontraron problemas. 🥳 🔻
                                                                                                                            Línea: 1 Carácter: 1 SPC LF
Listo
                                                              🙌 🥠 🃜 💖 🕸 🖪 🔞 🚾 📢
                                                                                                                        Q Buscar
```

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

