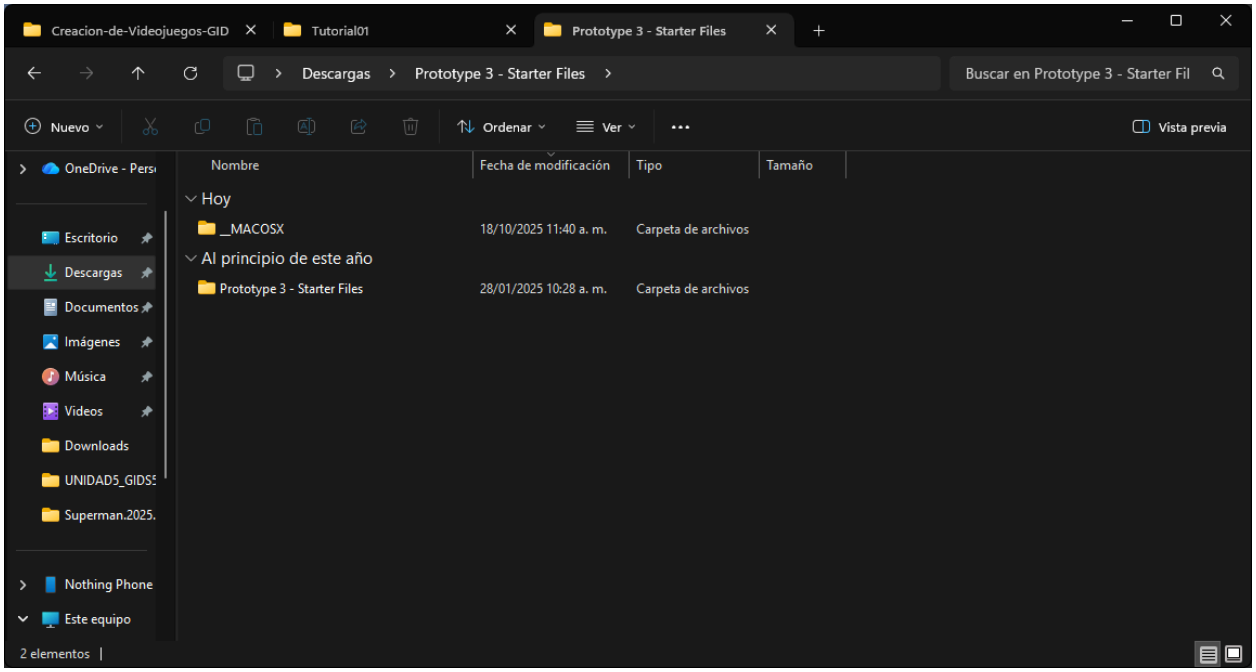
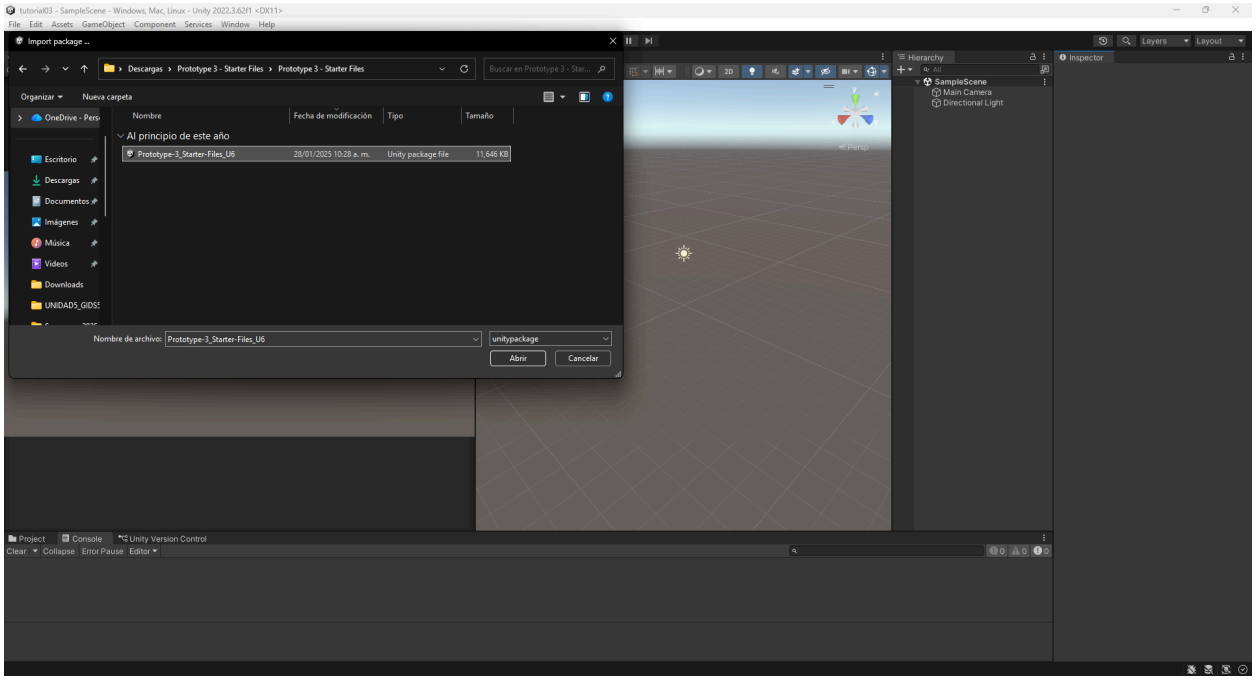
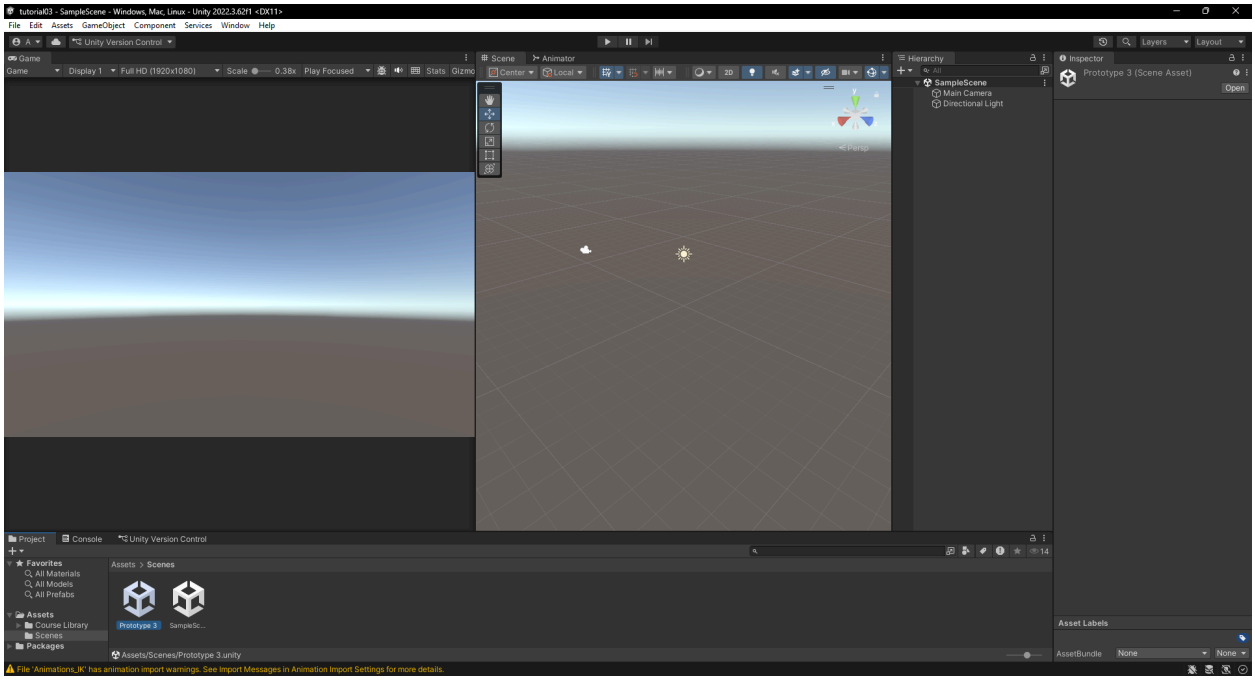
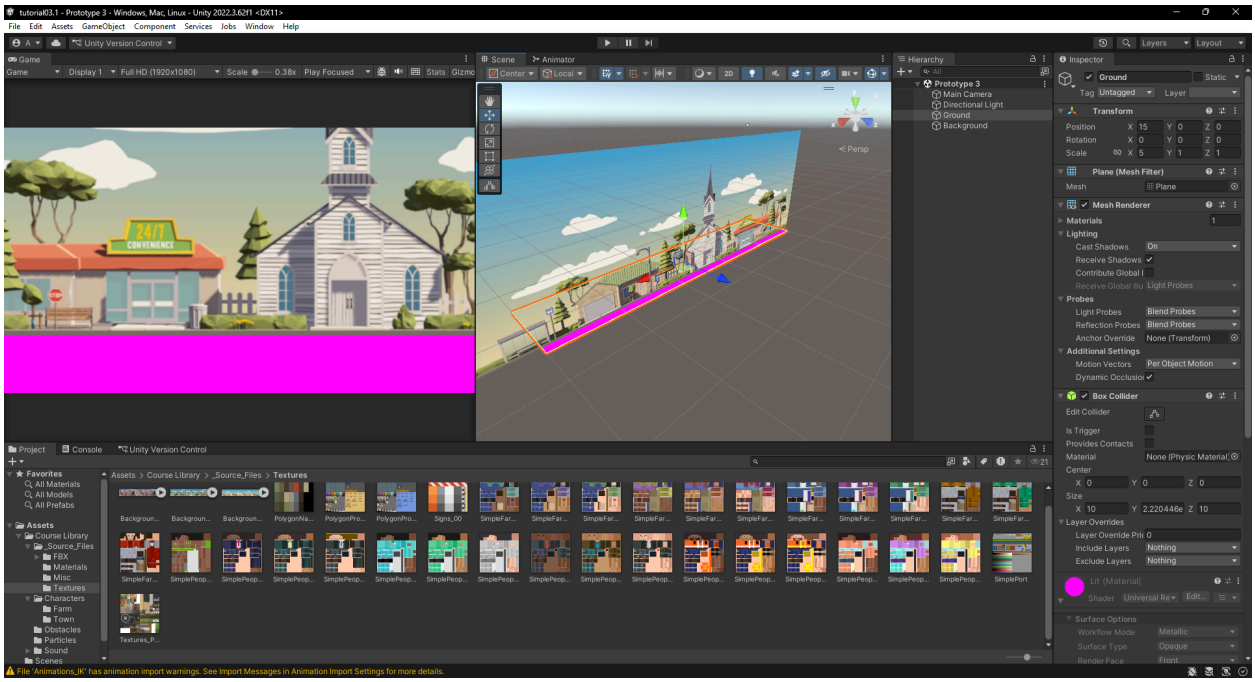
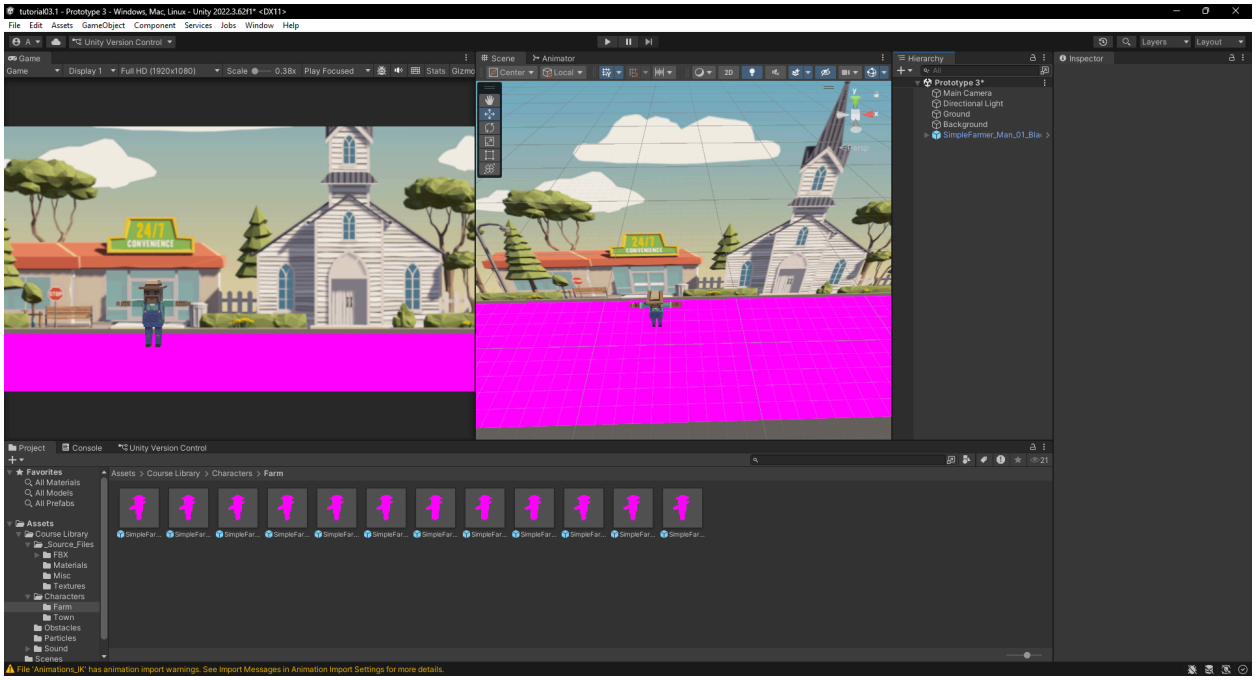
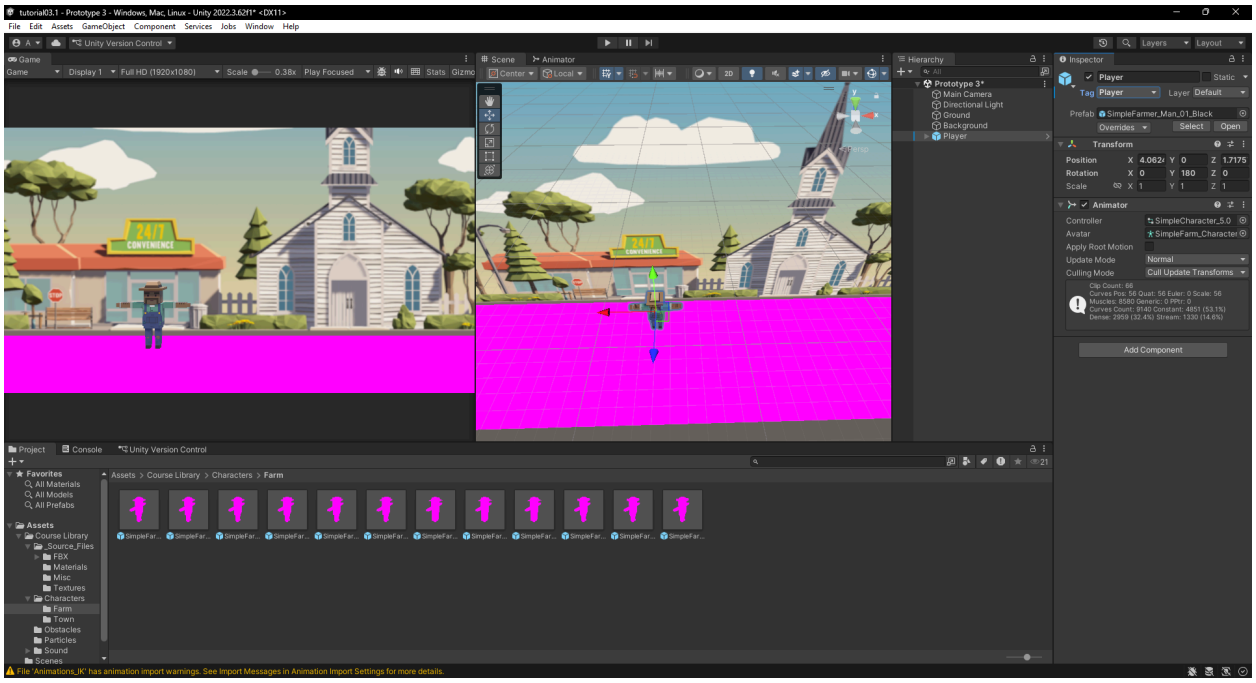

Creacion-de-Videojuegos-GID
Tutorial01
Prototype 3 - Starter Files
Descargas
Prototype 3 - Starter Files
Buscar en Prototype 3 - Starter Fil
Nuevo
Ordenar
Ver
Vista previa
OneDrive - Pers
Escritorio
Descargas
Documentos
Imágenes
Música
Videos
Downloads
UNIDAD5_GIDS
Superman.2025.
Nothing Phone
Este equipo
Nombre
Fecha de modificación
Tipo
Tamaño
Hoy
_MACOSX
18/10/2025 11:40 a. m.
Carpeta de archivos
Al principio de este año
Prototype 3 - Starter Files
28/01/2025 10:28 a. m.
Carpeta de archivos
2 elementos

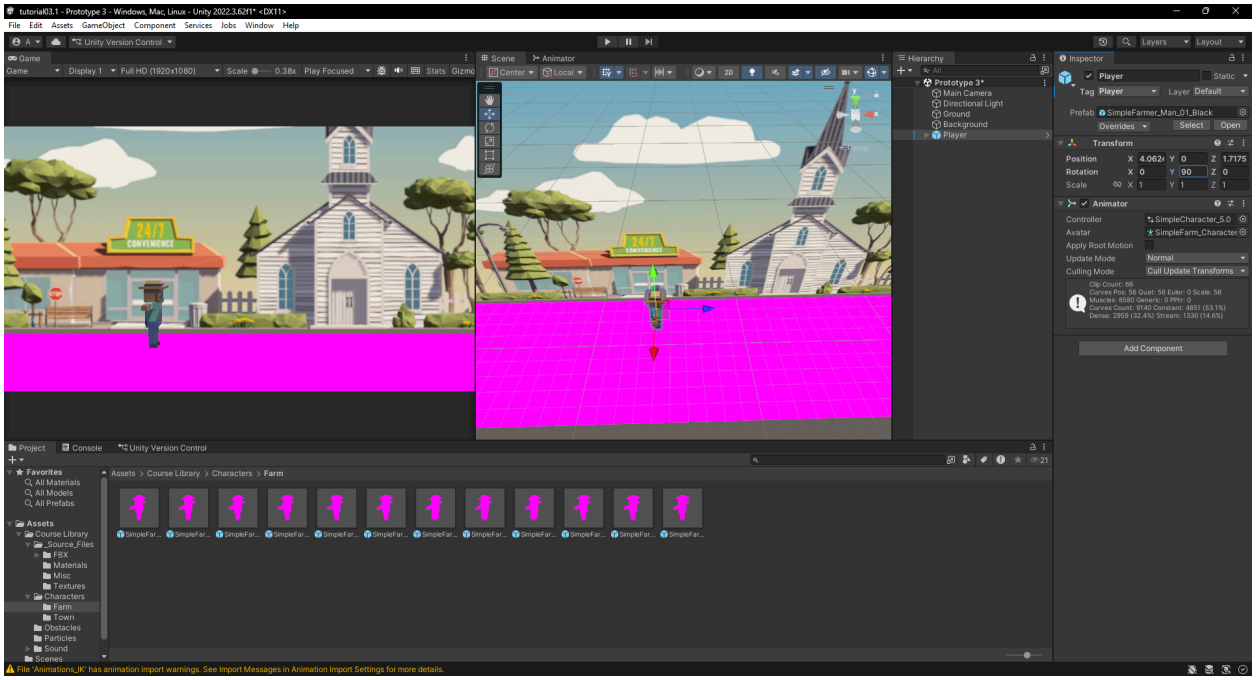

Import package ...
Descargas
Prototype 3 - Starter Files
Prototype 3 - Starter Files
Organizar
Nueva carpeta
Nombre
Fecha de modificación
Tipo
Tamaño
Al principio de este año
Prototype-3_Starter-Files_U6
28/01/2025 10:28 a. m.
Unity package file
11,646 KB
Nombre de archivo:
Prototype-3_Starter-Files_U6
unitypackage
Abrir
Cancelar
Hierarchy
SampleScene
Main Camera
Directional Light
Inspector
Project
Console
Unity Version Control

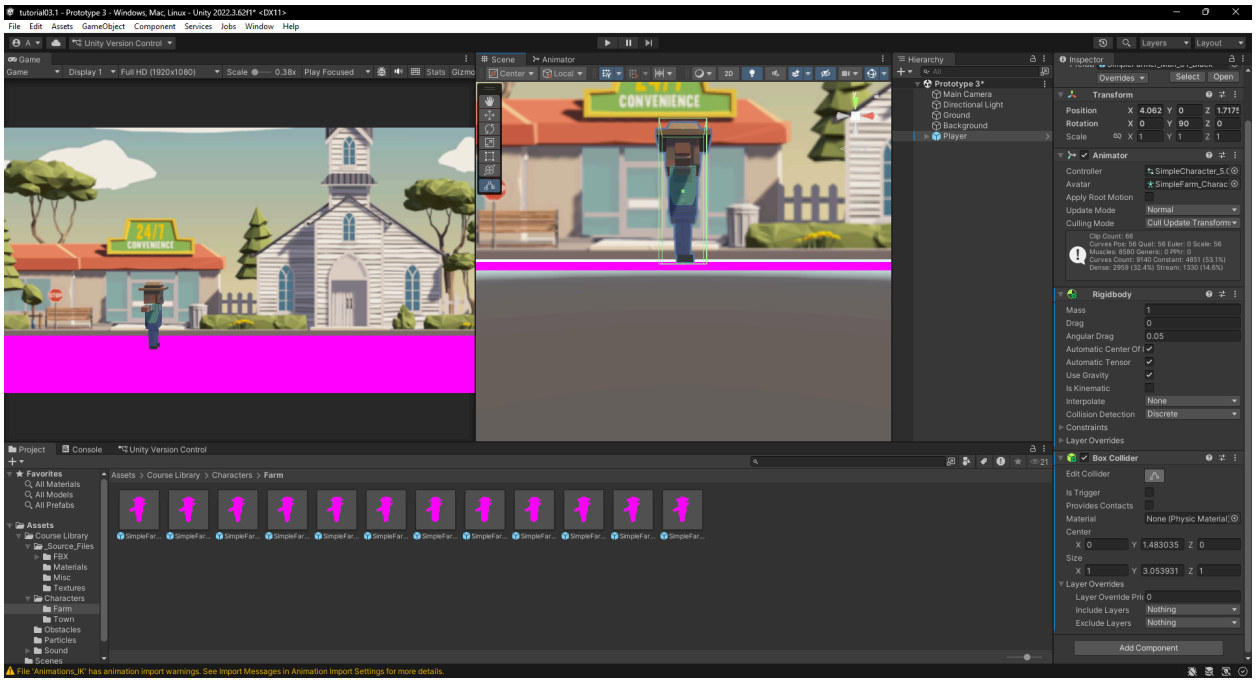

tutorial03 - SampleScene - Windows, Mac, Linux - Unity 2022.3.62f1 <DX11>
File Edit Assets GameObject Component Services Window Help
Hierarchy
SampleScene
Main Camera
Directional Light
Inspector
Prototype 3 (Scene Asset)
Open
Project
Console
Unity Version Control
Favorites
All Materials
All Models
All Prefabs
Assets
Course Library
Scenes
Packages
Assets > Scenes
Prototype 3
Assets/Scenes/Prototype 3.unity
Asset Labels
AssetBundle
None
File 'Animations_IK' has animation import warnings. See Import Messages in Animation Import Settings for more details.

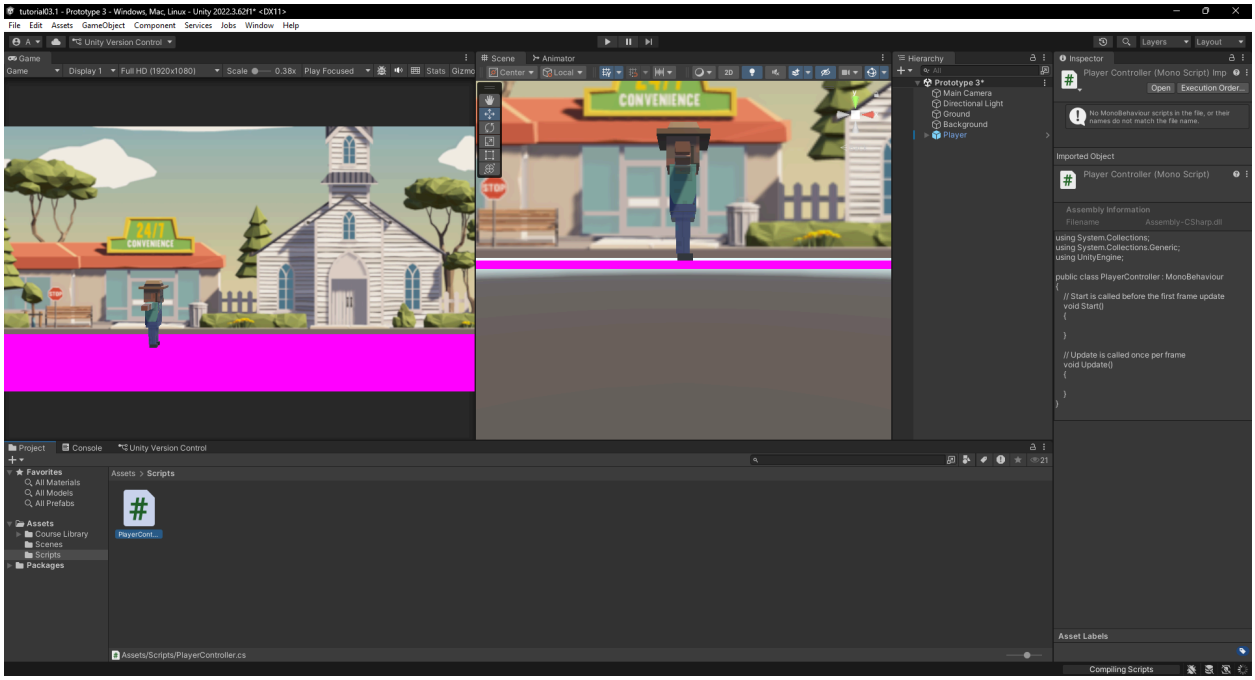

tutorial03.1 - Prototype 3 - Windows, Mac, Linux - Unity 2022.3.62f1 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
Prototype 3
Main Camera
Directional Light
Ground
Background
Inspector
Ground
Transform
Plane (Mesh Filter)
Mesh Renderer
Box Collider
Project
Console
Unity Version Control
Assets > Course Library > _Source_Files > Textures
Course Library
_Source_Files
FBX
Materials
Misc
Textures
Characters
Farm
Town
Obstacles
Particles
Sound
Scenes
File 'Animations_IK' has animation import warnings. See Import Messages in Animation Import Settings for more details.

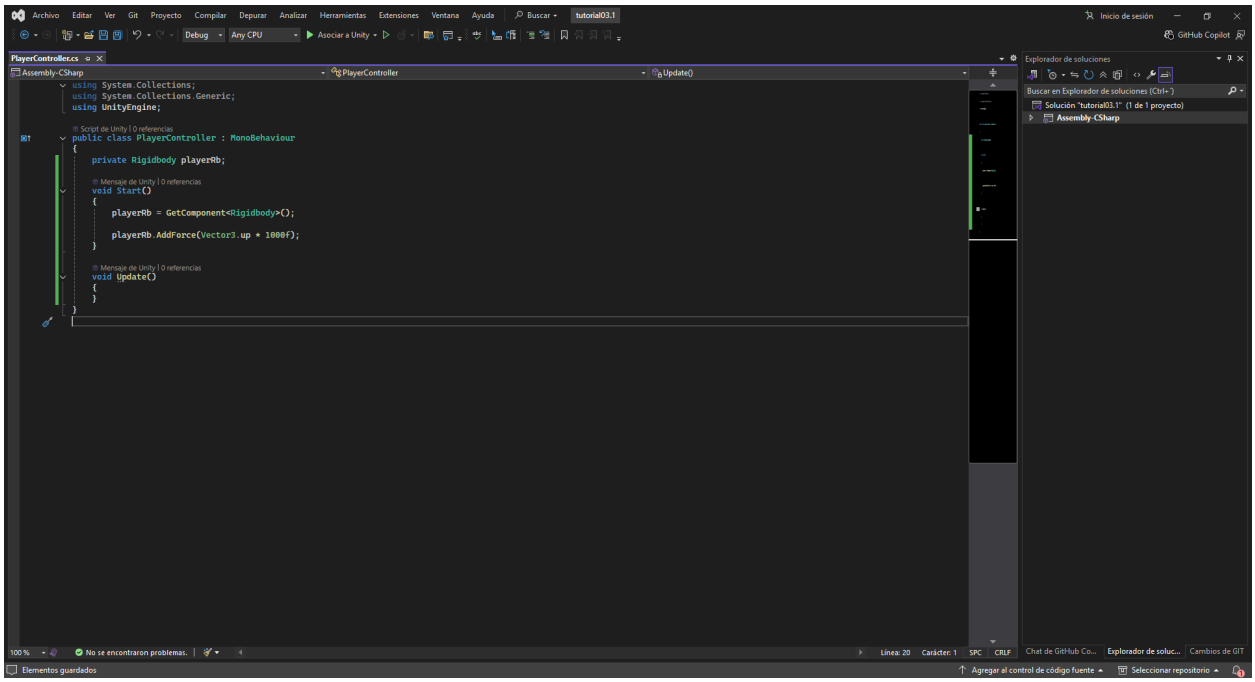

tutorial03.1 - Prototype 3 - Windows, Mac, Linux - Unity 2022.3.62f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Unity Version Control
Game
Scene
Animator
Hierarchy
Inspector
Prototype 3*
Main Camera
Directional Light
Ground
Background
SimpleFarmer_Man_01_Bla
Project
Console
Unity Version Control
Favorites
All Materials
All Models
All Prefabs
Assets
Course Library
_Source_Files
FBX
Materials
Misc
Textures
Characters
Farm
Town
Obstacles
Particles
Sound
Scenes
Assets > Course Library > Characters > Farm
File 'Animations_IK' has animation import warnings. See Import Messages in Animation Import Settings for more details.

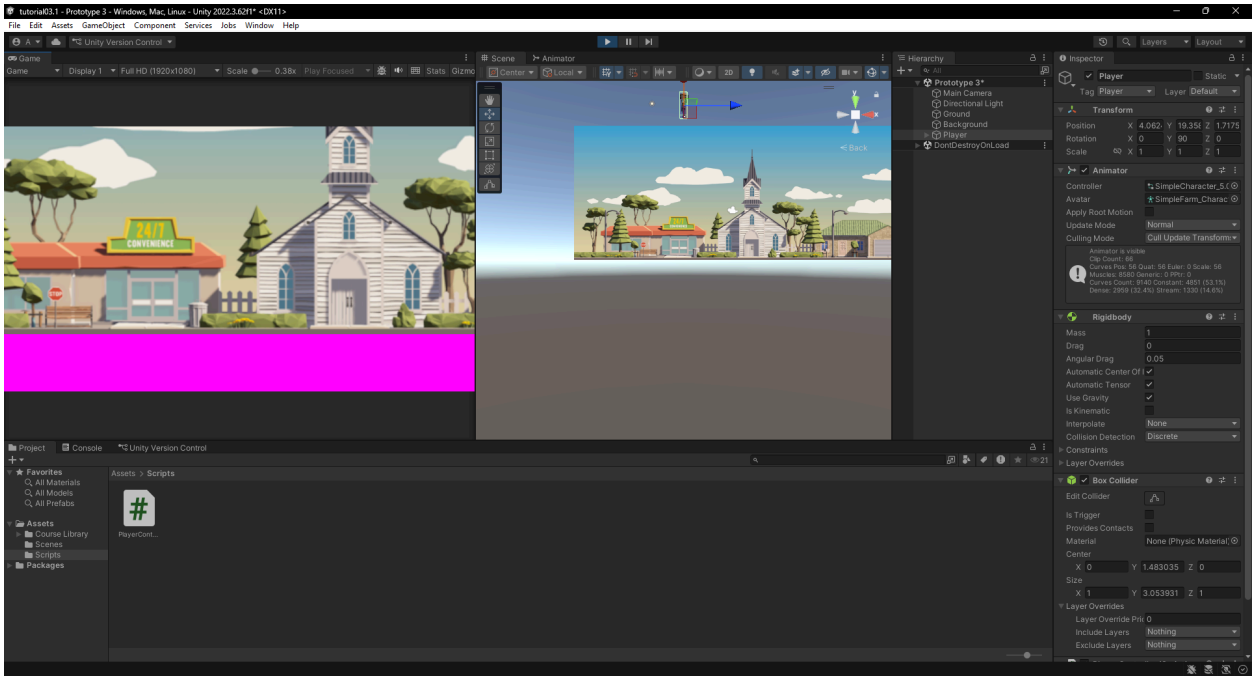

tutorial03.1 - Prototype 3 - Windows, Mac, Linux - Unity 2022.3.62f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Unity Version Control
Game
Scene
Animator
Hierarchy
Inspector
Prototype 3*
Main Camera
Directional Light
Ground
Background
Player
Project
Console
Unity Version Control
Favorites
All Materials
All Models
All Prefabs
Assets
Course Library
_Source_Files
FBX
Materials
Misc
Textures
Characters
Farm
Town
Obstacles
Particles
Sound
Scenes
Assets > Course Library > Characters > Farm
Player
Static
Tag Player
Layer Default
Prefab SimpleFarmer_Man_01_Black
Overrides
Select
Open
Transform
Position
Rotation
Scale
Animator
Controller SimpleCharacter_5.0
Avatar SimpleFarm_Character
Apply Root Motion
Update Mode Normal
Culling Mode Cull Update Transforms
Add Component
File 'Animations_IK' has animation import warnings. See Import Messages in Animation Import Settings for more details.

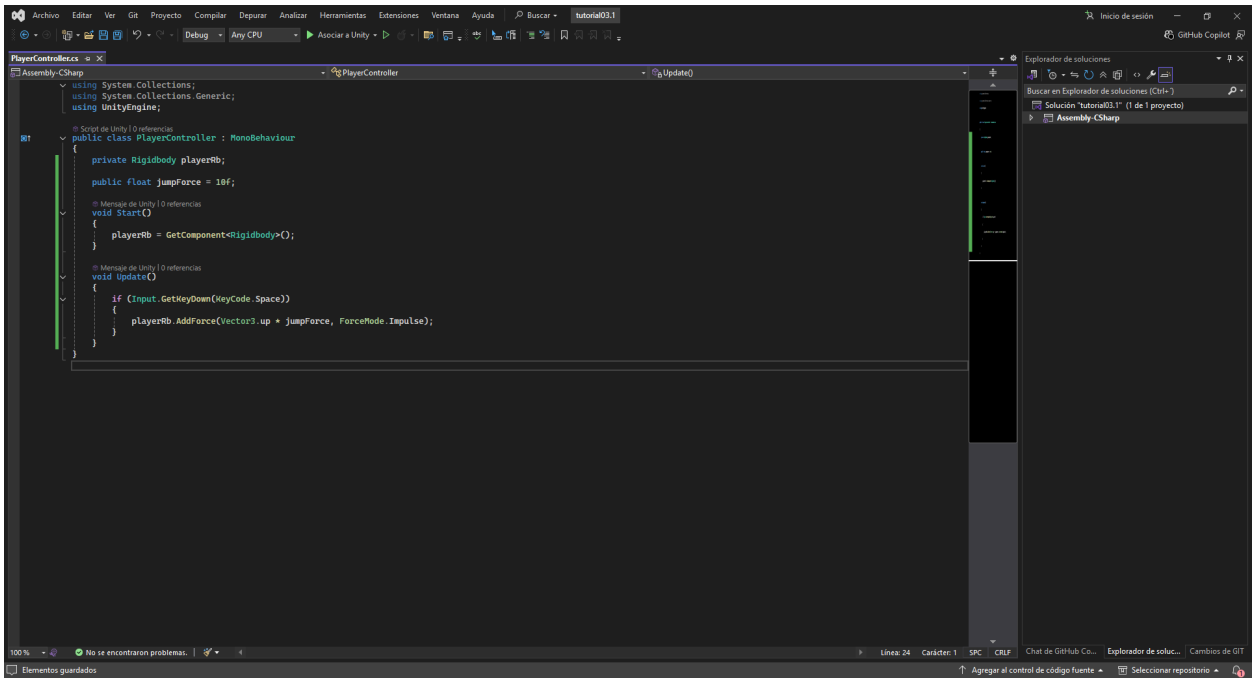

tutorial03.1 - Prototype 3 - Windows, Mac, Linux - Unity 2022.3.62f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Unity Version Control
Game
Display 1
Full HD (1920x1080)
Scale
0.38x
Play Focused
Stats
Gizmos
Scene
Animator
Center
Local
2D
Hierarchy
Prototype 3*
Main Camera
Directional Light
Ground
Background
Player
Inspector
Player
Tag Player
Layer Default
Prefab SimpleFarmer_Man_01_Black
Overrides
Select
Open
Transform
Position
Rotation
Scale
Animator
Controller SimpleCharacter_5.0
Avatar SimpleFarm_Character
Apply Root Motion
Update Mode Normal
Culling Mode Cull Update Transforms
Add Component
Project
Console
Unity Version Control
Favorites
All Materials
All Models
All Prefabs
Assets
Course Library
_Source_Files
FBX
Materials
Misc
Textures
Characters
Farm
Town
Obstacles
Particles
Sound
Scenes
Assets > Course Library > Characters > Farm
File 'Animations_IK' has animation import warnings. See Import Messages in Animation Import Settings for more details.

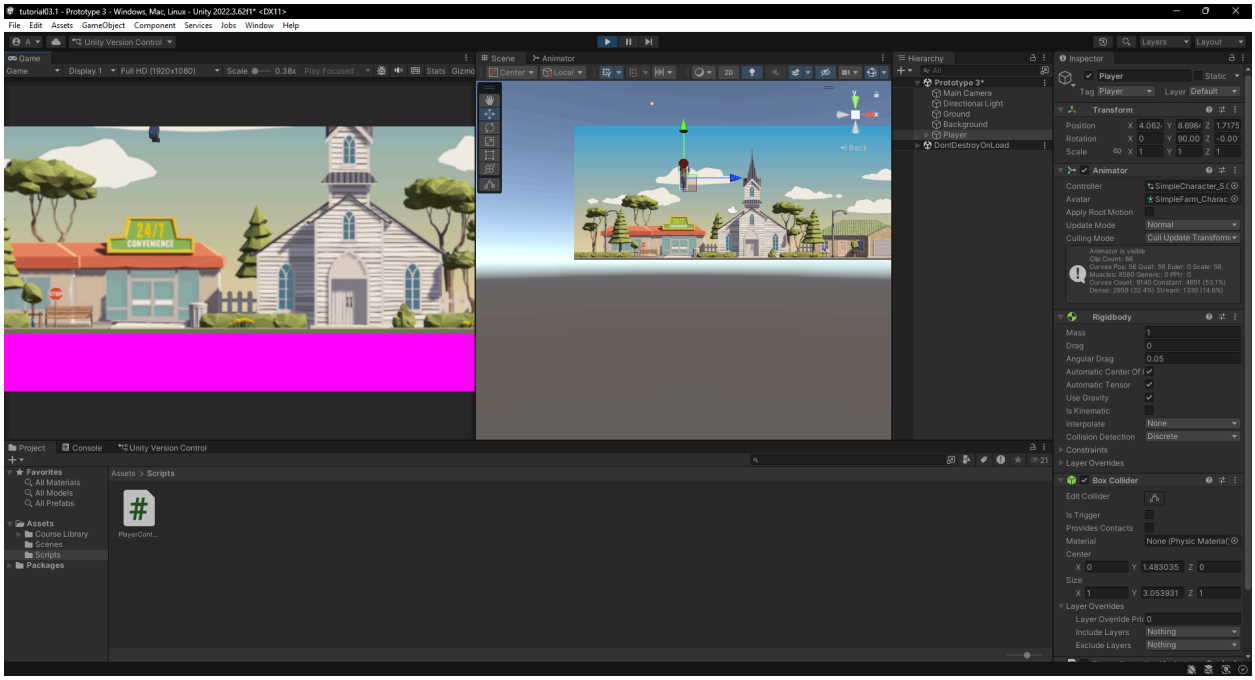

tutorial03.1 - Prototype 3 - Windows, Mac, Linux - Unity 2022.3.62f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Unity Version Control
Game
Display 1
Full HD (1920x1080)
Scale
0.38x
Play Focused
Stats
Gizmos
Scene
Animator
Center
Local
2D
Hierarchy
Prototype 3*
Main Camera
Directional Light
Ground
Background
Player
Inspector
Overrides
Select
Open
Transform
Position
Rotation
Scale
Animator
Controller
Avatar
Apply Root Motion
Update Mode Normal
Culling Mode
Rigidbody
Mass 1
Drag 0
Angular Drag 0.05
Automatic Center Of
Automatic Tensor
Use Gravity
Is Kinematic
Interpolate None
Collision Detection Discrete
Constraints
Layer Overrides
Box Collider
Edit Collider
Is Trigger
Provides Contacts
Material None (Physic Material)
Center
Size
Layer Overrides
Include Layers Nothing
Exclude Layers Nothing
Add Component
Project
Console
Unity Version Control
Favorites
All Materials
All Models
All Prefabs
Assets
Course Library
_Source_Files
FBX
Materials
Misc
Textures
Characters
Farm
Town
Obstacles
Particles
Sound
Scenes
Assets > Course Library > Characters > Farm
File 'Animations_IK' has animation import warnings. See Import Messages in Animation Import Settings for more details.

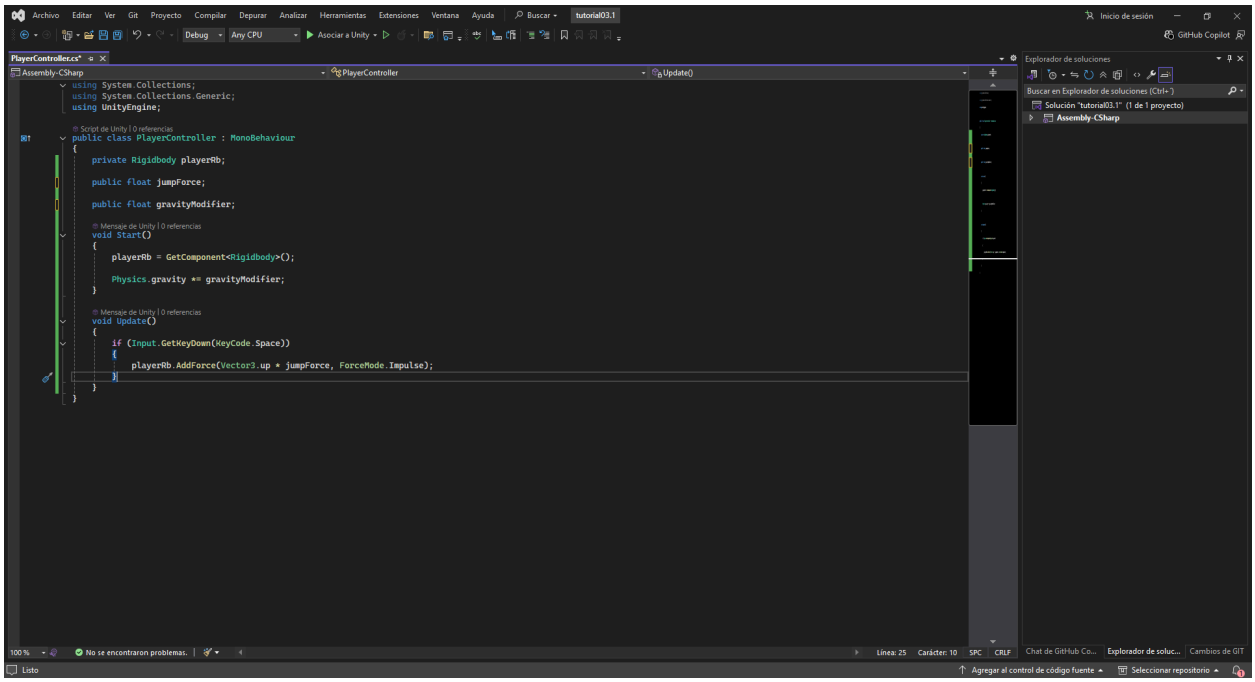

tutorial03.1 - Prototype 3 - Windows, Mac, Linux - Unity 2022.3.62f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
Prototype 3*
Main Camera
Directional Light
Ground
Background
Player
Inspector
Player Controller (Mono Script) Imp
Open
Execution Order...
No MonoBehaviour scripts in the file, or their names do not match the file name.
Imported Object
Player Controller (Mono Script)
Assembly Information
Filename
Assembly-CSharp.dll
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
public class PlayerController : MonoBehaviour
{
// Start is called before the first frame update
void Start()
{
}
// Update is called once per frame
void Update()
{
}
}
Project
Console
Unity Version Control
Favorites
All Materials
All Models
All Prefabs
Assets
Course Library
Scenes
Scripts
Packages
Assets > Scripts
PlayerCont...
Assets/Scripts/PlayerController.cs
Asset Labels
Compiling Scripts

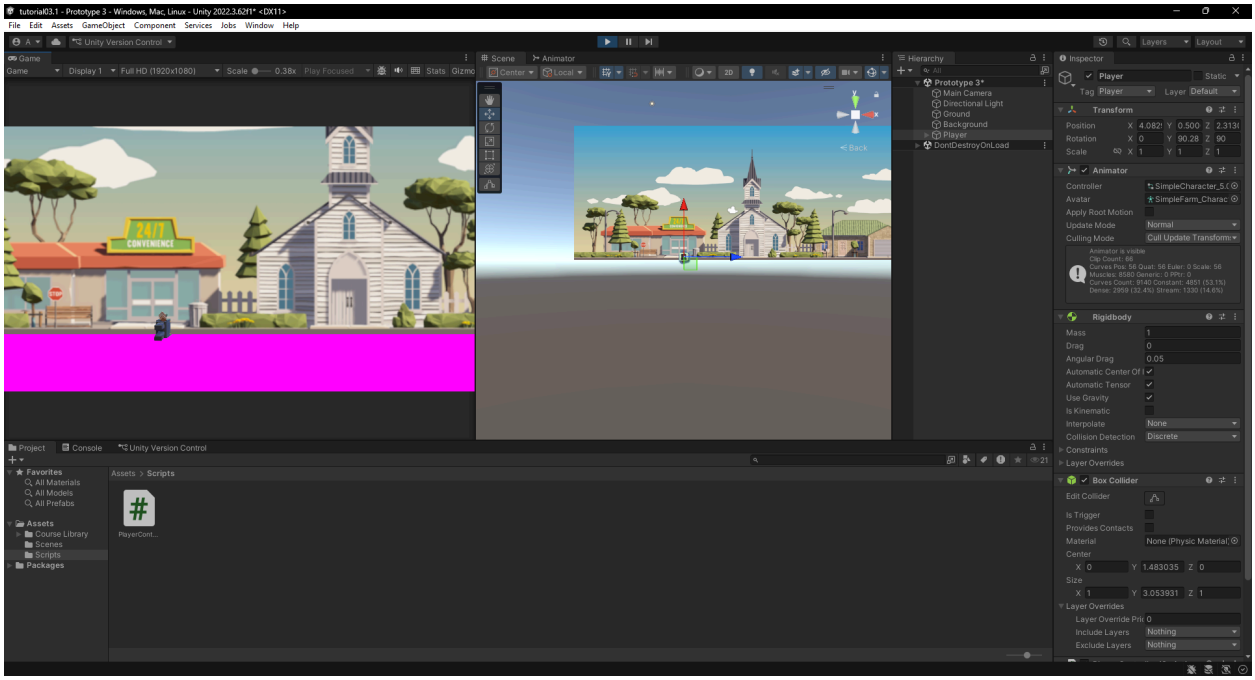

Archivo Editar Ver Git Proyecto Compilar Depurar Analizar Herramientas Extensiones Ventana Ayuda
tutorial03.1
Debug
Any CPU
Asociar a Unity
GitHub Copilot
PlayerController.cs
Assembly-CSharp
PlayerController
Update()
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
Script de Unity | 0 referencias
public class PlayerController : MonoBehaviour
{
private Rigidbody playerRb;
Mensaje de Unity | 0 referencias
void Start()
{
playerRb = GetComponent<Rigidbody>();
playerRb.AddForce(Vector3.up * 1000f);
}
Mensaje de Unity | 0 referencias
void Update()
{
}
}
Explorador de soluciones
Buscar en Explorador de soluciones (Ctrl+;)
Solución "tutorial03.1" (1 de 1 proyecto)
Assembly-CSharp
No se encontraron problemas.
Línea: 20
Carácter: 1
SPC
CRLF
Elementos guardados
Agregar al control de código fuente
Seleccionar repositorio

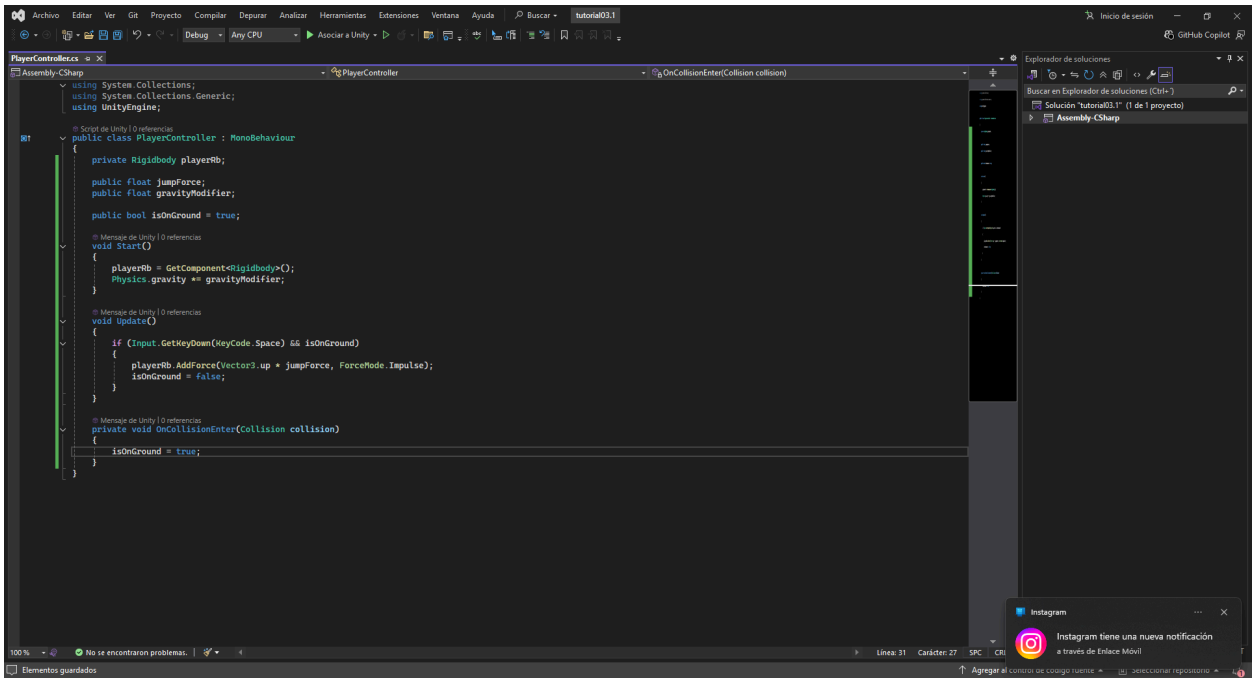

tutorial03.1 - Prototype 3 - Windows, Mac, Linux - Unity 2022.3.62f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
Prototype 3*
Main Camera
Directional Light
Ground
Background
Player
DontDestroyOnLoad
Inspector
Player
Transform
Animator
Rigidbody
Box Collider
Project
Console
Assets > Scripts
Favorites
Assets
Course Library
Scenes
Scripts
Packages

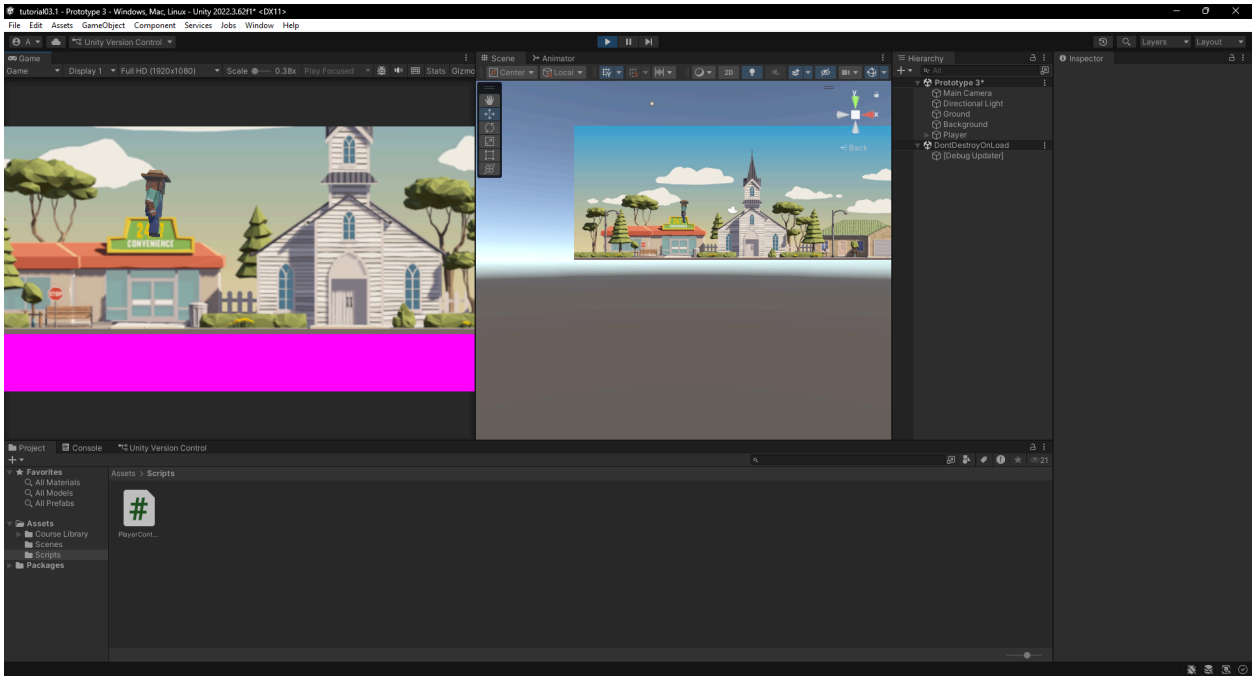

PlayerController.cs
Assembly-CSharp
PlayerController
Update()
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
public class PlayerController : MonoBehaviour
{
private Rigidbody playerRb;
public float jumpForce = 10f;
void Start()
{
playerRb = GetComponent<Rigidbody>();
}
void Update()
{
if (Input.GetKeyDown(KeyCode.Space))
{
playerRb.AddForce(Vector3.up * jumpForce, ForceMode.Impulse);
}
}
}
Explorador de soluciones
Solución "tutorial03.1" (1 de 1 proyecto)
Assembly-CSharp

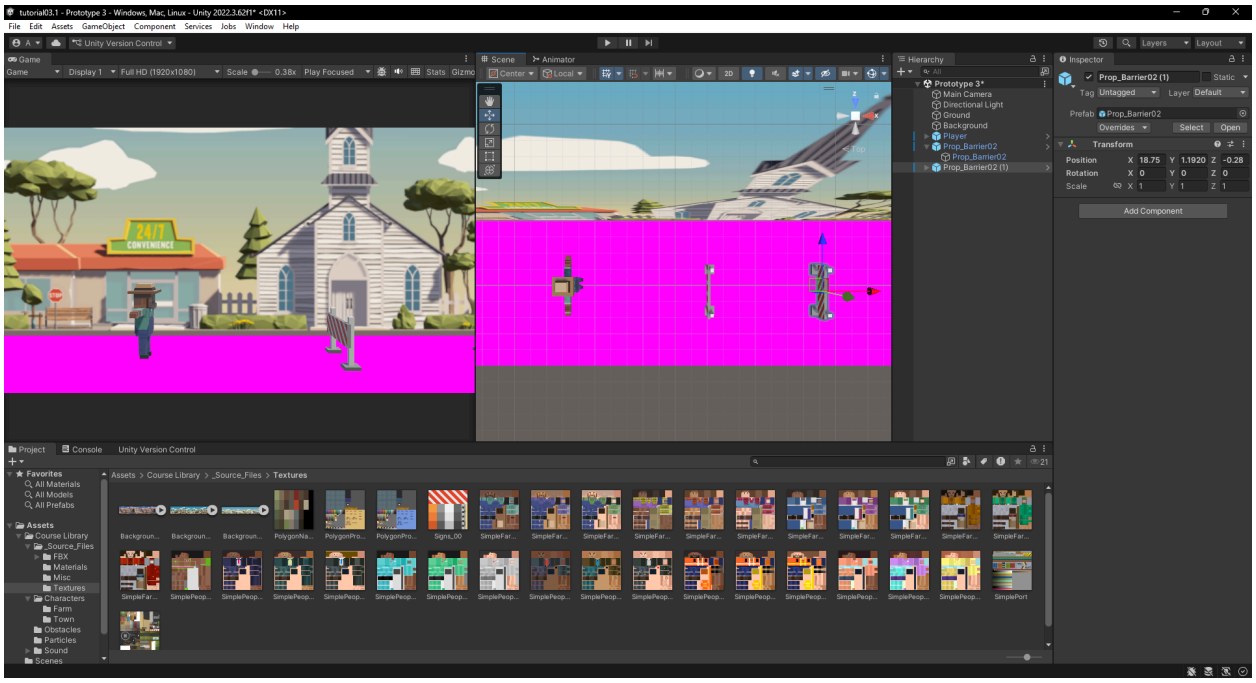

tutorial03.1 - Prototype 3 - Windows, Mac, Linux - Unity 2022.3.62f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
Prototype 3*
Main Camera
Directional Light
Ground
Background
Player
DontDestroyOnLoad
Inspector
Player
Transform
Position
Rotation
Scale
Animator
Controller
Avatar
Apply Root Motion
Update Mode
Culling Mode
Rigidbody
Mass
Drag
Angular Drag
Automatic Center Of
Automatic Tensor
Use Gravity
Is Kinematic
Interpolate
Collision Detection
Constraints
Layer Overrides
Box Collider
Edit Collider
Is Trigger
Provides Contacts
Material
Center
Size
Layer Overrides
Include Layers
Exclude Layers
Project
Console
Unity Version Control
Favorites
All Materials
All Models
All Prefabs
Assets
Course Library
Scenes
Scripts
Packages
Assets > Scripts

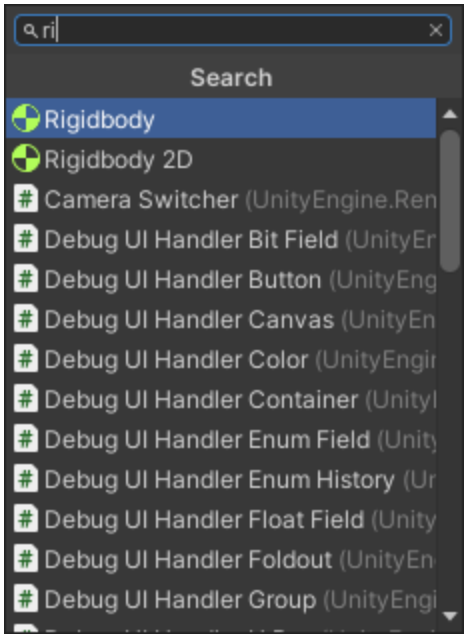

Archivo Editar Ver Git Proyecto Compilar Depurar Analizar Herramientas Extensiones Ventana Ayuda
tutorial03.1
Debug
Any CPU
Asociar a Unity
PlayerController.cs*
Assembly-CSharp
PlayerController
Update()
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
public class PlayerController : MonoBehaviour
{
private Rigidbody playerRb;
public float jumpForce;
public float gravityModifier;
void Start()
{
playerRb = GetComponent<Rigidbody>();
Physics.gravity *= gravityModifier;
}
void Update()
{
if (Input.GetKeyDown(KeyCode.Space))
{
playerRb.AddForce(Vector3.up * jumpForce, ForceMode.Impulse);
}
}
}
Explorador de soluciones
Solución "tutorial03.1" (1 de 1 proyecto)
Assembly-CSharp
No se encontraron problemas.
Línea: 25
Carácter: 10
Listo

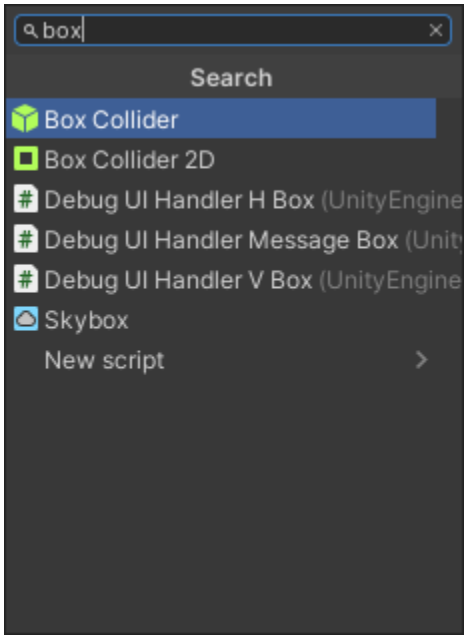

tutorial03.1 - Prototype 3 - Windows, Mac, Linux - Unity 2022.3.62f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
Prototype 3*
Main Camera
Directional Light
Ground
Background
Player
DontDestroyOnLoad
Inspector
Player
Transform
Animator
Rigidbody
Box Collider
Project
Console
Assets > Scripts
Favorites
Assets
Packages

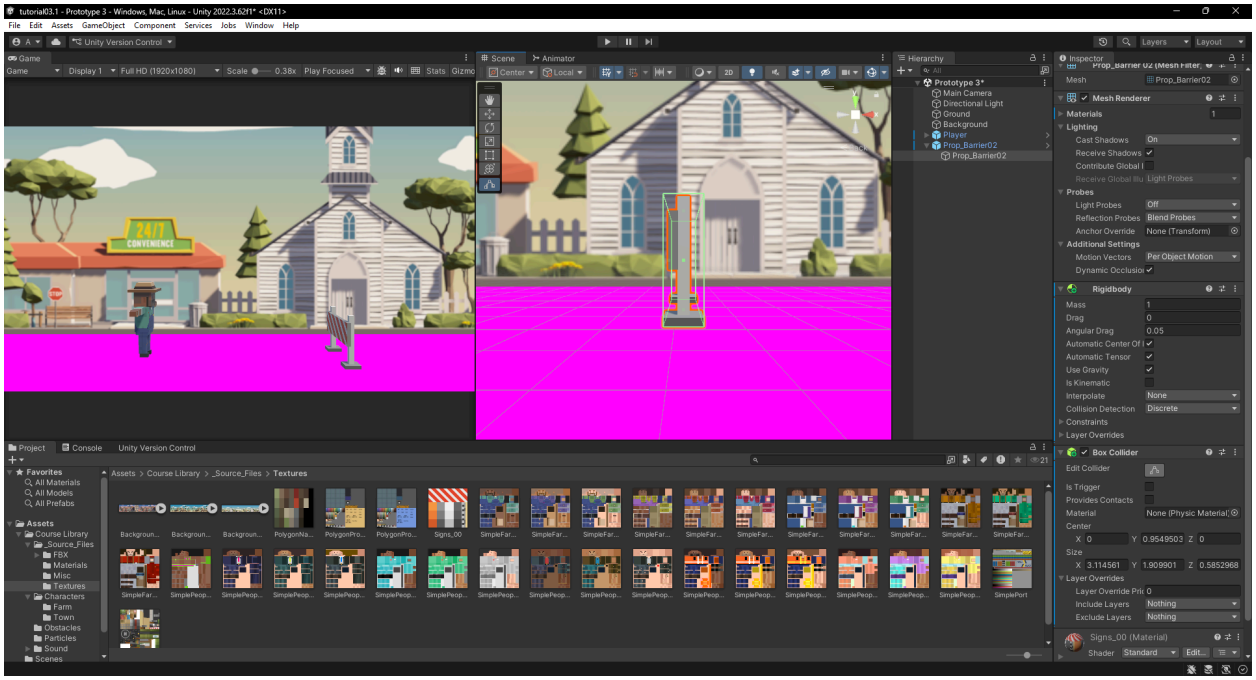

PlayerController.cs
Assembly-CSharp
PlayerController
OnCollisionEnter(Collision collision)
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
public class PlayerController : MonoBehaviour
{
private Rigidbody playerRb;
public float jumpForce;
public float gravityModifier;
public bool isOnGround = true;
void Start()
{
playerRb = GetComponent<Rigidbody>();
Physics.gravity *= gravityModifier;
}
void Update()
{
if (Input.GetKeyDown(KeyCode.Space) && isOnGround)
{
playerRb.AddForce(Vector3.up * jumpForce, ForceMode.Impulse);
isOnGround = false;
}
}
private void OnCollisionEnter(Collision collision)
{
isOnGround = true;
}
}
Explorador de soluciones
Solución "tutorial03.1" (1 de 1 proyecto)
Assembly-CSharp
Instagram
Instagram tiene una nueva notificación
a través de Enlace Móvil

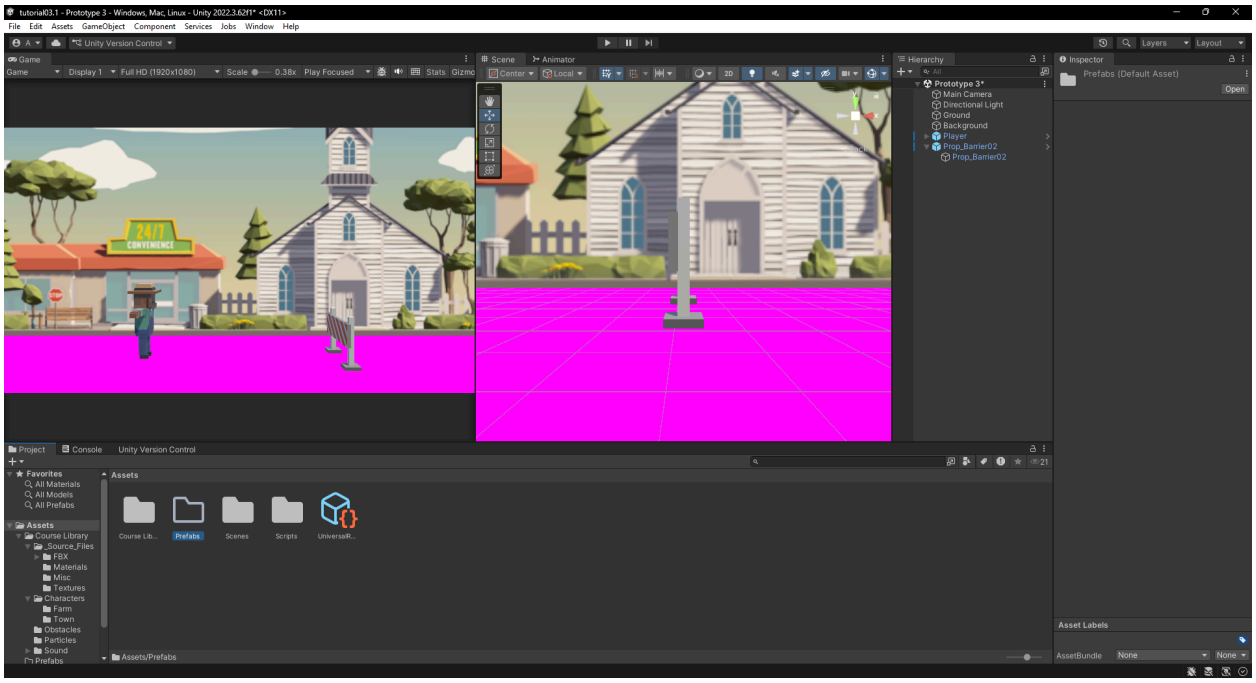

tutorial03.1 - Prototype 3 - Windows, Mac, Linux - Unity 2022.3.62f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Unity Version Control
Game
Display 1 Full HD (1920x1080) Scale 0.38x Play Focused Stats Gizmo
Scene
Animator
Center Local 2D
Hierarchy
Prototype 3*
Main Camera
Directional Light
Ground
Background
Player
DontDestroyOnLoad
[Debug Updater]
Inspector
Project
Console
Unity Version Control
Favorites
All Materials
All Models
All Prefabs
Assets
Course Library
Scenes
Scripts
Packages
Assets > Scripts
PlayerCont...

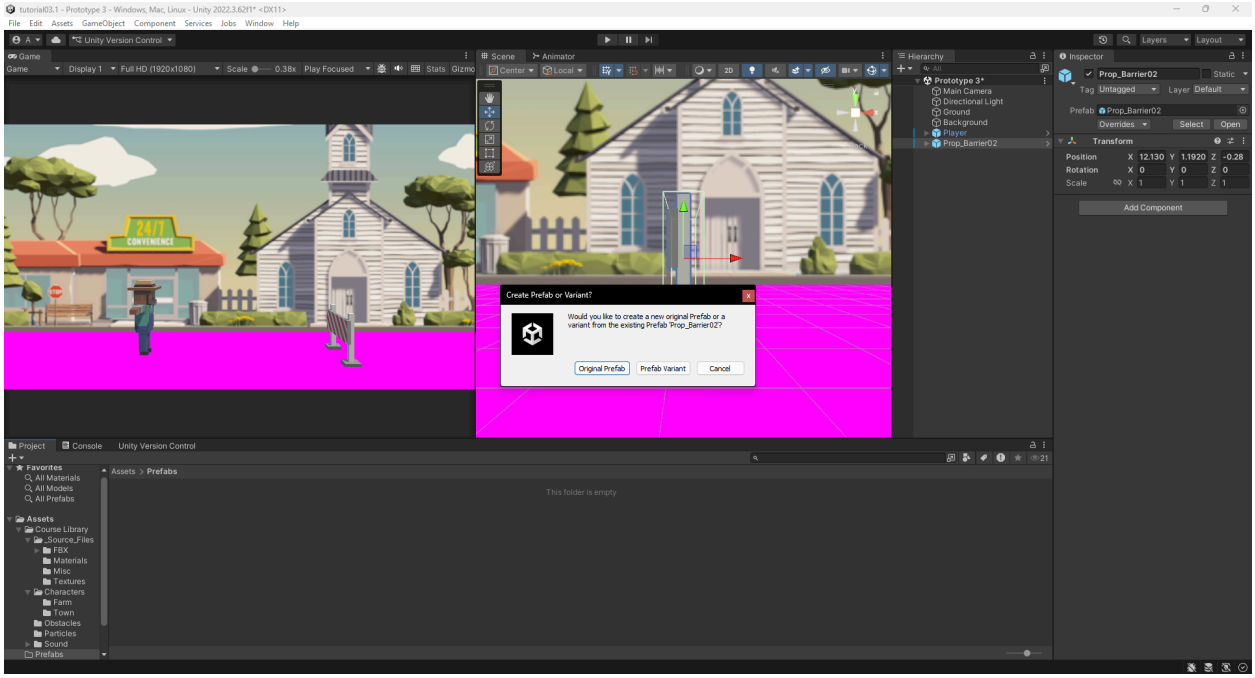

tutorial03.1 - Prototype 3 - Windows, Mac, Linux - Unity 2022.3.62f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Unity Version Control
Game
Display 1 Full HD (1920x1080) Scale 0.38x Play Focused Stats Gizmo
Scene
Animator
Center Local 2D
Hierarchy
Prototype 3*
Main Camera
Directional Light
Ground
Background
Player
Prop_Barrier02
Prop_Barrier02
Prop_Barrier02 (1)
Inspector
Prop_Barrier02 (1)
Static
Tag Untagged
Layer Default
Prefab Prop_Barrier02
Overrides Select Open
Transform
Position X 18.75 Y 1.1920 Z -0.28
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Add Component
Project
Console
Unity Version Control
Favorites
All Materials
All Models
All Prefabs
Assets
Course Library
_Source_Files
FBX
Materials
Misc
Textures
Characters
Farm
Town
Obstacles
Particles
Sound
Scenes
Assets > Course Library > _Source_Files > Textures

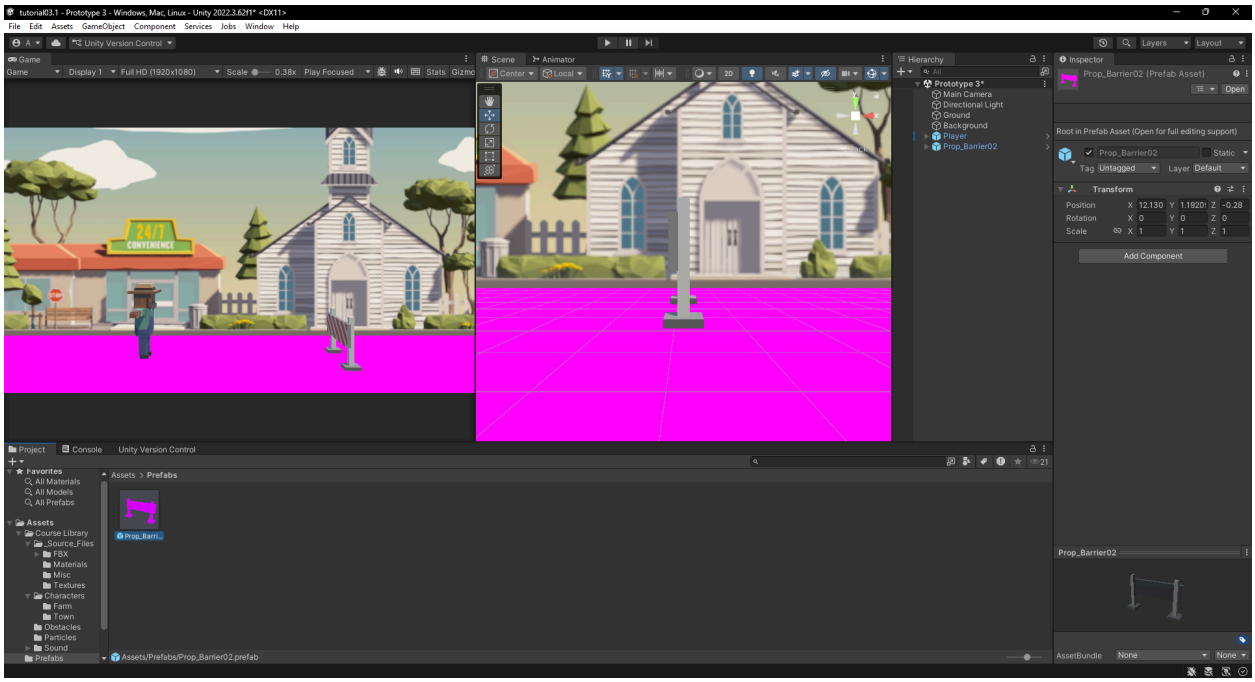

ri
Search
Rigidbody
Rigidbody 2D
Camera Switcher (UnityEngine.Ren
Debug UI Handler Bit Field (UnityEr
Debug UI Handler Button (UnityEng
Debug UI Handler Canvas (UnityEn
Debug UI Handler Color (UnityEngi
Debug UI Handler Container (Unityl
Debug UI Handler Enum Field (Unity
Debug UI Handler Enum History (Ur
Debug UI Handler Float Field (Unity
Debug UI Handler Foldout (UnityEn
Debug UI Handler Group (UnityEngi

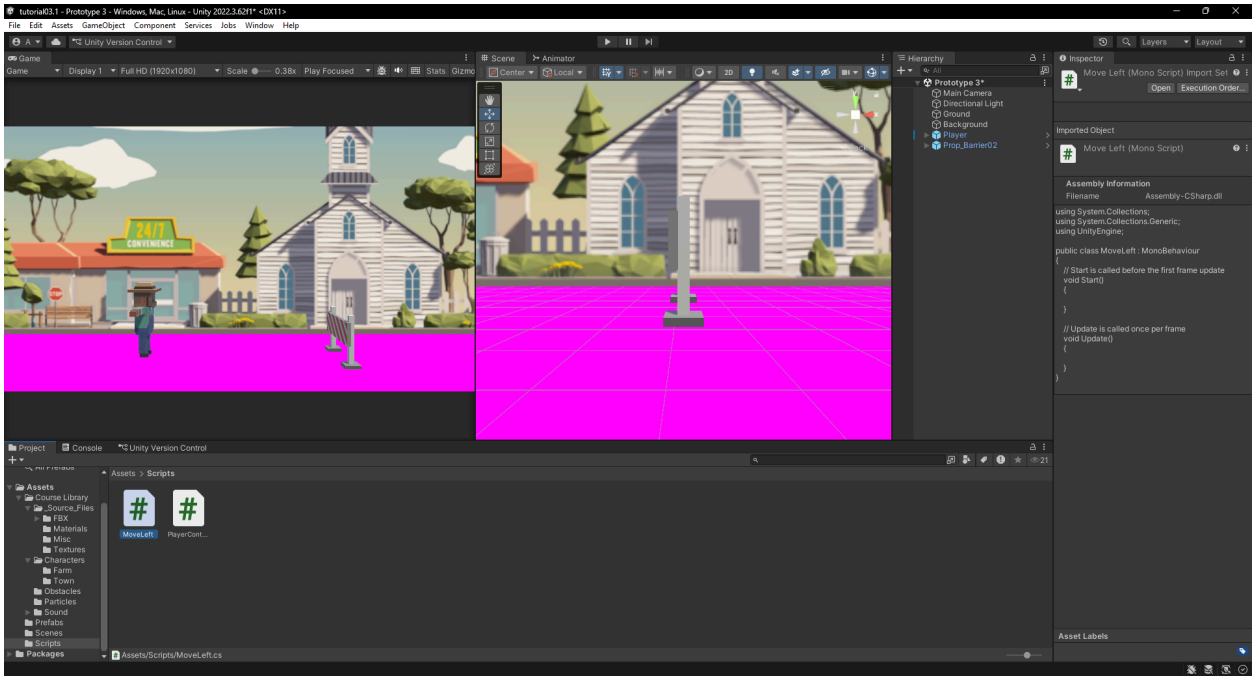

box
Search
Box Collider
Box Collider 2D
Debug UI Handler H Box (UnityEngine
Debug UI Handler Message Box (Unity
Debug UI Handler V Box (UnityEngine
Skybox
New script

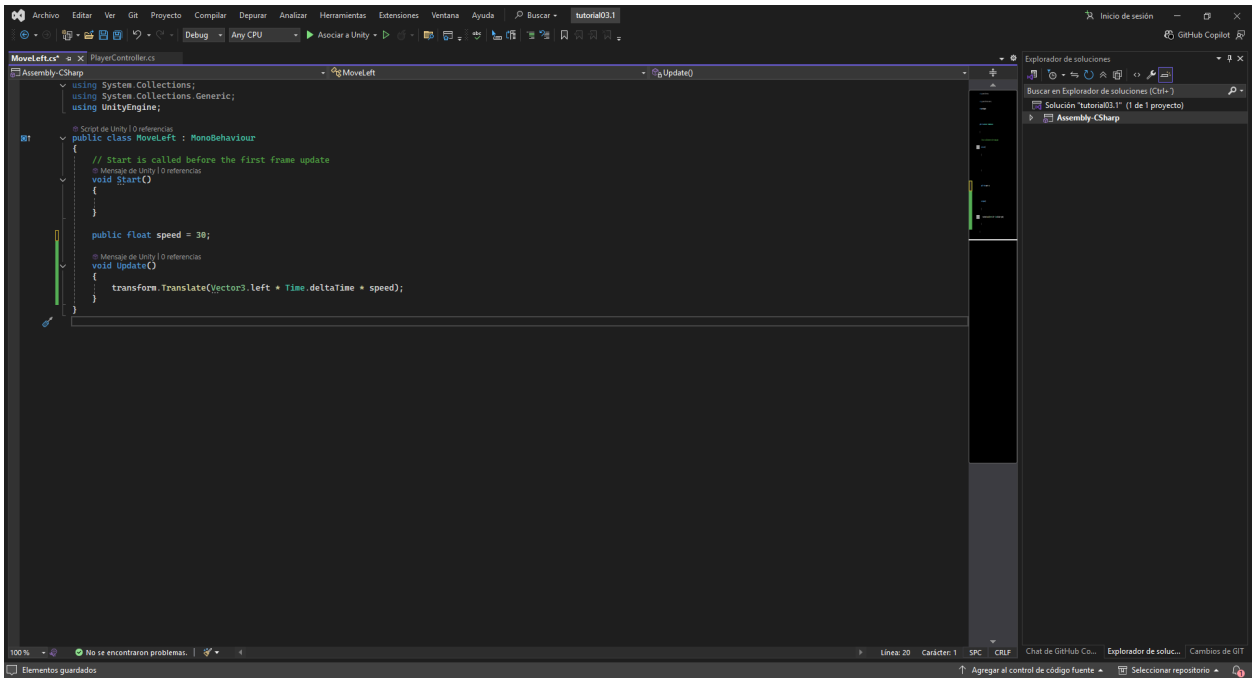

tutorial03.1 - Prototype 3 - Windows, Mac, Linux - Unity 2022.3.62f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Unity Version Control
Layers
Layout
Game
Display 1
Full HD (1920x1080)
Scale
0.38x
Play Focused
Stats
Gizmos
Scene
Animator
Center
Local
2D
Hierarchy
Prototype 3*
Main Camera
Directional Light
Ground
Background
Player
Prop_Barrier02
Prop_Barrier02
Inspector
Prop_Barrier02 (Mesh Filter)
Mesh
Prop_Barrier02
Mesh Renderer
Materials
Lighting
Cast Shadows
On
Receive Shadows
Contribute Global I
Receive Global Illu
Light Probes
Probes
Light Probes
Off
Reflection Probes
Blend Probes
Anchor Override
None (Transform)
Additional Settings
Motion Vectors
Per Object Motion
Dynamic Occlusion
Rigidbody
Mass
1
Drag
0
Angular Drag
0.05
Automatic Center Of I
Automatic Tensor
Use Gravity
Is Kinematic
Interpolate
None
Collision Detection
Discrete
Constraints
Layer Overrides
Box Collider
Edit Collider
Is Trigger
Provides Contacts
Material
None (Physic Material)
Center
X 0
Y 0.9549503
Z 0
Size
X 3.114561
Y 1.909901
Z 0.5852968
Layer Overrides
Layer Override Pri
0
Include Layers
Nothing
Exclude Layers
Nothing
Signs_00 (Material)
Shader
Standard
Edit...
Project
Console
Unity Version Control
Favorites
All Materials
All Models
All Prefabs
Assets
Course Library
_Source_Files
FBX
Materials
Misc
Textures
Characters
Farm
Town
Obstacles
Particles
Sound
Scenes
Assets > Course Library > _Source_Files > Textures

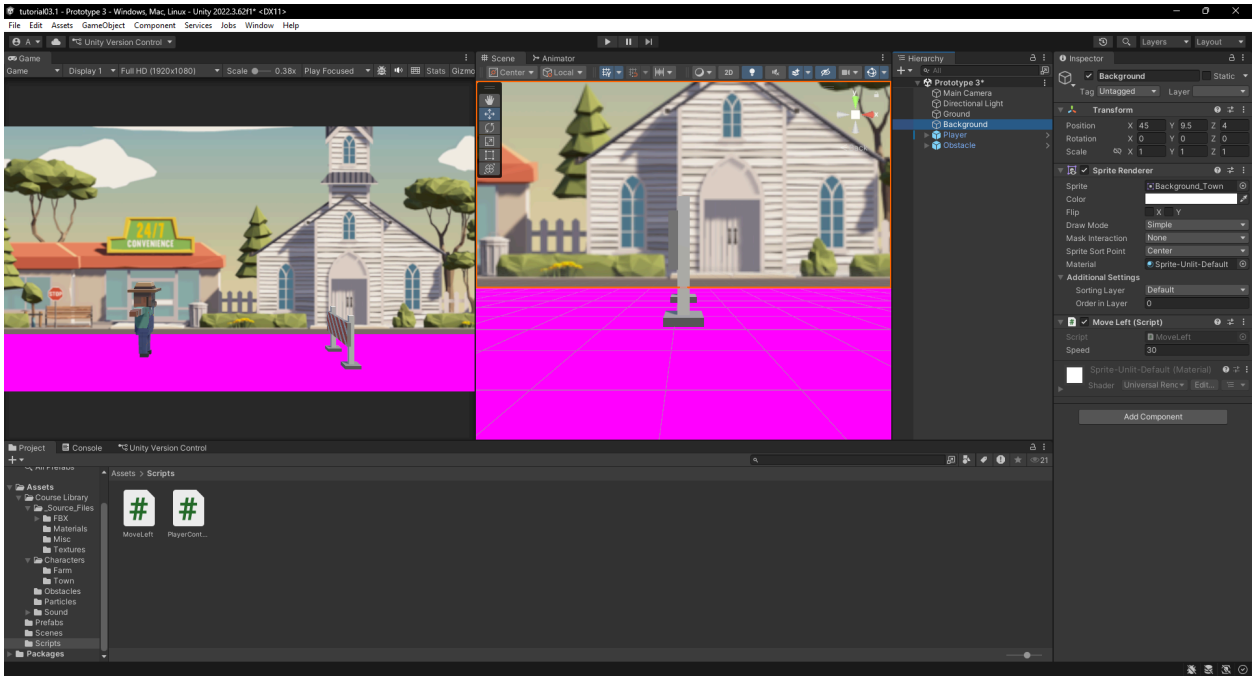

tutorial03.1 - Prototype 3 - Windows, Mac, Linux - Unity 2022.3.62f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Unity Version Control
Layers
Layout
Game
Display 1
Full HD (1920x1080)
Scale
0.38x
Play Focused
Stats
Gizmos
Scene
Animator
Center
Local
2D
Hierarchy
Prototype 3*
Main Camera
Directional Light
Ground
Background
Player
Prop_Barrier02
Prop_Barrier02
Inspector
Prefabs (Default Asset)
Open
Project
Console
Unity Version Control
Favorites
All Materials
All Models
All Prefabs
Assets
Course Library
_Source_Files
FBX
Materials
Misc
Textures
Characters
Farm
Town
Obstacles
Particles
Sound
Prefabs
Assets
Course Lib...
Prefabs
Scenes
Scripts
UniversalR...
Asset Labels
AssetBundle
None
None
Assets/Prefabs

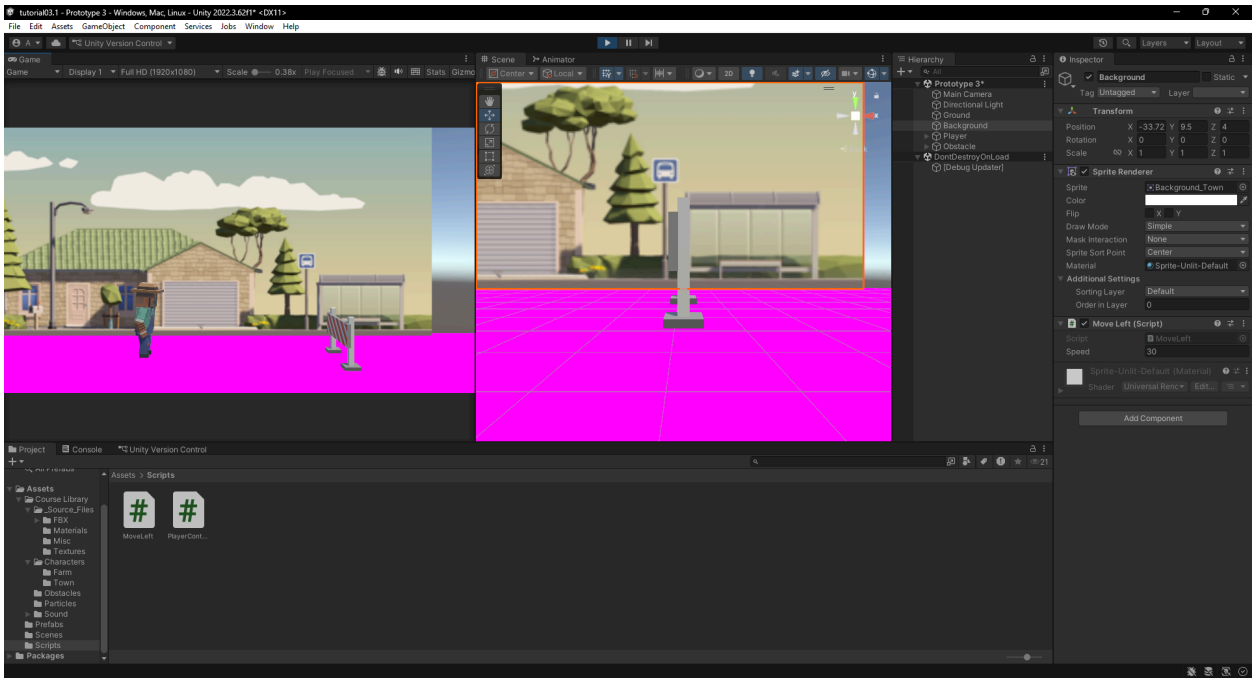

Create Prefab or Variant?
Would you like to create a new original Prefab or a variant from the existing Prefab 'Prop_Barrier02'?
Original Prefab
Prefab Variant
Cancel

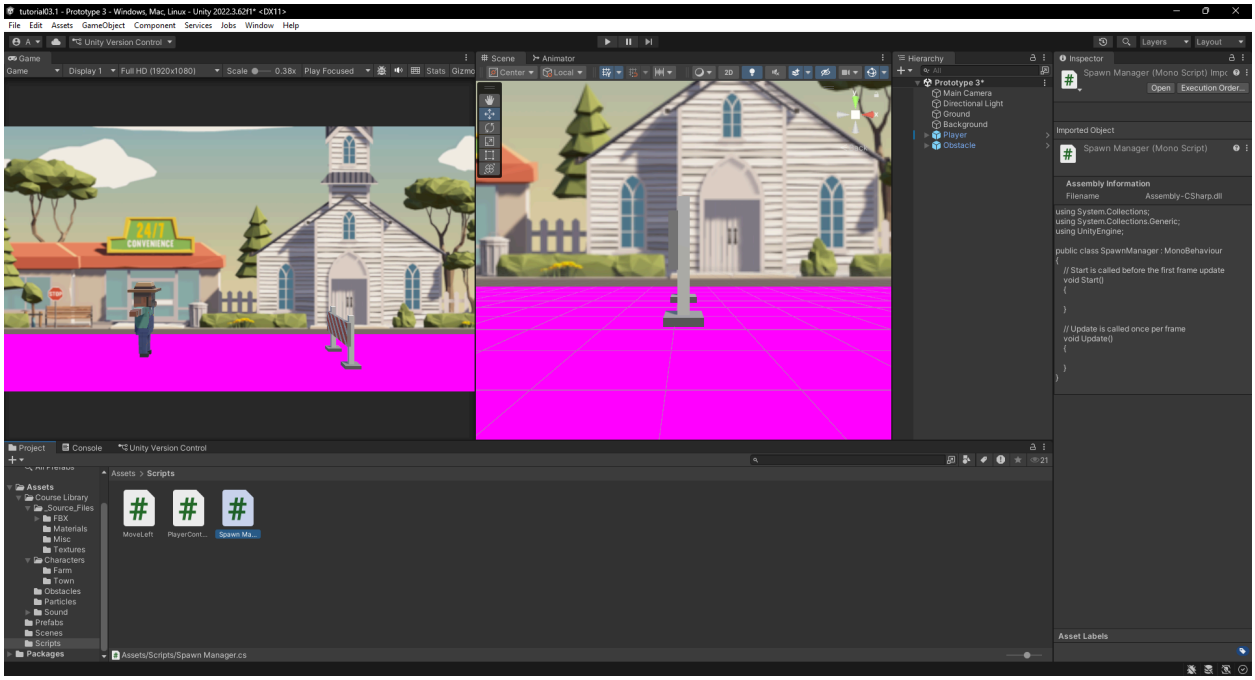


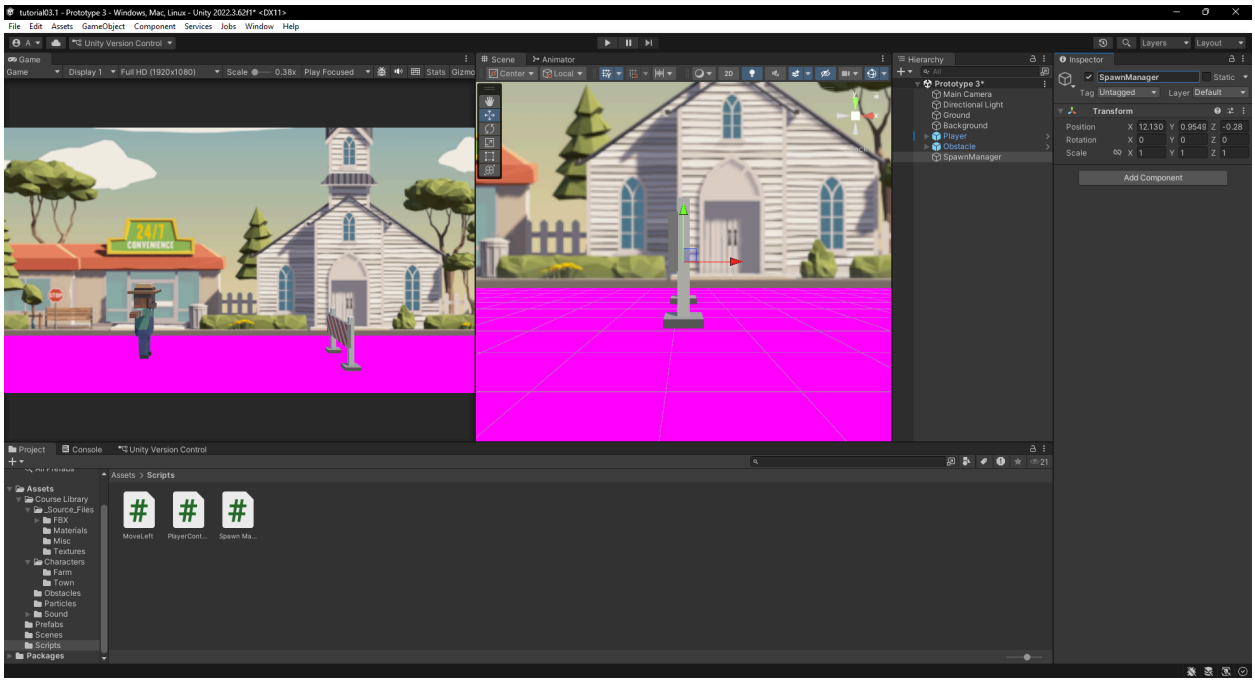

tutorial03.1 - Prototype 3 - Windows, Mac, Linux - Unity 2022.3.62f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
Prototype 3*
Main Camera
Directional Light
Ground
Background
Player
Prop_Barrier02
Inspector
Move Left (Mono Script) Import Set
Imported Object
Move Left (Mono Script)
Assembly Information
Filename
Assembly-CSharp.dll
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
public class MoveLeft : MonoBehaviour
{
// Start is called before the first frame update
void Start()
{
}
// Update is called once per frame
void Update()
{
}
}
Project
Console
Unity Version Control
Assets > Scripts
MoveLeft
PlayerCont...
Assets/Scripts/MoveLeft.cs
Asset Labels

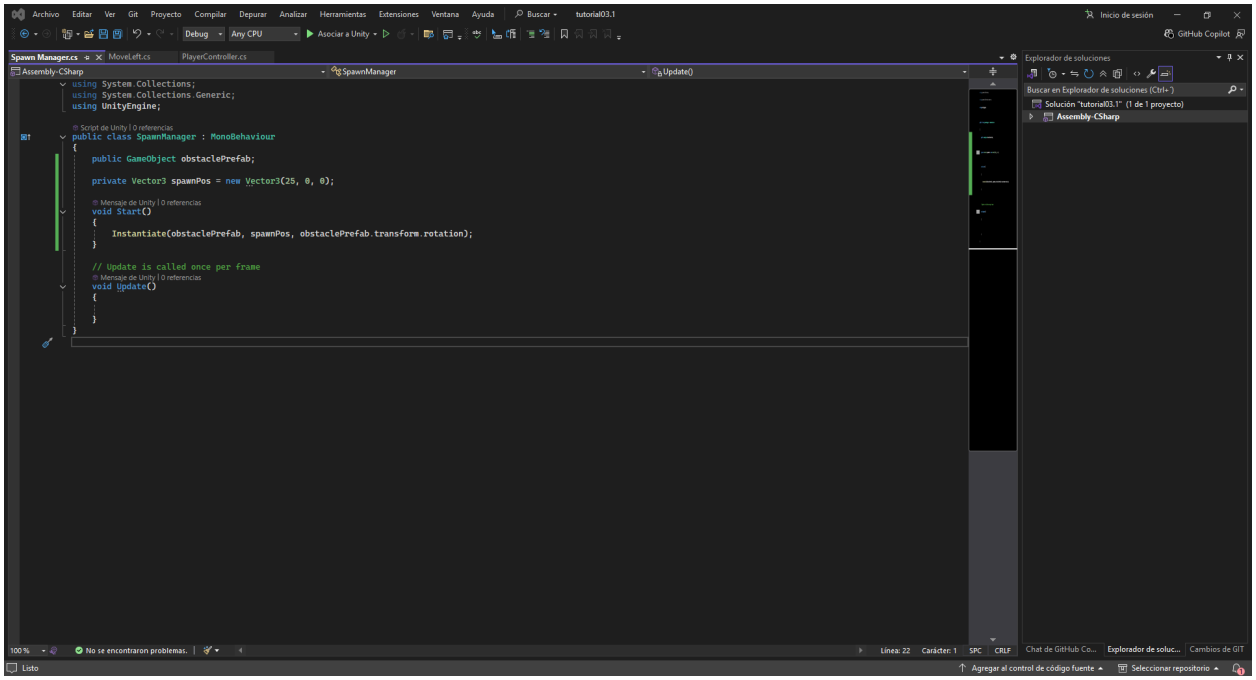

MoveLeft.cs*
PlayerController.cs
Assembly-CSharp
MoveLeft
Update()
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
public class MoveLeft : MonoBehaviour
{
// Start is called before the first frame update
void Start()
{
}
public float speed = 30;
void Update()
{
transform.Translate(Vector3.left * Time.deltaTime * speed);
}
}
Explorador de soluciones
Solución "tutorial03.1" (1 de 1 proyecto)
Assembly-CSharp
No se encontraron problemas.
Elementos guardados

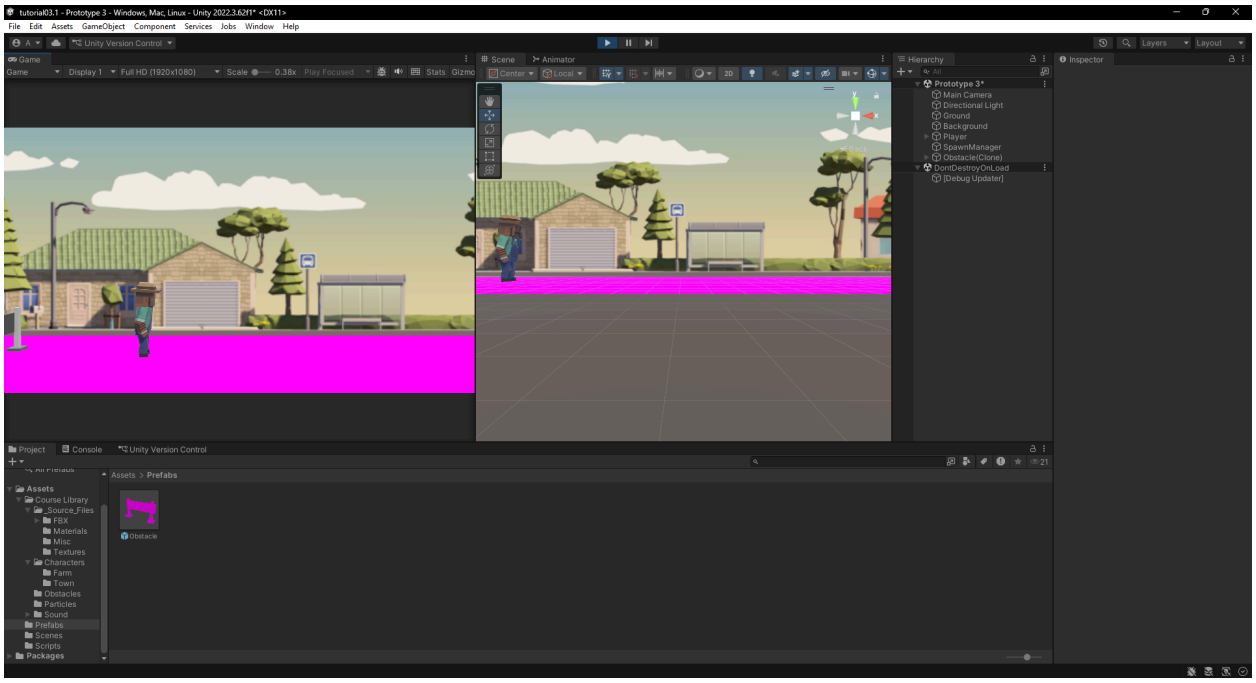


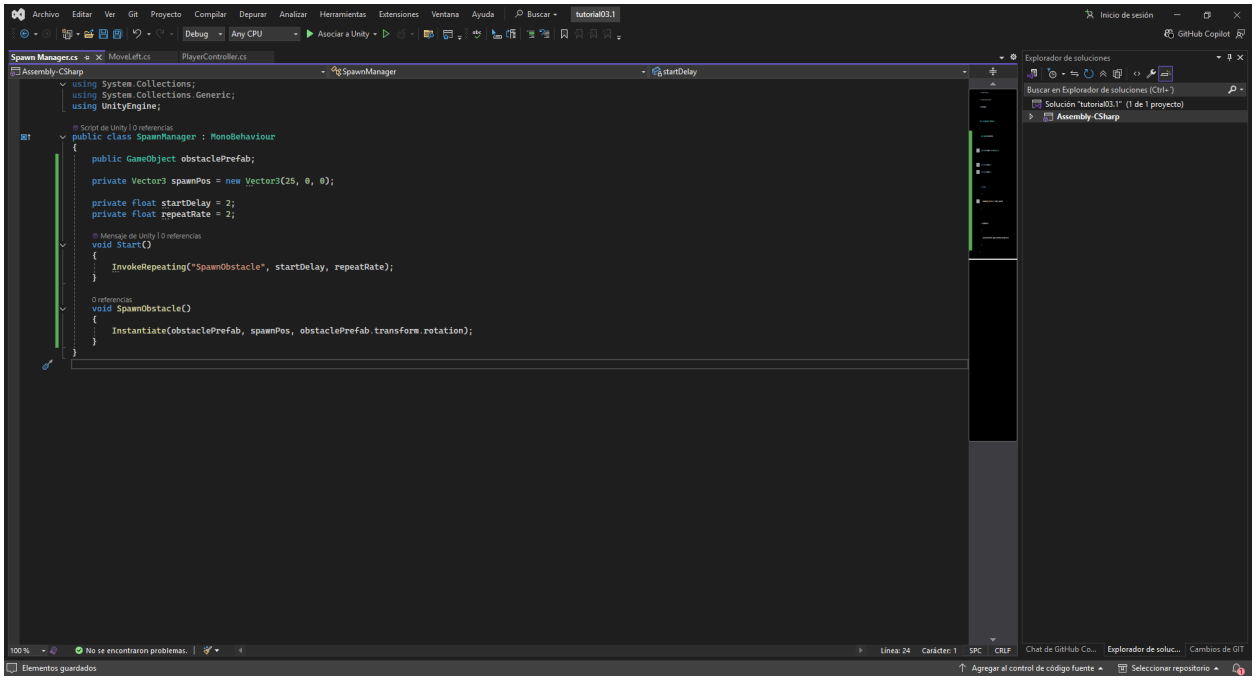



tutorial03.1 - Prototype 3 - Windows, Mac, Linux - Unity 2022.3.62f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Unity Version Control
Layers
Layout
Game
Display 1
Full HD (1920x1080)
Scale
0.38x
Play Focused
Stats
Gizmo
Scene
Animator
Center
Local
2D
Hierarchy
Prototype 3*
Main Camera
Directional Light
Ground
Background
Player
Obstacle
Inspector
Spawn Manager (Mono Script) Impc
Open
Execution Order...
Imported Object
Spawn Manager (Mono Script)
Assembly Information
Filename
Assembly-CSharp.dll
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
public class SpawnManager : MonoBehaviour
{
// Start is called before the first frame update
void Start()
{
}
// Update is called once per frame
void Update()
{
}
}
Project
Console
Unity Version Control
Assets
Scripts
Course Library
_Source_Files
FBX
Materials
Misc
Textures
Characters
Farm
Town
Obstacles
Particles
Sound
Prefabs
Scenes
Scripts
Packages
MoveLeft
PlayerCont...
Spawn Ma...
Assets/Scripts/Spawn Manager.cs
Asset Labels

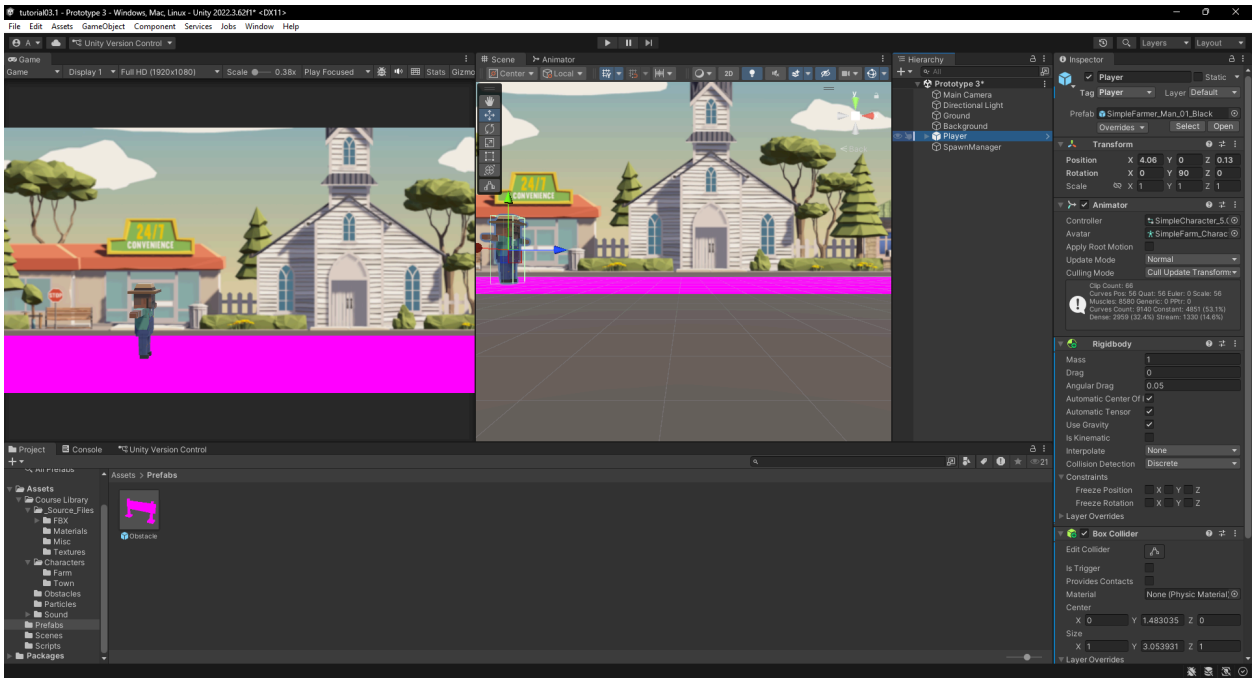

tutorial03.1 - Prototype 3 - Windows, Mac, Linux - Unity 2022.3.62f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Unity Version Control
Layers
Layout
Game
Display 1
Full HD (1920x1080)
Scale
0.38x
Play Focused
Stats
Gizmo
Scene
Animator
Center
Local
2D
Hierarchy
Prototype 3*
Main Camera
Directional Light
Ground
Background
Player
Obstacle
SpawnManager
Inspector
SpawnManager
Static
Tag
Untagged
Layer
Default
Transform
Position
X 12.130
Y 0.9549
Z -0.28
Rotation
X 0
Y 0
Z 0
Scale
X 1
Y 1
Z 1
Add Component
Project
Console
Unity Version Control
Assets
Scripts
Course Library
_Source_Files
FBX
Materials
Misc
Textures
Characters
Farm
Town
Obstacles
Particles
Sound
Prefabs
Scenes
Scripts
Packages
MoveLeft
PlayerCont...
Spawn Ma...

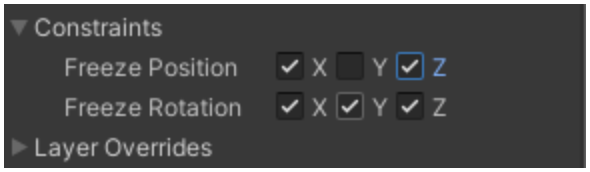

Archivo Editar Ver Git Proyecto Compilar Depurar Analizar Herramientas Extensiones Ventana Ayuda
tutorial03.1
Debug
Any CPU
Asociar a Unity
Spawn Manager.cs
MoveLeft.cs
PlayerController.cs
Assembly-CSharp
SpawnManager
Update()
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
Script de Unity | 0 referencias
public class SpawnManager : MonoBehaviour
{
public GameObject obstaclePrefab;
private Vector3 spawnPos = new Vector3(25, 0, 0);
Mensaje de Unity | 0 referencias
void Start()
{
Instantiate(obstaclePrefab, spawnPos, obstaclePrefab.transform.rotation);
}
// Update is called once per frame
Mensaje de Unity | 0 referencias
void Update()
{
}
}
Explorador de soluciones
Buscar en Explorador de soluciones (Ctrl+;)
Solución "tutorial03.1" (1 de 1 proyecto)
Assembly-CSharp
No se encontraron problemas.
Línea: 22
Carácter: 1
SPC
CRLF
Listo
Agregar al control de código fuente
Seleccionar repositorio

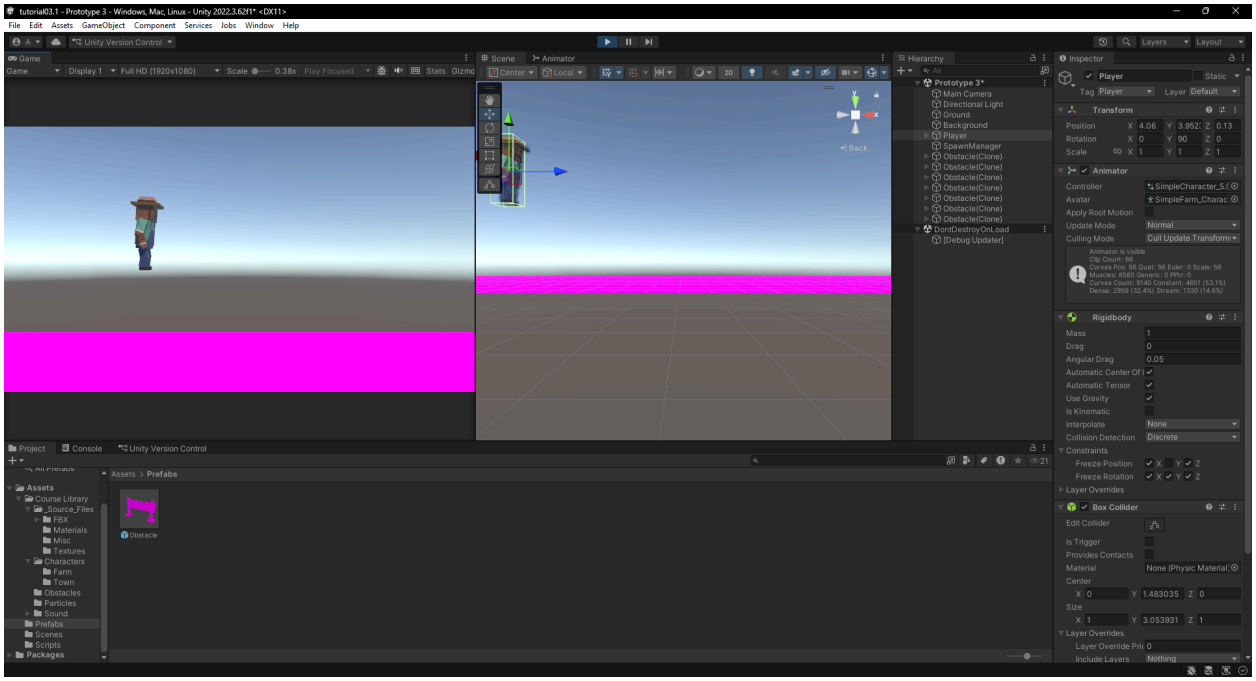

tutorial03.1 - Prototype 3 - Windows, Mac, Linux - Unity 2022.3.62f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Unity Version Control
Game
Scene
Animator
Hierarchy
Inspector
Prototype 3*
Main Camera
Directional Light
Ground
Background
Player
SpawnManager
Obstacle(Clone)
DontDestroyOnLoad
[Debug Updater]
Project
Console
Unity Version Control
Assets > Prefabs
Obstacle
Assets
Course Library
_Source_Files
FBX
Materials
Misc
Textures
Characters
Farm
Town
Obstacles
Particles
Sound
Prefabs
Scenes
Scripts
Packages

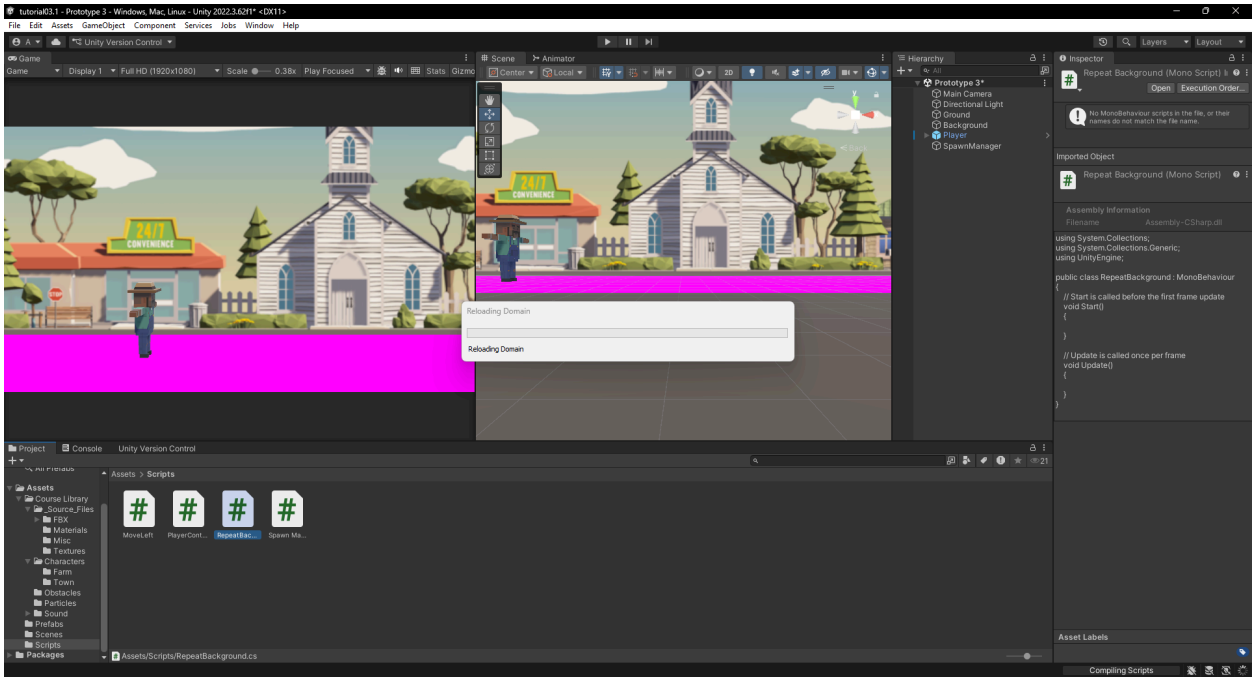


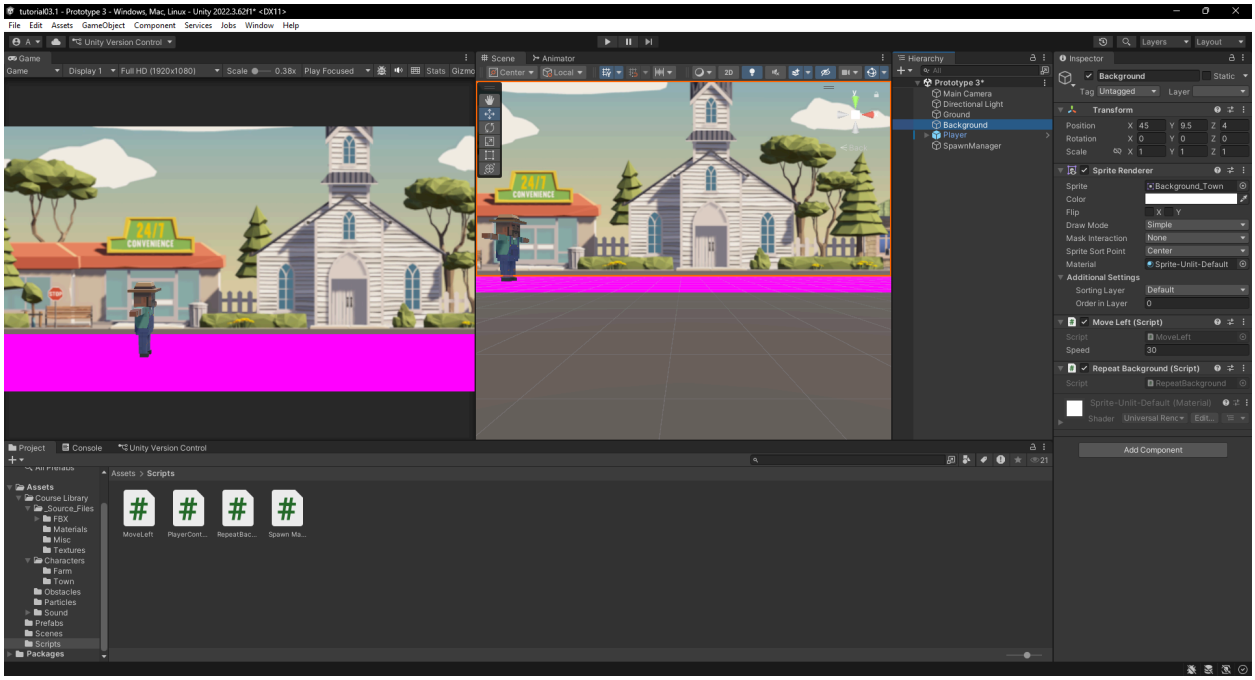
```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

Script de Unity | 0 referencias
public class SpawnManager : MonoBehaviour
{
    public GameObject obstaclePrefab;

    private Vector3 spawnPos = new Vector3(25, 0, 0);

    private float startDelay = 2;
    private float repeatRate = 2;

    Mensaje de Unity | 0 referencias
    void Start()
    {
        InvokeRepeating("SpawnObstacle", startDelay, repeatRate);
    }

    0 referencias
    void SpawnObstacle()
    {
        Instantiate(obstaclePrefab, spawnPos, obstaclePrefab.transform.rotation);
    }
}
```

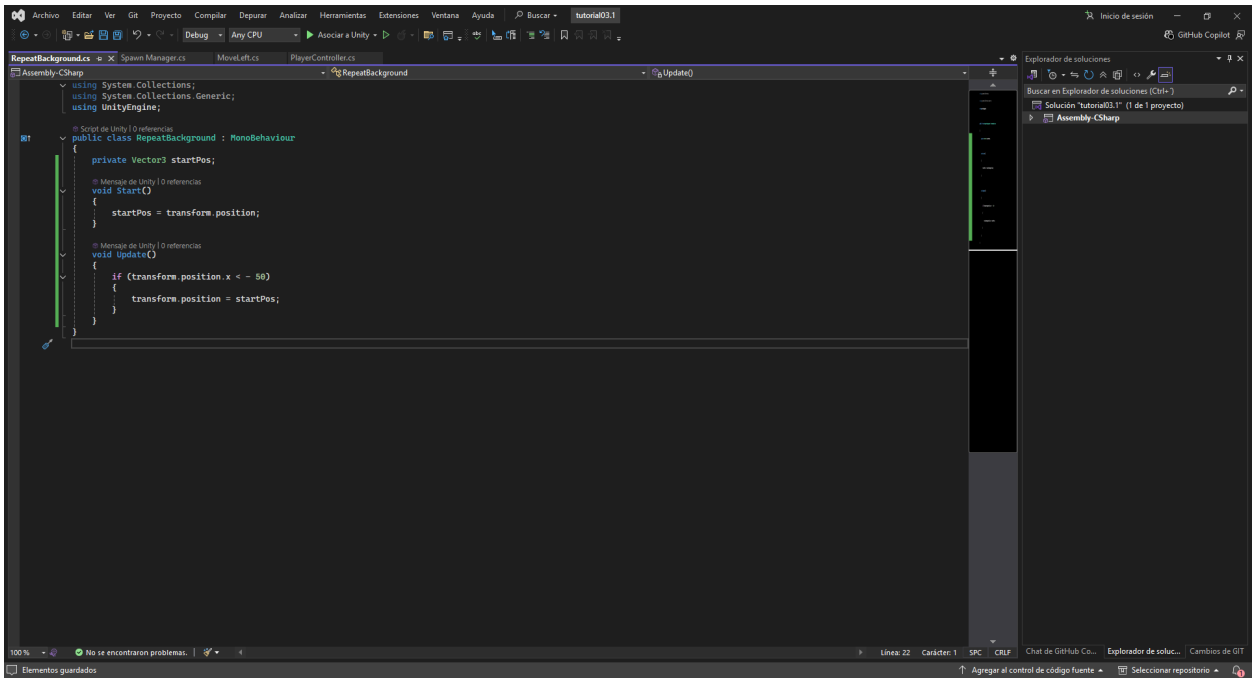


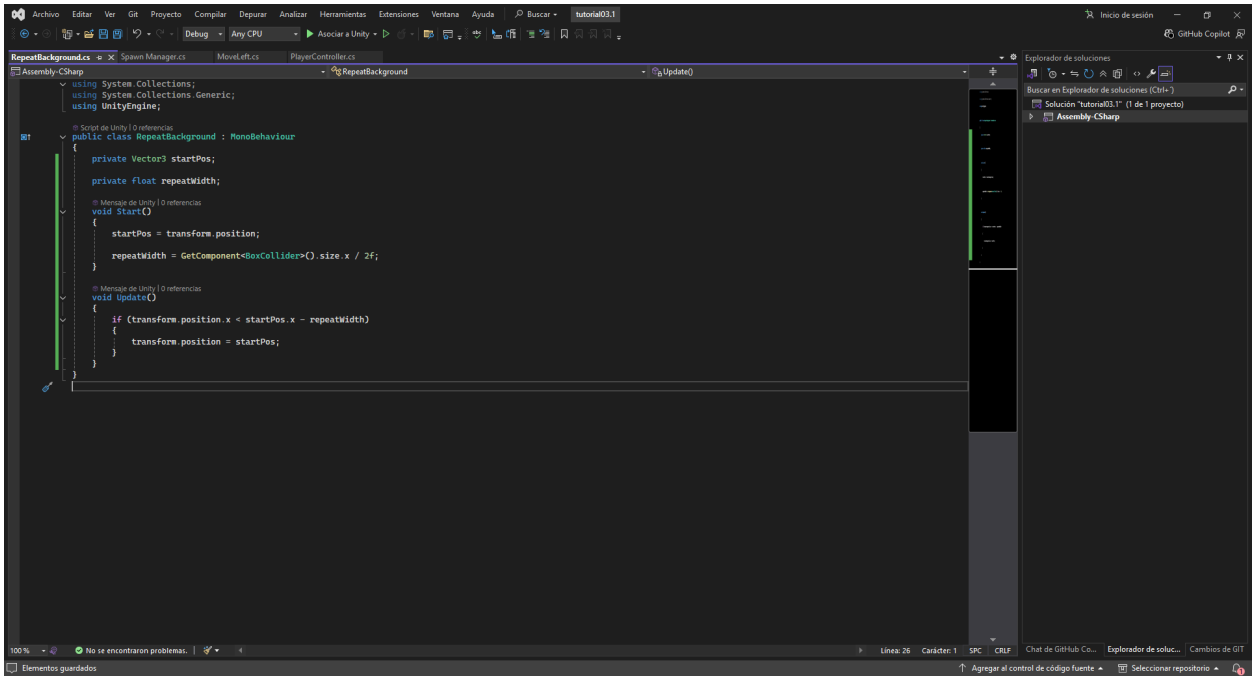

Constraints
Freeze Position
X
Y
Z
Freeze Rotation
X
Y
Z
Layer Overrides


tutorial03.1 - Prototype 3 - Windows, Mac, Linux - Unity 2022.3.62f1* <DX11>
Hierarchy
Inspector
Project
Console
Assets
Prefabs
Obstacle

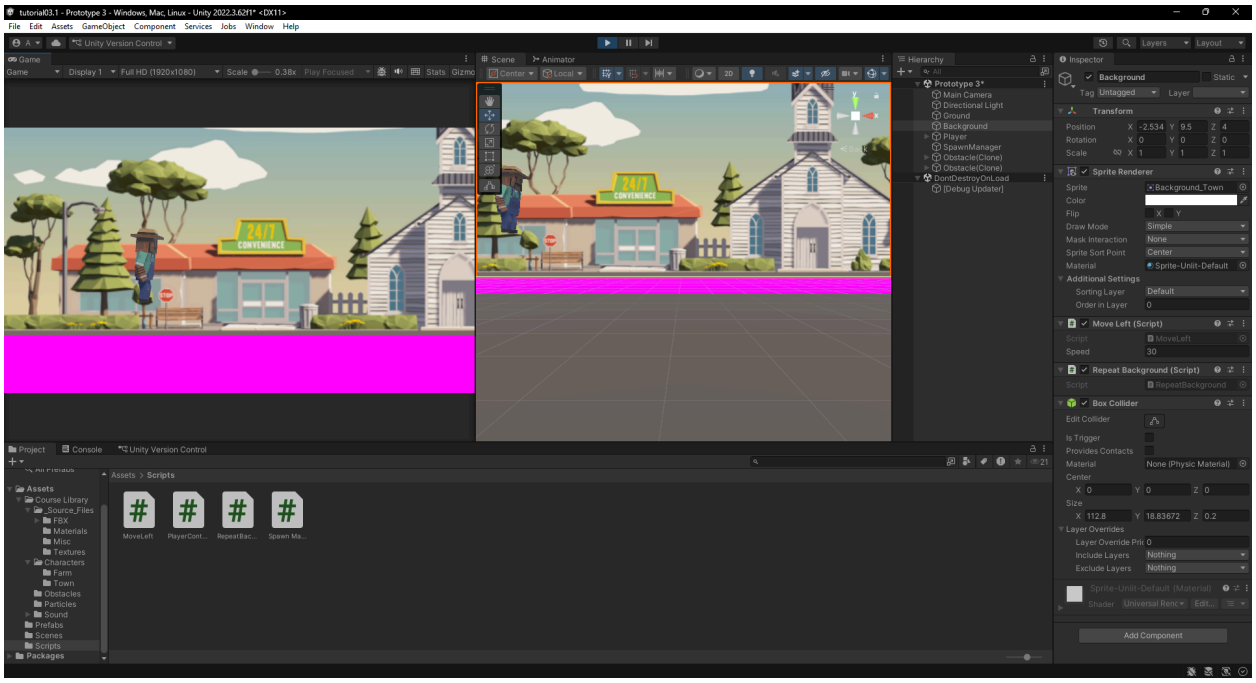

tutorial03.1 - Prototype 3 - Windows, Mac, Linux - Unity 2022.3.62f1* <DX11>
Reloading Domain
Reloading Domain
Repeat Background (Mono Script)
Assets
Scripts
MoveLeft
PlayerCont...
RepeatBac...
Spawn Ma...
Assets/Scripts/RepeatBackground.cs
Compiling Scripts

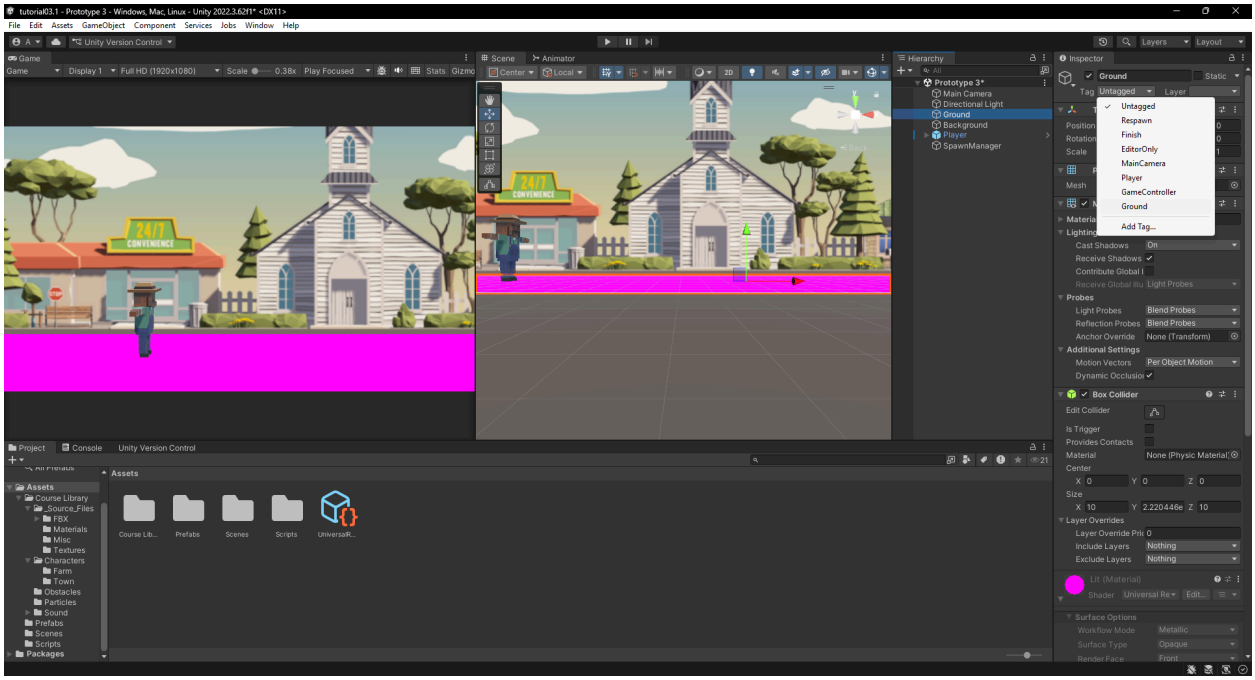

tutorial03.1 - Prototype 3 - Windows, Mac, Linux - Unity 2022.3.62f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
Prototype 3*
Main Camera
Directional Light
Ground
Background
Player
SpawnManager
Inspector
Background
Transform
Sprite Renderer
Move Left (Script)
Repeat Background (Script)
Add Component
Project
Console
Assets > Scripts
MoveLeft
PlayerCont...
RepeatBac...
Spawn Ma...

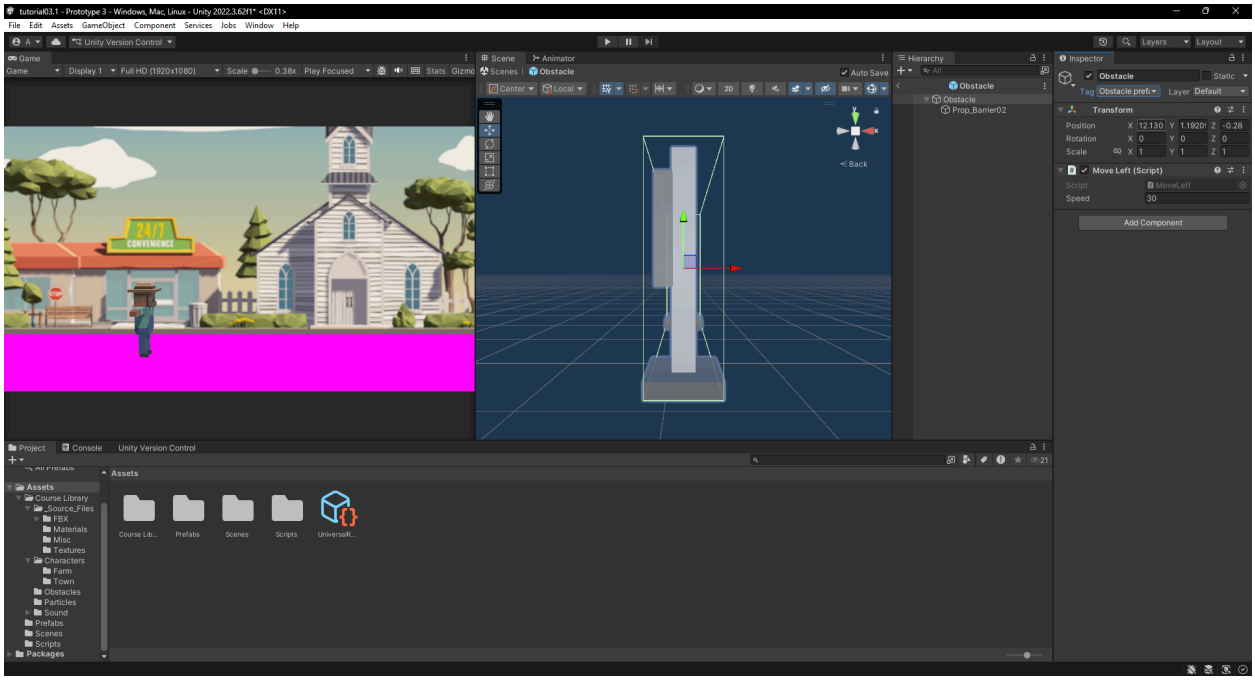

RepeatBackground.cs
Spawn Manager.cs
MoveLeft.cs
PlayerController.cs
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
public class RepeatBackground : MonoBehaviour
{
private Vector3 startPos;
void Start()
{
startPos = transform.position;
}
void Update()
{
if (transform.position.x < - 50)
{
transform.position = startPos;
}
}
}
Explorador de soluciones
Solución "tutorial03.1" (1 de 1 proyecto)
Assembly-CSharp

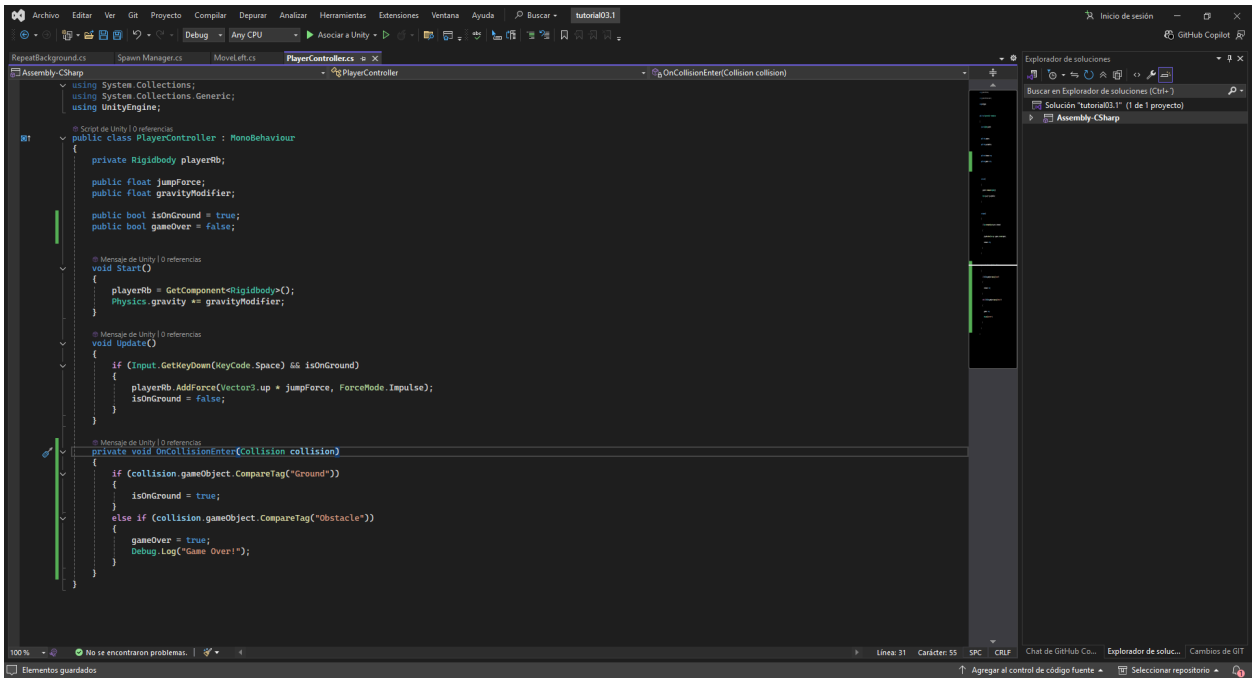


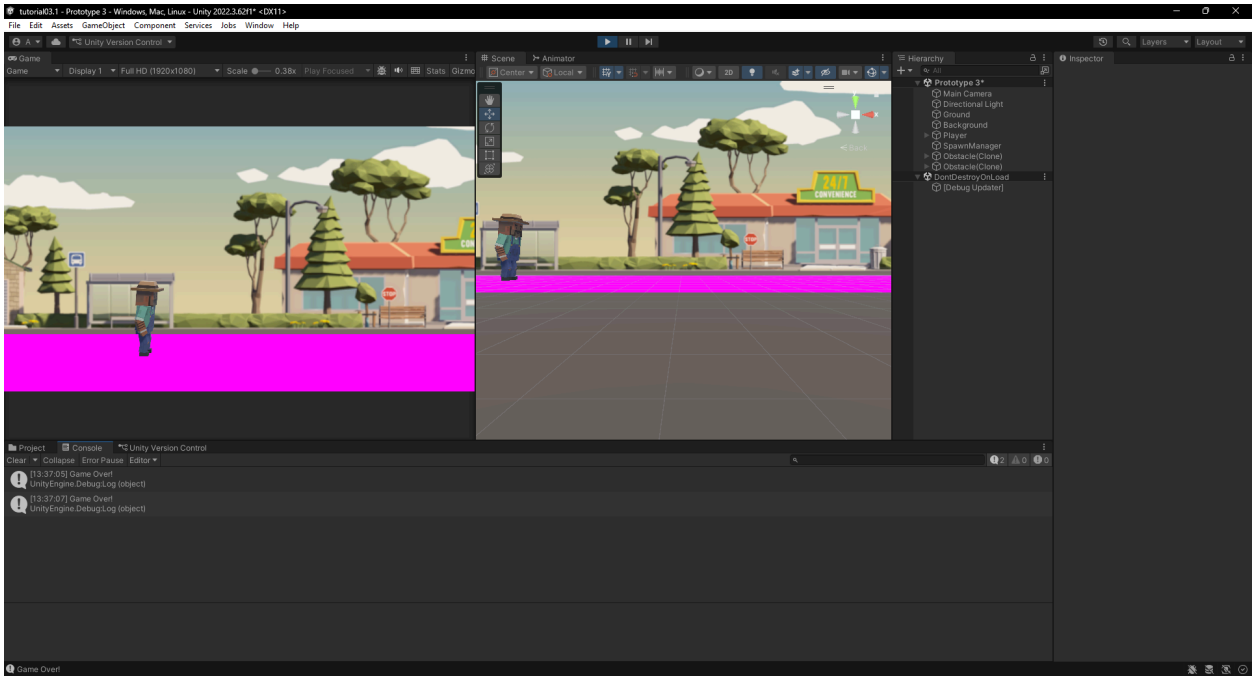
```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

Script de Unity | 0 referencias
public class RepeatBackground : MonoBehaviour
{
    private Vector3 startPos;

    private float repeatWidth;

    Mensaje de Unity | 0 referencias
    void Start()
    {
        startPos = transform.position;

        repeatWidth = GetComponent<BoxCollider>().size.x / 2f;
    }

    Mensaje de Unity | 0 referencias
    void Update()
    {
        if (transform.position.x < startPos.x - repeatWidth)
        {
            transform.position = startPos;
        }
    }
}
```

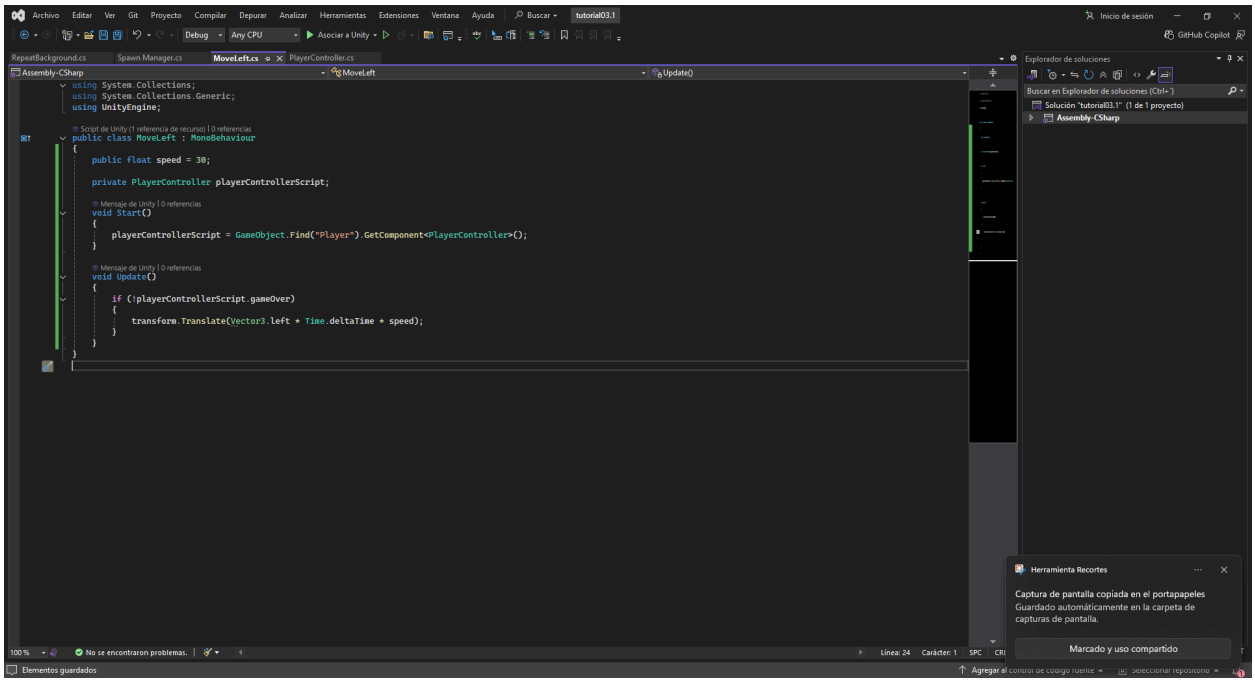


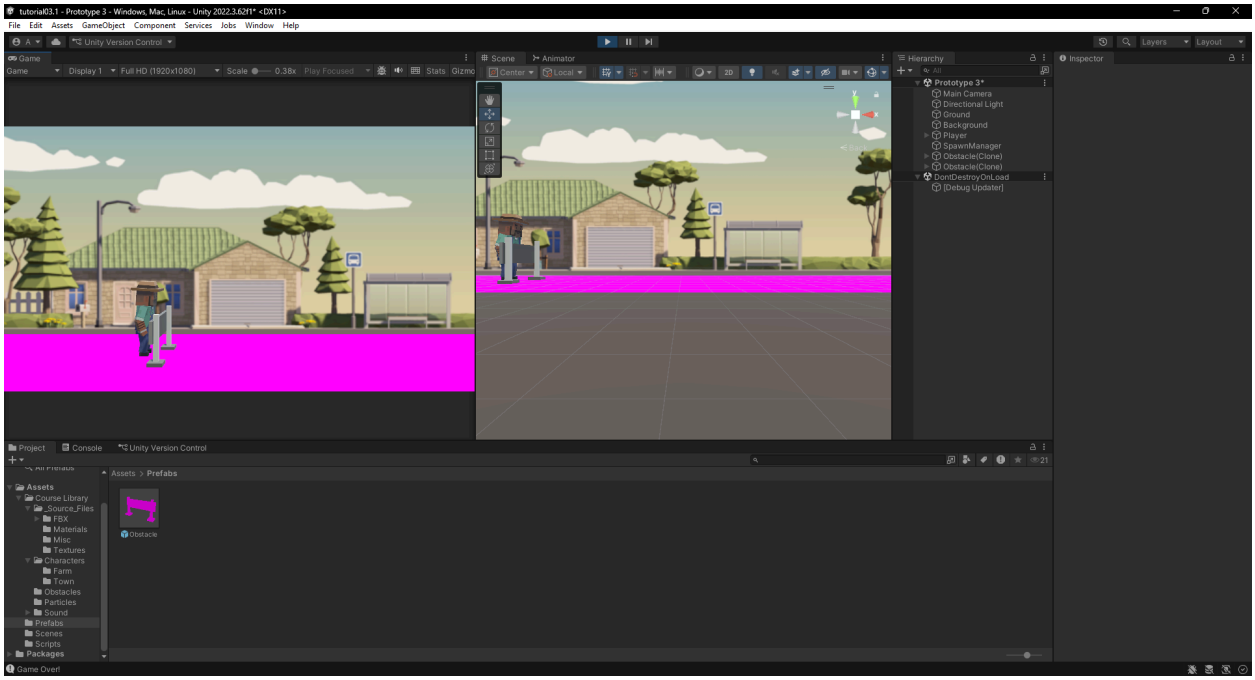

tutorial03.1 - Prototype 3 - Windows, Mac, Linux - Unity 2022.3.62f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Unity Version Control
Game
Display 1
Full HD (1920x1080)
Scale
0.38x
Play Focused
Stats
Gizmo
Scene
Animator
Center
Local
2D
Hierarchy
Prototype 3*
Main Camera
Directional Light
Ground
Background
Player
SpawnManager
Inspector
Ground
Static
Tag
Untagged
Layer
Untagged
Respawn
Finish
EditorOnly
MainCamera
Player
GameController
Ground
Add Tag...
Position
Rotation
Scale
Mesh
Cast Shadows
On
Receive Shadows
Contribute Global I
Receive Global Illu
Light Probes
Probes
Light Probes
Blend Probes
Reflection Probes
Blend Probes
Anchor Override
None (Transform)
Additional Settings
Motion Vectors
Per Object Motion
Dynamic Occlusion
Box Collider
Edit Collider
Is Trigger
Provides Contacts
Material
None (Physic Material)
Center
X 0
Y 0
Z 0
Size
X 10
Y 2.220446e
Z 10
Layer Overrides
Layer Override Prio 0
Include Layers
Nothing
Exclude Layers
Nothing
Lit (Material)
Shader
Universal Re
Edit...
Surface Options
Workflow Mode
Metallic
Surface Type
Opaque
Render Face
Front
Project
Console
Unity Version Control
Assets
Course Library
_Source_Files
FBX
Materials
Misc
Textures
Characters
Farm
Town
Obstacles
Particles
Sound
Prefabs
Scenes
Scripts
Packages
Course Lib...
Prefabs
Scenes
Scripts
UniversalR...

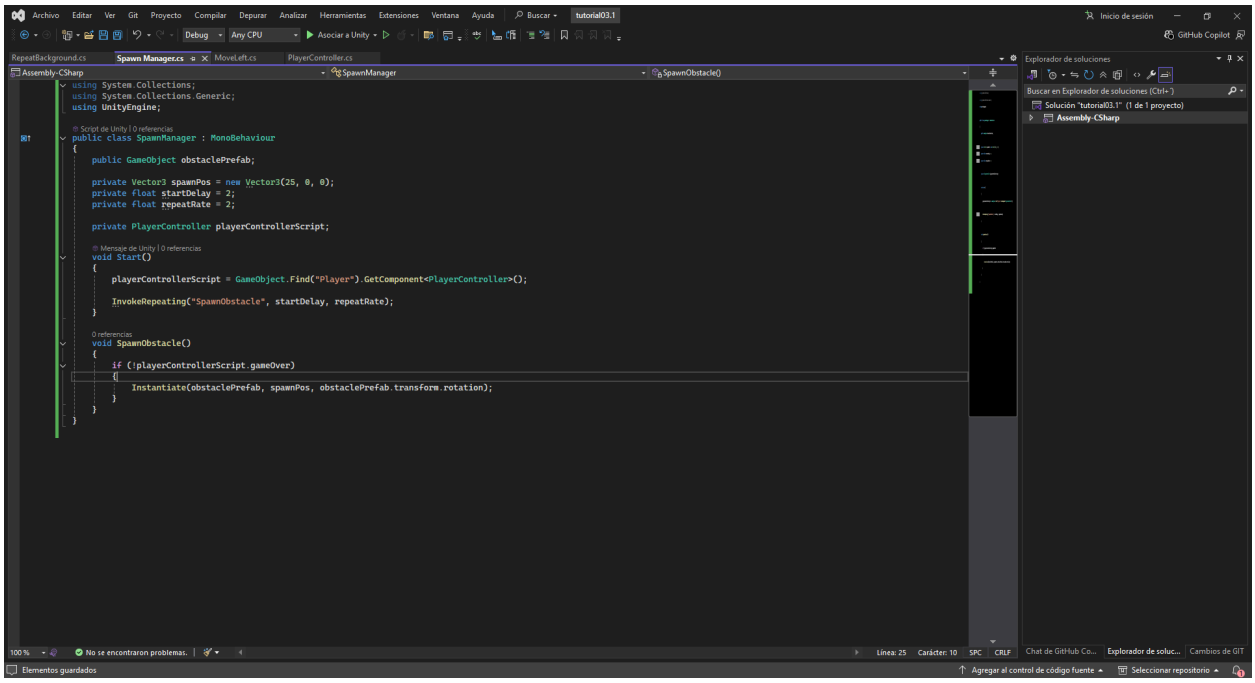

tutorial03.1 - Prototype 3 - Windows, Mac, Linux - Unity 2022.3.62f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Game
Scene
Animator
Hierarchy
Inspector
Obstacle
Transform
Position
Rotation
Scale
Move Left (Script)
Speed
30
Add Component
Project
Console
Unity Version Control
Assets
Course Library
_Source_Files
FBX
Materials
Misc
Textures
Characters
Farm
Town
Obstacles
Particles
Sound
Prefabs
Scenes
Scripts
Packages
Course Lib...
Prefabs
Scenes
Scripts
UniversalR...

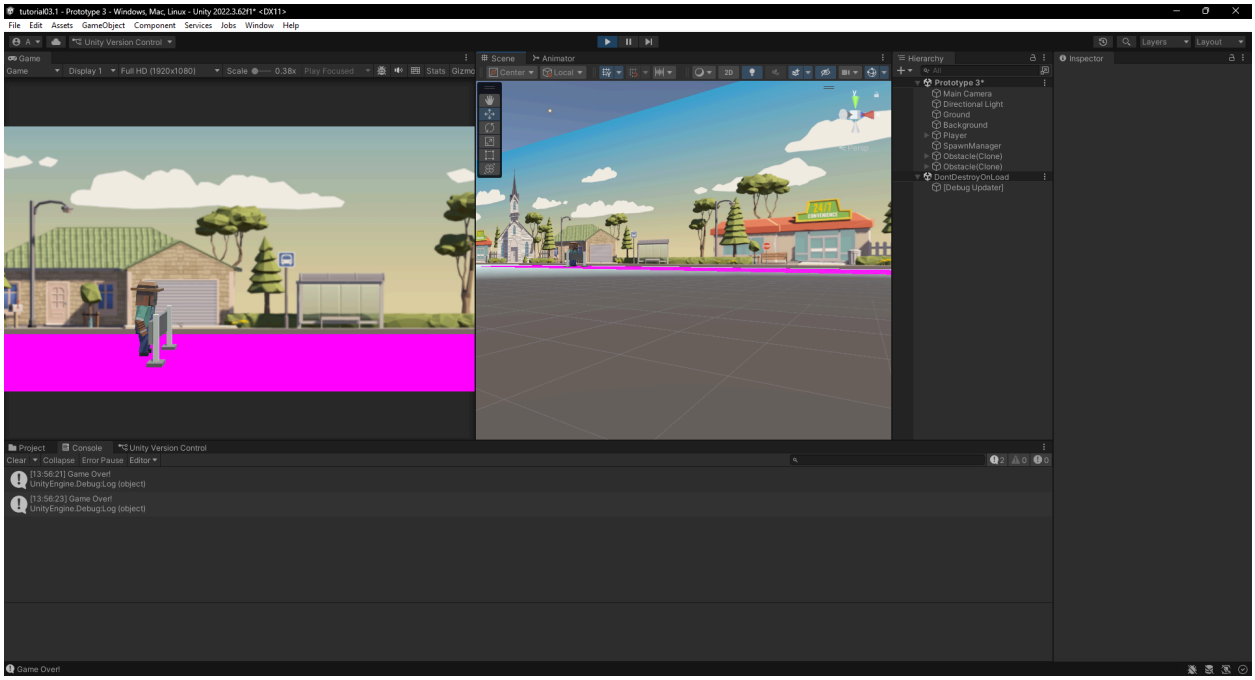

Archivo Editar Ver Git Proyecto Compilar Depurar Analizar Herramientas Extensiones Ventana Ayuda
tutorial03.1
Debug
Any CPU
Asociar a Unity
GitHub Copilot
RepeatBackground.cs
Spawn Manager.cs
MoveLeft.cs
PlayerController.cs
Assembly-CSharp
PlayerController
OnCollisionEnter(Collision collision)
Explorador de soluciones
Solución "tutorial03.1" (1 de 1 proyecto)
Assembly-CSharp
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
Script de Unity | 0 referencias
public class PlayerController : MonoBehaviour
{
private Rigidbody playerRb;
public float jumpForce;
public float gravityModifier;
public bool isOnGround = true;
public bool gameOver = false;
Mensaje de Unity | 0 referencias
void Start()
{
playerRb = GetComponent<Rigidbody>();
Physics.gravity *= gravityModifier;
}
Mensaje de Unity | 0 referencias
void Update()
{
if (Input.GetKeyDown(KeyCode.Space) && isOnGround)
{
playerRb.AddForce(Vector3.up * jumpForce, ForceMode.Impulse);
isOnGround = false;
}
}
Mensaje de Unity | 0 referencias
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: 31
Carácter: 55
SPC
CRLF
Elementos guardados

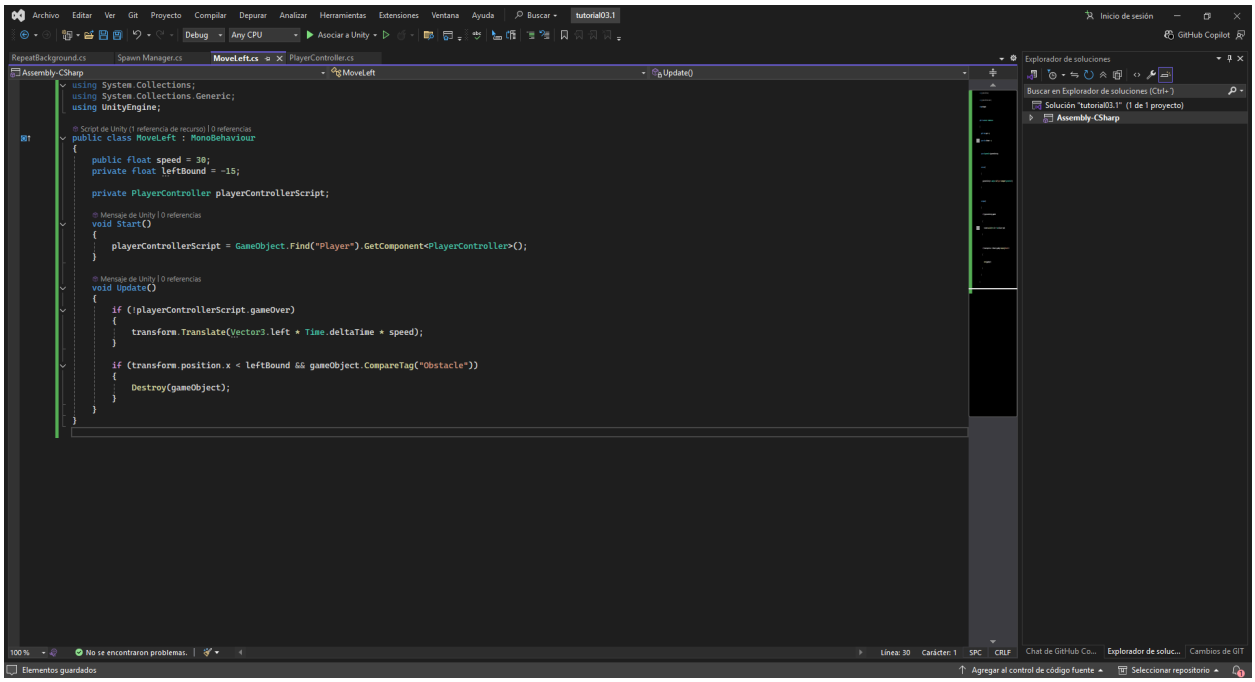

tutorial03.1 - Prototype 3 - Windows, Mac, Linux - Unity 2022.3.62f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
Prototype 3*
Main Camera
Directional Light
Ground
Background
Player
SpawnManager
Obstacle(Clone)
Obstacle(Clone)
DontDestroyOnLoad
[Debug Updater]
Inspector
Project Console Unity Version Control
Clear Collapse Error Pause Editor
[13:37:05] Game Over!
UnityEngine.Debug:Log (object)
[13:37:07] Game Over!
UnityEngine.Debug:Log (object)
Game Over!

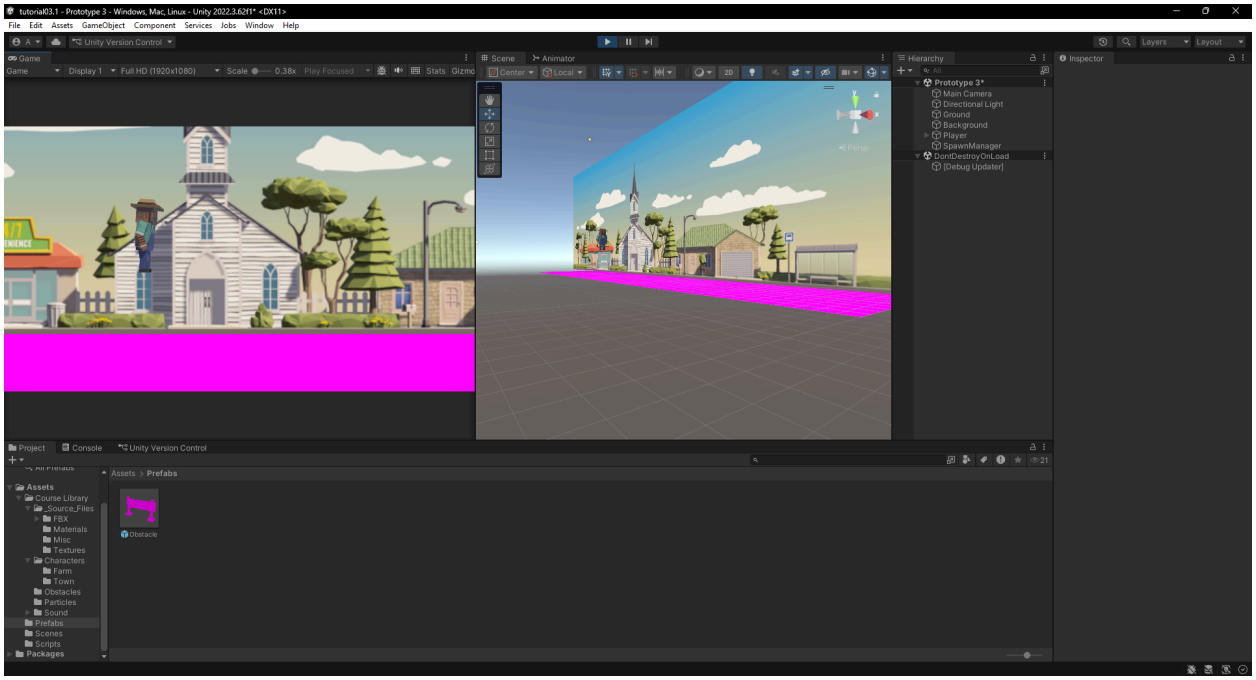

RepeatBackground.cs
Spawn Manager.cs
MoveLeft.cs
PlayerController.cs
Assembly-CSharp
MoveLeft
Update()
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
public class MoveLeft : MonoBehaviour
{
public float speed = 30;
private PlayerController playerControllerScript;
void Start()
{
playerControllerScript = GameObject.Find("Player").GetComponent<PlayerController>();
}
void Update()
{
if (!playerControllerScript.gameOver)
{
transform.Translate(Vector3.left * Time.deltaTime * speed);
}
}
}
Explorador de soluciones
Solución "tutorial03.1" (1 de 1 proyecto)
Assembly-CSharp
Herramienta Recortes
Captura de pantalla copiada en el portapapeles
Guardado automáticamente en la carpeta de capturas de pantalla.
Marcado y uso compartido
Elementos guardados

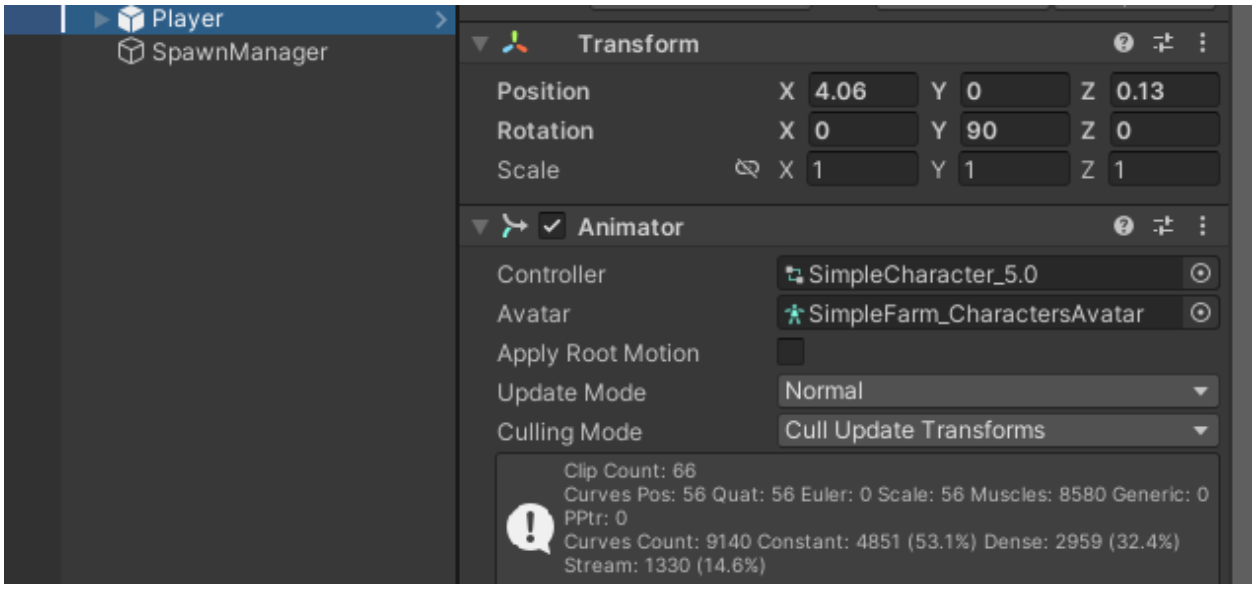

tutorial03.1 - Prototype 3 - Windows, Mac, Linux - Unity 2022.3.62f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
Prototype 3*
Main Camera
Directional Light
Ground
Background
Player
SpawnManager
Obstacle(Clone)
Obstacle(Clone)
DontDestroyOnLoad
[Debug Updater]
Inspector
Project
Console
Assets > Prefabs
Obstacle
Game Over!

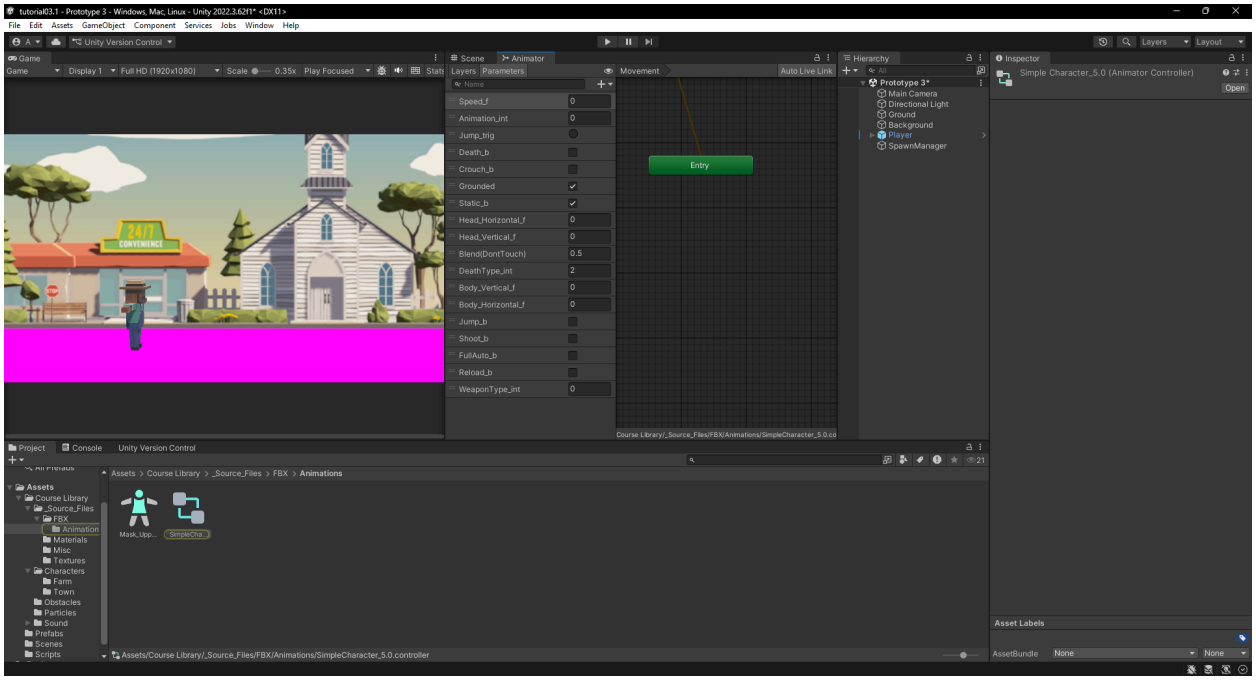

Archivo Editar Ver Git Proyecto Compilar Depurar Analizar Herramientas Extensiones Ventana Ayuda
tutorial03.1
Debug
Any CPU
Asociar a Unity
GitHub Copilot
RepeatBackground.cs
Spawn Manager.cs
MoveLeft.cs
PlayerController.cs
Assembly-CSharp
SpawnManager
SpawnObstacle()
Explorador de soluciones
Solución "tutorial03.1" (1 de 1 proyecto)
Assembly-CSharp
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
Script de Unity | 0 referencias
public class SpawnManager : MonoBehaviour
{
public GameObject obstaclePrefab;
private Vector3 spawnPos = new Vector3(25, 0, 0);
private float startDelay = 2;
private float repeatRate = 2;
private PlayerController playerControllerScript;
Mensaje de Unity | 0 referencias
void Start()
{
playerControllerScript = GameObject.Find("Player").GetComponent<PlayerController>();
InvokeRepeating("SpawnObstacle", startDelay, repeatRate);
}
0 referencias
void SpawnObstacle()
{
if (!playerControllerScript.gameOver)
{
Instantiate(obstaclePrefab, spawnPos, obstaclePrefab.transform.rotation);
}
}
}
No se encontraron problemas.
Línea: 25
Carácter: 10
SPC
CRLF
Elementos guardados
Agregar al control de código fuente
Seleccionar repositorio

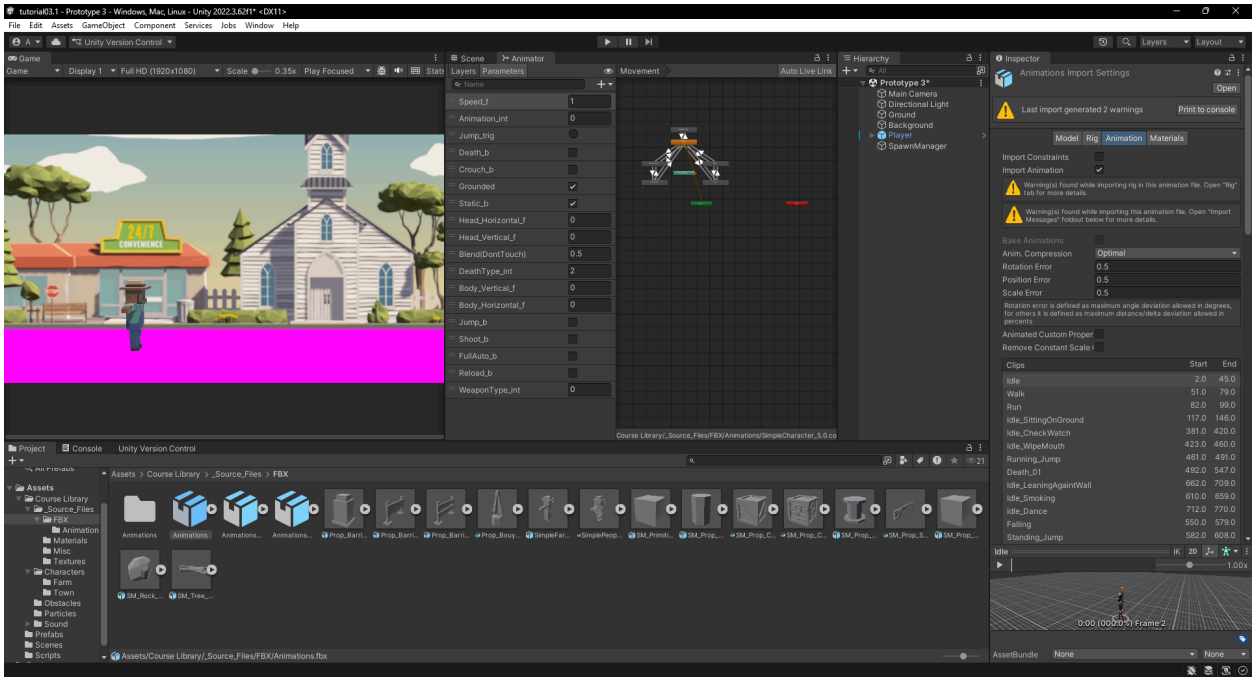

tutorial03.1 - Prototype 3 - Windows, Mac, Linux - Unity 2022.3.62f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Unity Version Control
Game
Display 1
Full HD (1920x1080)
Scale
0.38x
Play Focused
Stats
Gizmo
Scene
Animator
Center
Local
Hierarchy
Prototype 3*
Main Camera
Directional Light
Ground
Background
Player
SpawnManager
Obstacle(Clone)
Obstacle(Clone)
DontDestroyOnLoad
[Debug Updater]
Inspector
Layers
Layout
Project
Console
Unity Version Control
Clear
Collapse
Error Pause
Editor
[13:56:21] Game Over!
UnityEngine.Debug:Log (object)
[13:56:23] Game Over!
UnityEngine.Debug:Log (object)
Game Over!

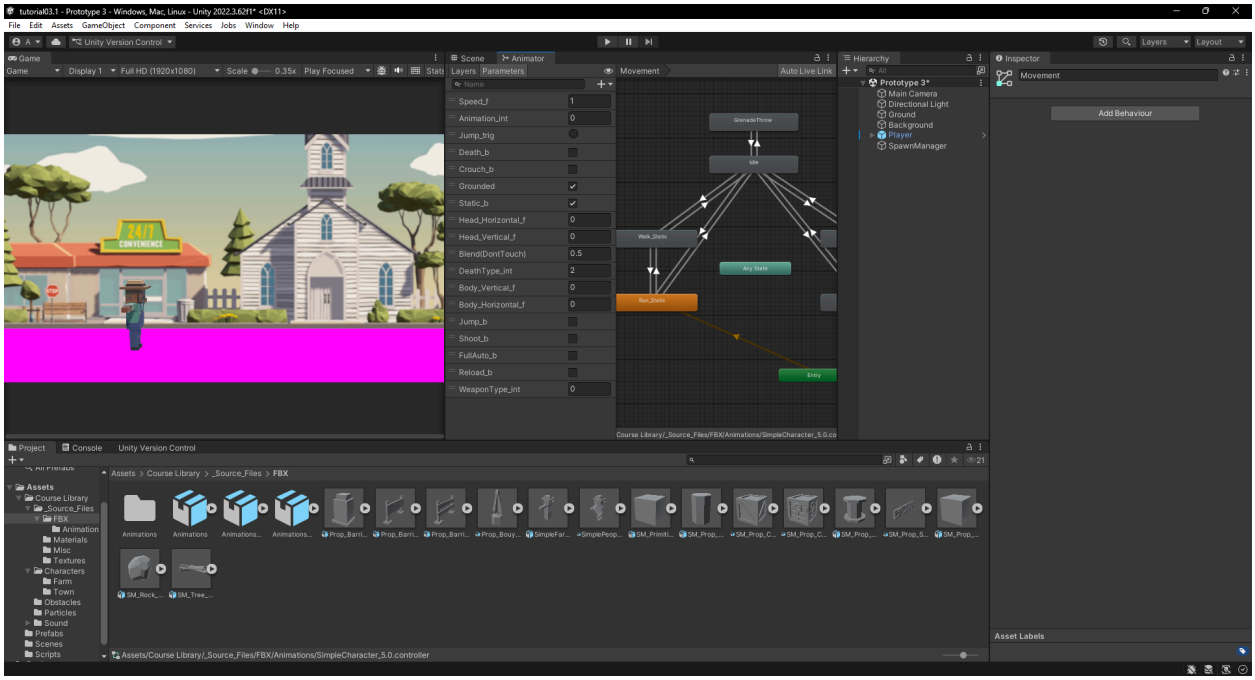

Archivo Editar Ver Git Proyecto Compilar Depurar Analizar Herramientas Extensiones Ventana Ayuda
Buscar
tutorial03.1
Inicio de sesión
GitHub Copilot
Debug
Any CPU
Asociar a Unity
RepeatBackground.cs
Spawn Manager.cs
MoveLeft.cs
PlayerController.cs
Assembly-CSharp
MoveLeft
Update()
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
Script de Unity (1 referencia de recurso) | 0 referencias
public class MoveLeft : MonoBehaviour
{
public float speed = 30;
private float leftBound = -15;
private PlayerController playerControllerScript;
Mensaje de Unity | 0 referencias
void Start()
{
playerControllerScript = GameObject.Find("Player").GetComponent<PlayerController>();
}
Mensaje de Unity | 0 referencias
void Update()
{
if (!playerControllerScript.gameOver)
{
transform.Translate(Vector3.left * Time.deltaTime * speed);
}
if (transform.position.x < leftBound && gameObject.CompareTag("Obstacle"))
{
Destroy(gameObject);
}
}
}
Explorador de soluciones
Buscar en Explorador de soluciones (Ctrl+;)
Solución "tutorial03.1" (1 de 1 proyecto)
Assembly-CSharp
100 %
No se encontraron problemas.
Línea: 30
Carácter: 1
SPC
CRLF
Chat de GitHub Co...
Explorador de soluc...
Cambios de GIT
Elementos guardados
Agregar al control de código fuente
Seleccionar repositorio

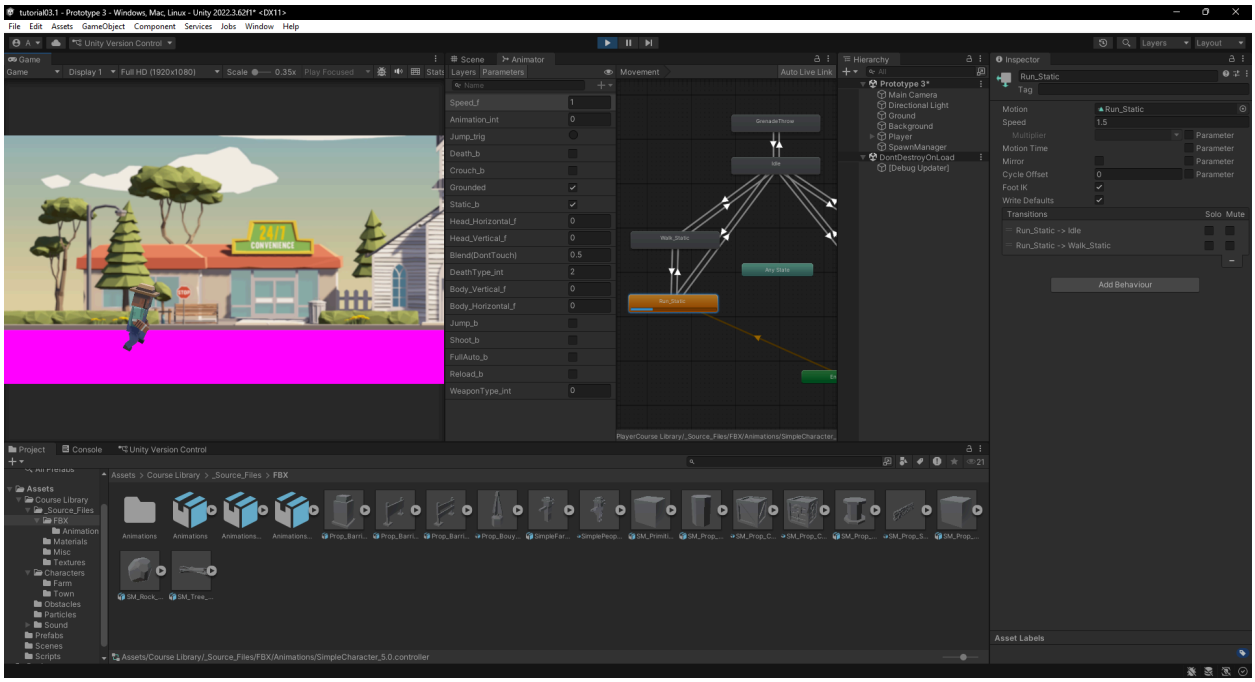


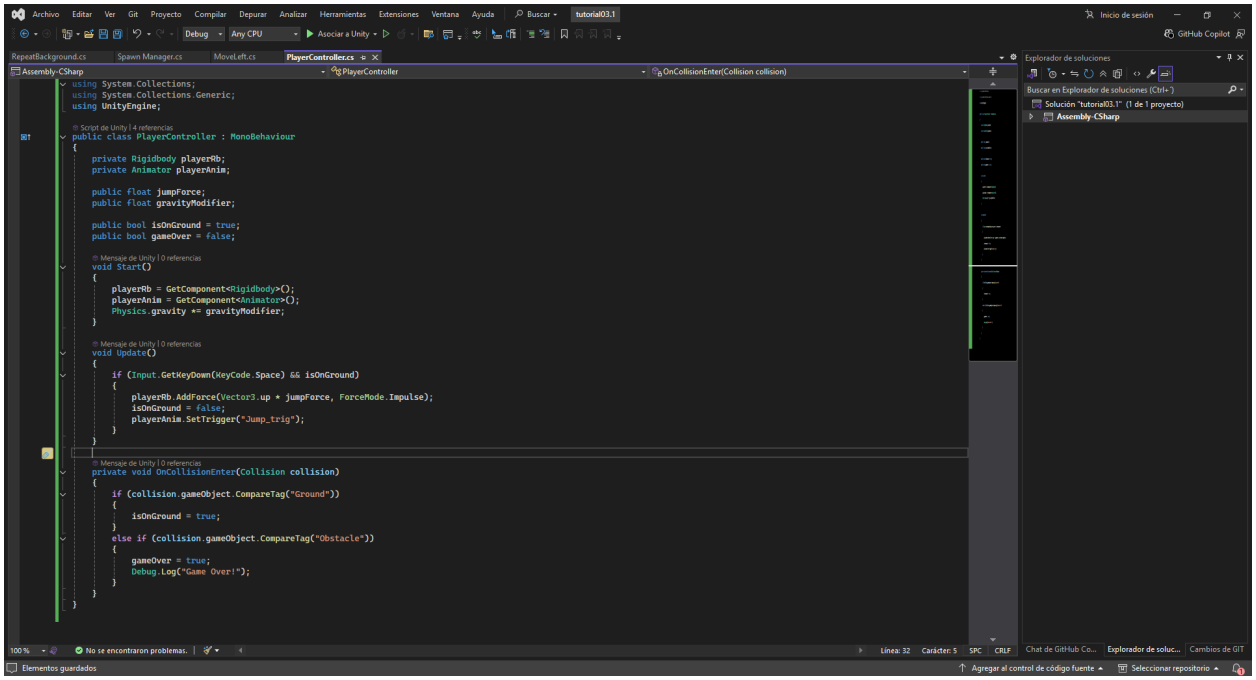

Player
SpawnManager
Transform
Position X 4.06 Y 0 Z 0.13
Rotation X 0 Y 90 Z 0
Scale X 1 Y 1 Z 1
Animator
Controller SimpleCharacter_5.0
Avatar SimpleFarm_CharactersAvatar
Apply Root Motion
Update Mode Normal
Culling Mode Cull Update Transforms
Clip Count: 66
Curves Pos: 56 Quat: 56 Euler: 0 Scale: 56 Muscles: 8580 Generic: 0
PPtr: 0
Curves Count: 9140 Constant: 4851 (53.1%) Dense: 2959 (32.4%)
Stream: 1330 (14.6%)


tutorial03.1 - Prototype 3 - Windows, Mac, Linux - Unity 2022.3.62f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Game
Scene
Animator
Hierarchy
Inspector
Simple Character_5.0 (Animator Controller)
Open
Entry
Prototype 3*
Main Camera
Directional Light
Ground
Background
Player
SpawnManager
Speed_f
Animation_int
Jump_trig
Death_b
Crouch_b
Grounded
Static_b
Head_Horizontal_f
Head_Vertical_f
Blend(DontTouch)
DeathType_int
Body_Vertical_f
Body_Horizontal_f
Jump_b
Shoot_b
FullAuto_b
Reload_b
WeaponType_int
Project
Console
Unity Version Control
Assets > Course Library > _Source_Files > FBX > Animations
Asset Labels
AssetBundle
None
Assets/Course Library/_Source_Files/FBX/Animations/SimpleCharacter_5.0.controller

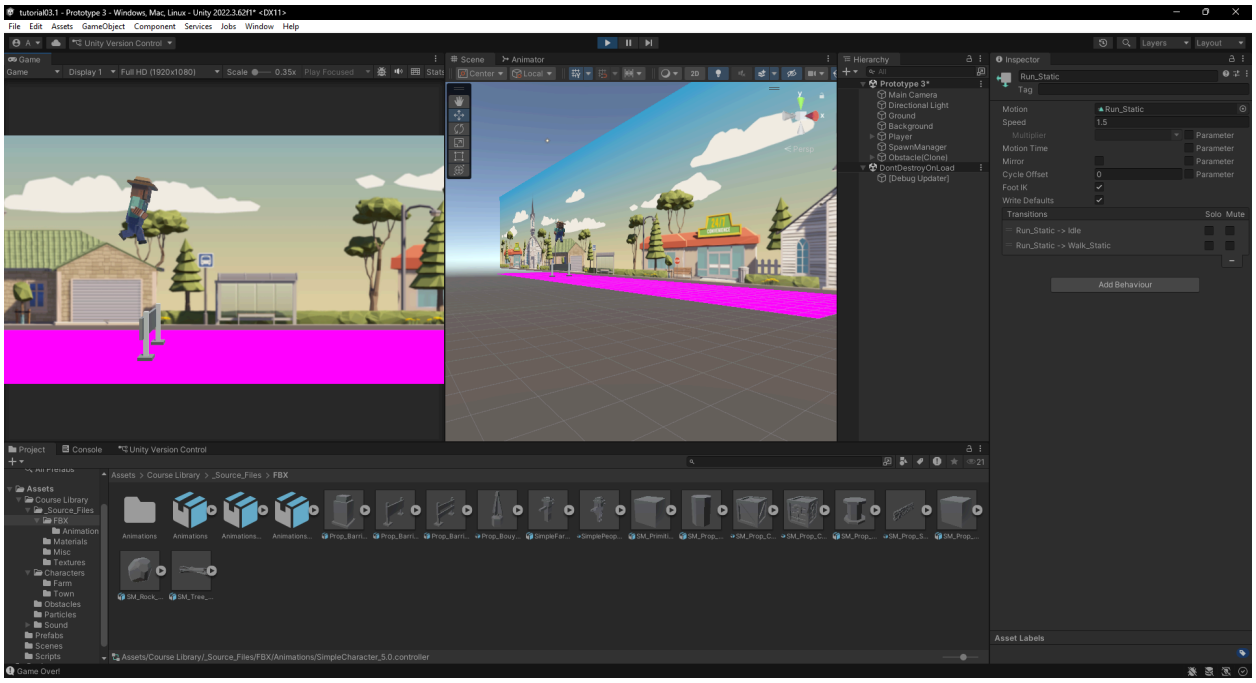

tutorial03.1 - Prototype 3 - Windows, Mac, Linux - Unity 2022.3.62f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Animations Import Settings
Open
Last import generated 2 warnings
Print to console
Model
Rig
Animation
Materials
Import Constraints
Import Animation
Bake Animations
Anim. Compression
Optimal
Rotation Error
Position Error
Scale Error
Clips
Start
End
Idle
Walk
Run
Idle_SittingOnGround
Idle_CheckWatch
Idle_WipeMouth
Running_Jump
Death_01
Idle_LeaningAgaintWall
Idle_Smoking
Idle_Dance
Failing
Standing_Jump
Assets > Course Library > _Source_Files > FBX
Assets/Course Library/_Source_Files/FBX/Animations.fbx

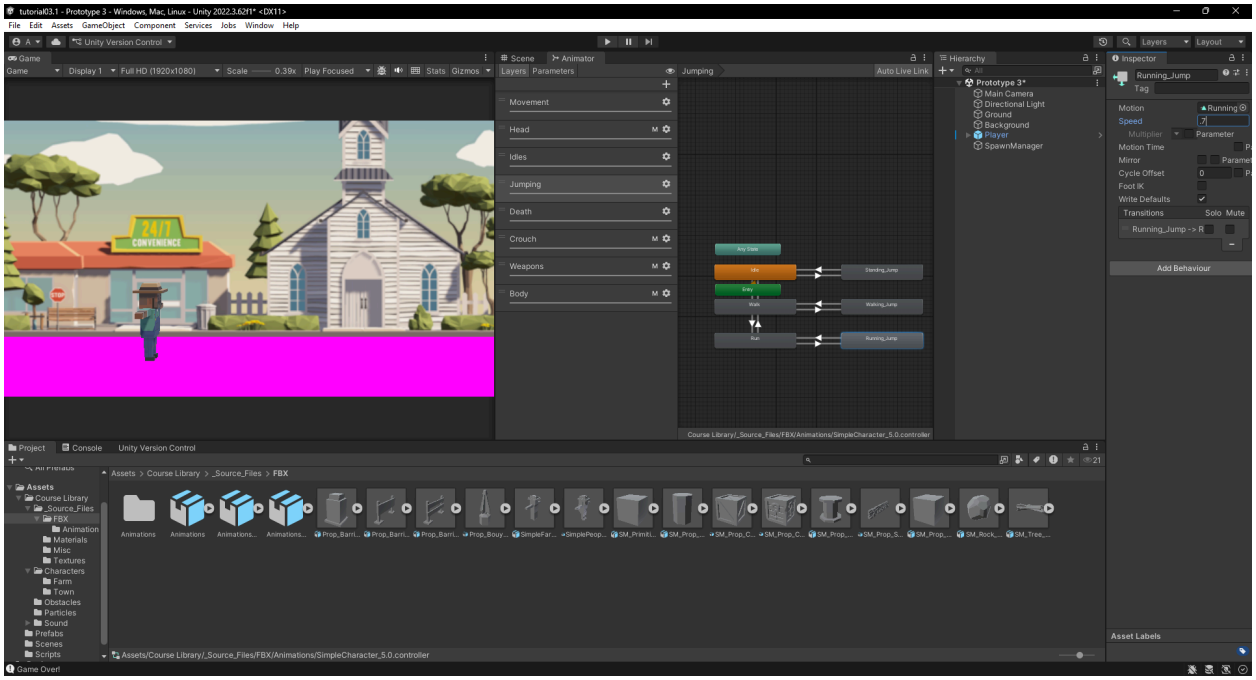

tutorial03.1 - Prototype 3 - Windows, Mac, Linux - Unity 2022.3.62f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Unity Version Control
Game
Display 1 Full HD (1920x1080) Scale 0.35x Play Focused
Scene Animator
Layers Parameters
Movement
Auto Live Link
Speed_f 1
Animation_int 0
Jump_trig
Death_b
Crouch_b
Grounded
Static_b
Head_Horizontal_f 0
Head_Vertical_f 0
Blend(DontTouch) 0.5
DeathType_int 2
Body_Vertical_f 0
Body_Horizontal_f 0
Jump_b
Shoot_b
FullAuto_b
Reload_b
WeaponType_int 0
GrenadeThrow
Idle
Walk_Static
Any State
Run_Static
Entry
Hierarchy
Prototype 3*
Main Camera
Directional Light
Ground
Background
Player
SpawnManager
Inspector
Movement
Add Behaviour
Project
Console
Unity Version Control
Assets > Course Library > _Source_Files > FBX
Assets
Course Library
_Source_Files
FBX
Animation
Materials
Misc
Textures
Characters
Farm
Town
Obstacles
Particles
Sound
Prefabs
Scenes
Scripts
Animations
Assets/Course Library/_Source_Files/FBX/Animations/SimpleCharacter_5.0.controller
Asset Labels

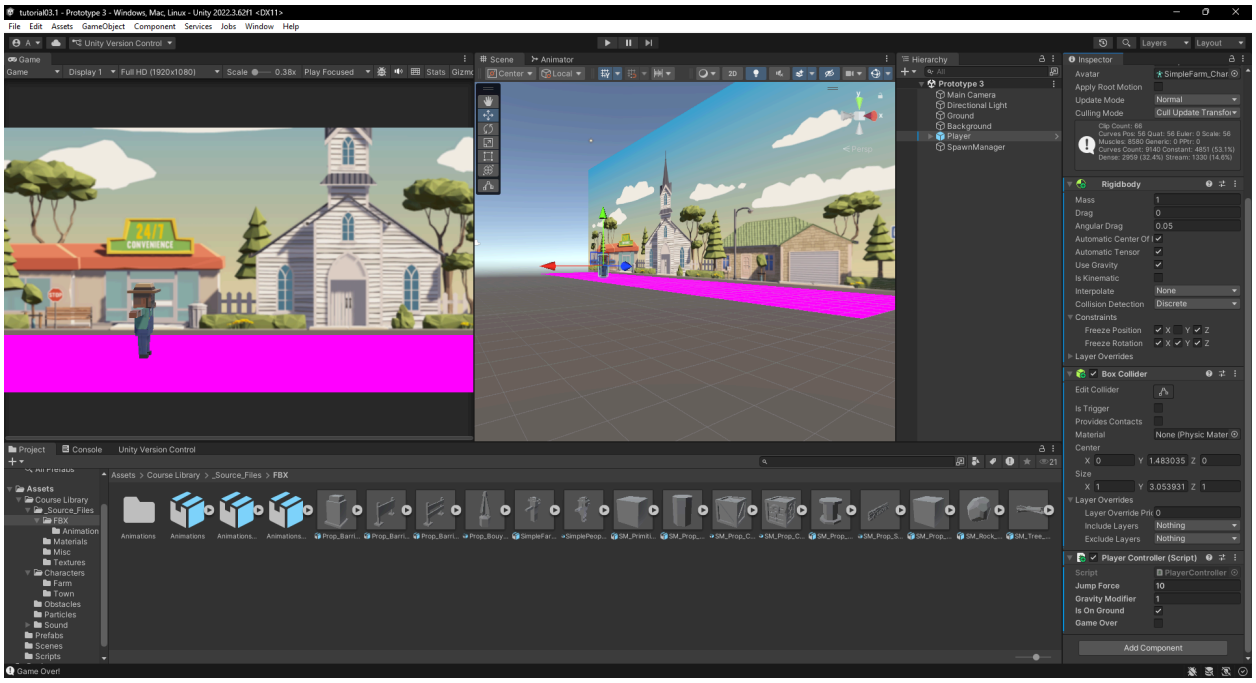

tutorial03.1 - Prototype 3 - Windows, Mac, Linux - Unity 2022.3.62f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Unity Version Control
Game
Display 1 Full HD (1920x1080) Scale 0.35x Play Focused
Scene Animator
Layers Parameters
Movement
Auto Live Link
Speed_f 1
Animation_int 0
Jump_trig
Death_b
Crouch_b
Grounded
Static_b
Head_Horizontal_f 0
Head_Vertical_f 0
Blend(DontTouch) 0.5
DeathType_int 2
Body_Vertical_f 0
Body_Horizontal_f 0
Jump_b
Shoot_b
FullAuto_b
Reload_b
WeaponType_int 0
GrenadeThrow
Idle
Walk_Static
Any State
Run_Static
Hierarchy
Prototype 3*
Main Camera
Directional Light
Ground
Background
Player
SpawnManager
DontDestroyOnLoad
[Debug Updater]
Inspector
Run_Static
Tag
Motion Run_Static
Speed 1.5
Multiplier
Motion Time
Mirror
Cycle Offset 0
Foot IK
Write Defaults
Transitions
Solo Mute
Run_Static -> Idle
Run_Static -> Walk_Static
Add Behaviour
Project
Console
Unity Version Control
Assets > Course Library > _Source_Files > FBX
Assets
Course Library
_Source_Files
FBX
Animation
Materials
Misc
Textures
Characters
Farm
Town
Obstacles
Particles
Sound
Prefabs
Scenes
Scripts
Animations
Assets/Course Library/_Source_Files/FBX/Animations/SimpleCharacter_5.0.controller
Asset Labels

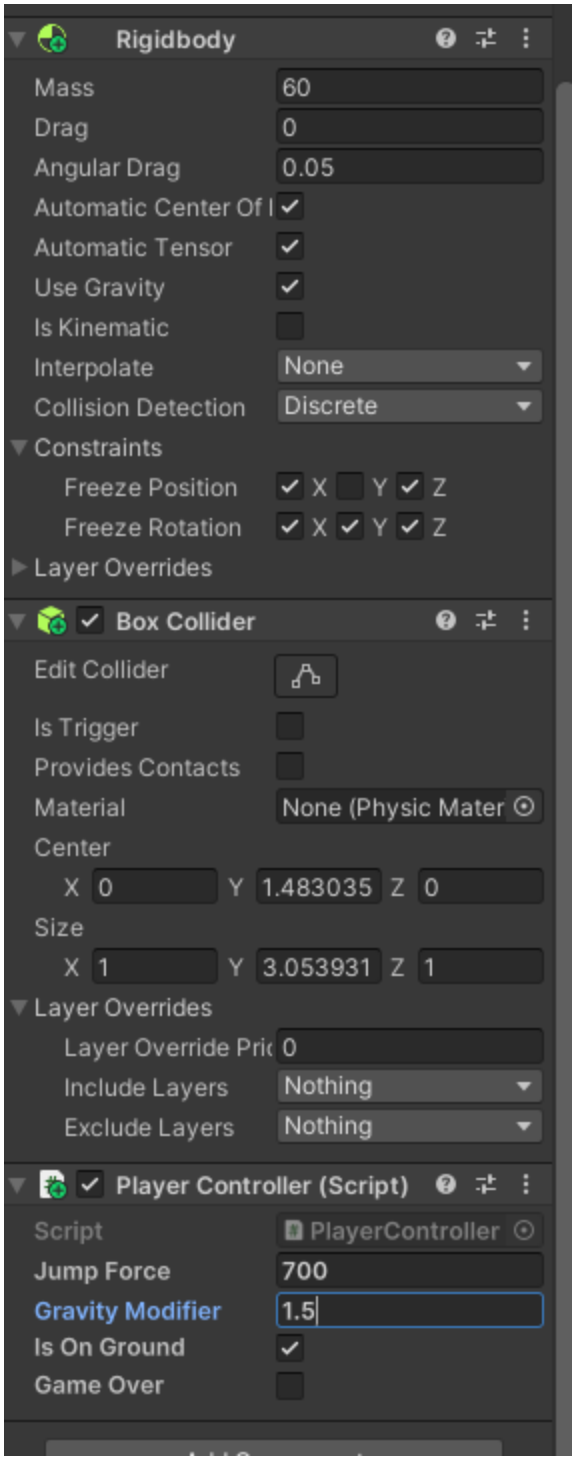


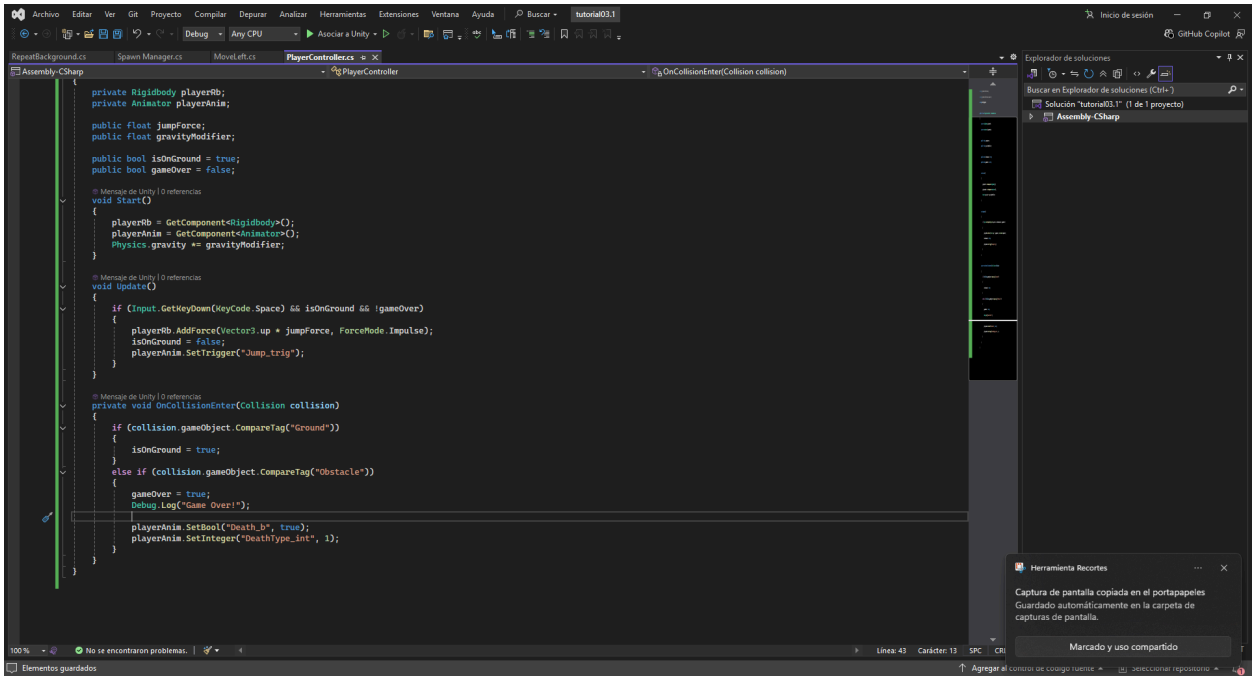
```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

Script de Unity | 4 referencias
public class PlayerController : MonoBehaviour
{
    private Rigidbody playerRb;
    private Animator playerAnim;

    public float jumpForce;
    public float gravityModifier;

    public bool isOnGround = true;
    public bool gameOver = false;

    Mensaje de Unity | 0 referencias
    void Start()
    {
        playerRb = GetComponent<Rigidbody>();
        playerAnim = GetComponent<Animator>();
        Physics.gravity *= gravityModifier;
    }

    Mensaje de Unity | 0 referencias
    void Update()
    {
        if (Input.GetKeyDown(KeyCode.Space) && isOnGround)
        {
            playerRb.AddForce(Vector3.up * jumpForce, ForceMode.Impulse);
            isOnGround = false;
            playerAnim.SetTrigger("Jump_trig");
        }
    }

    Mensaje de Unity | 0 referencias
    private void OnCollisionEnter(Collision collision)
    {
        if (collision.gameObject.CompareTag("Ground"))
        {
            isOnGround = true;
        }
        else if (collision.gameObject.CompareTag("Obstacle"))
        {
            gameOver = true;
            Debug.Log("Game Over!");
        }
    }
}
```

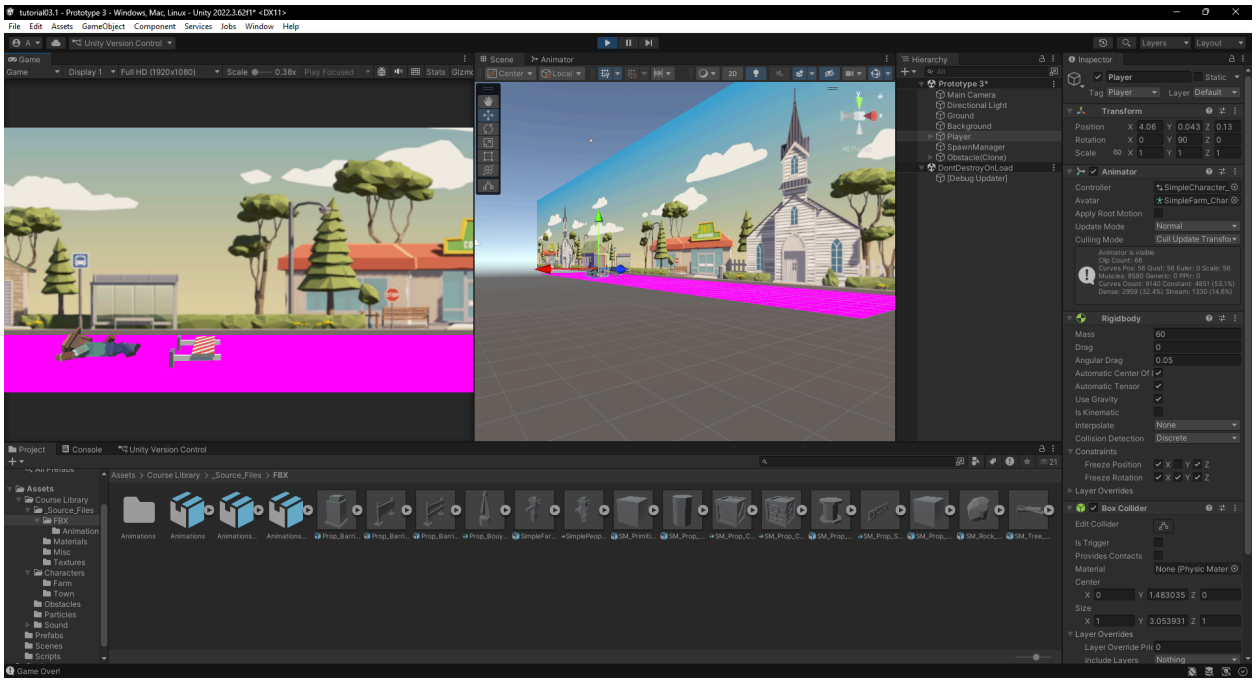


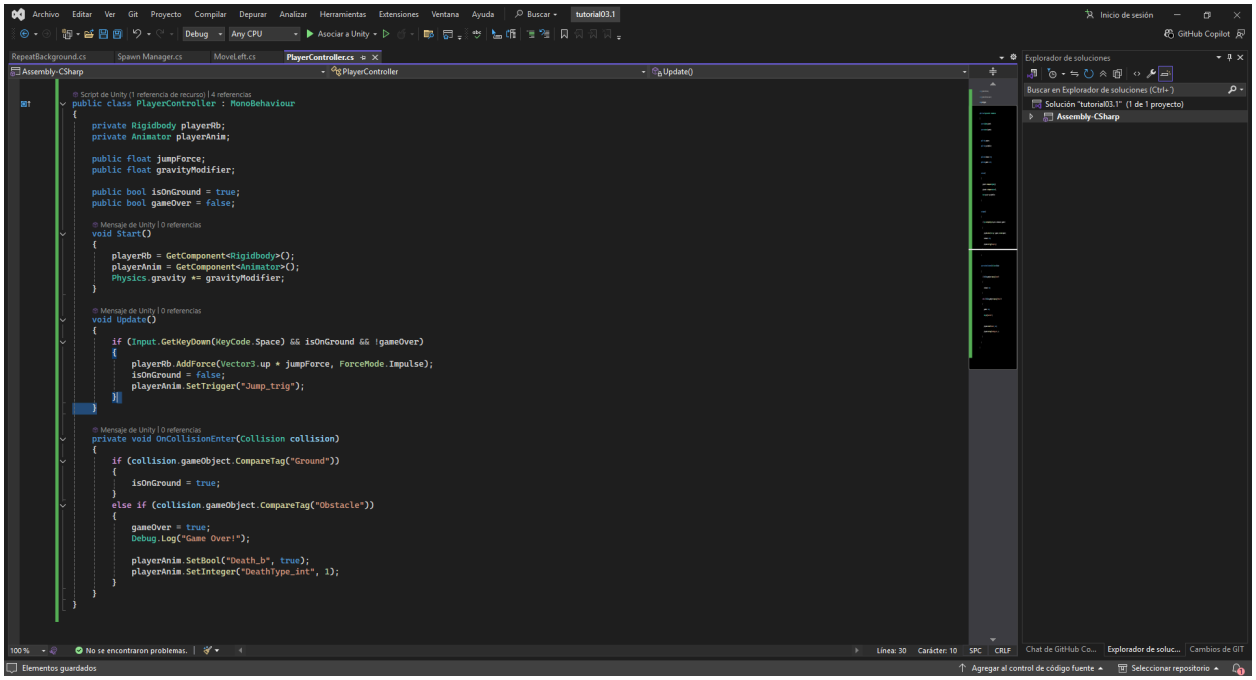




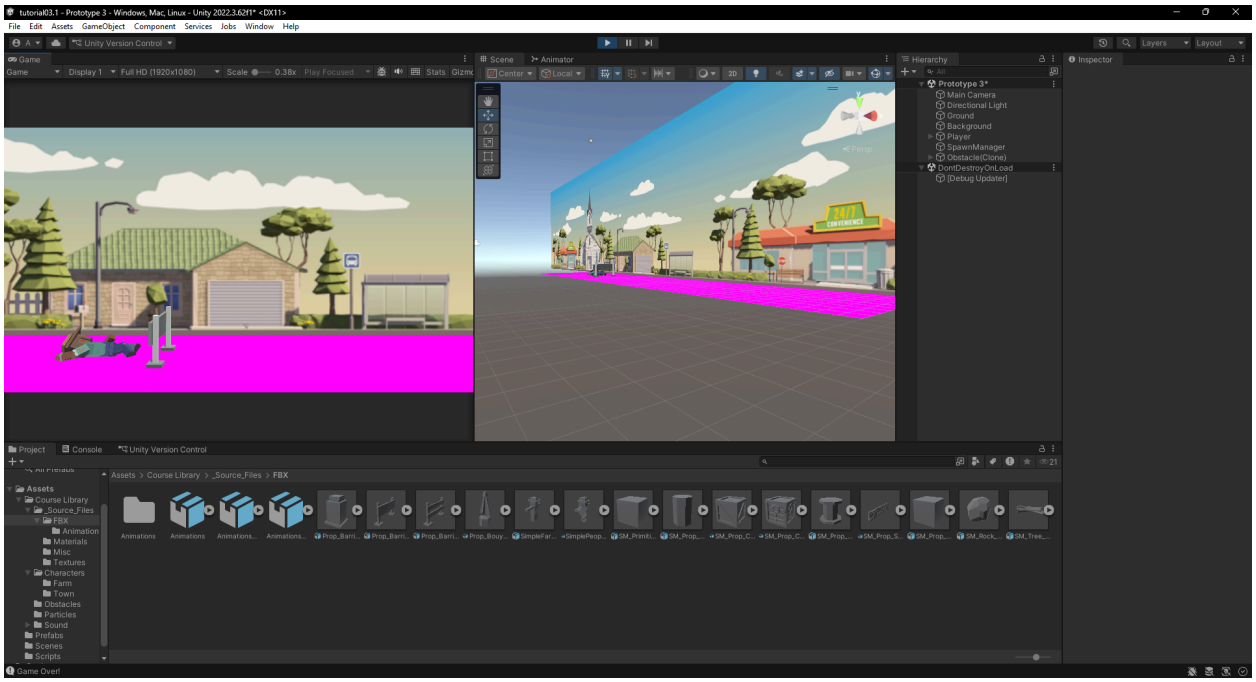

Rigidbody
Mass
60
Drag
0
Angular Drag
0.05
Automatic Center Of I
Automatic Tensor
Use Gravity
Is Kinematic
Interpolate
None
Collision Detection
Discrete
Constraints
Freeze Position
X
Y
Z
Freeze Rotation
X
Y
Z
Layer Overrides
Box Collider
Edit Collider
Is Trigger
Provides Contacts
Material
None (Physic Mater
Center
X
0
Y
1.483035
Z
0
Size
X
1
Y
3.053931
Z
1
Layer Overrides
Layer Override Pric
0
Include Layers
Nothing
Exclude Layers
Nothing
Player Controller (Script)
Script
PlayerController
Jump Force
700
Gravity Modifier
1.5
Is On Ground
Game Over

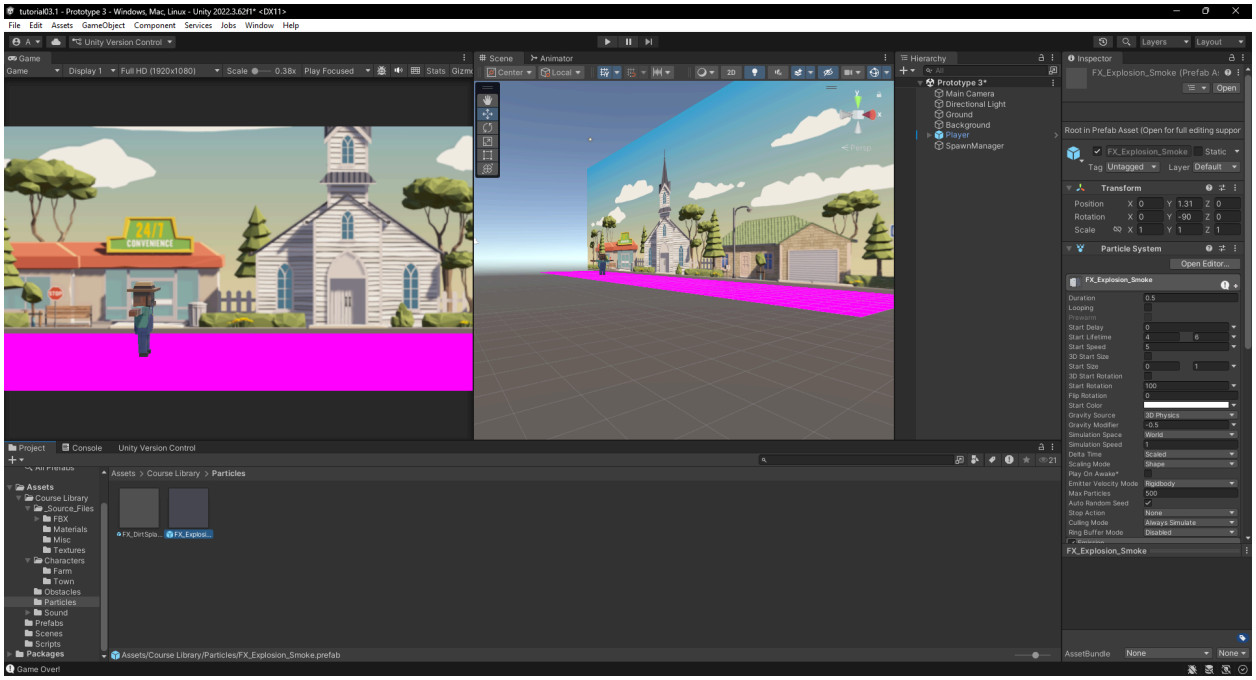

Archivo Editar Ver Git Proyecto Compilar Depurar Analizar Herramientas Extensiones Ventana Ayuda
tutorial03.1
Debug
Any CPU
Asociar a Unity
RepeatBackground.cs
Spawn Manager.cs
MoveLeft.cs
PlayerController.cs
Assembly-CSharp
PlayerController
OnCollisionEnter(Collision collision)
private Rigidbody playerRb;
private Animator playerAnim;
public float jumpForce;
public float gravityModifier;
public bool isOnGround = true;
public bool gameOver = false;
Mensaje de Unity | 0 referencias
void Start()
{
playerRb = GetComponent<Rigidbody>();
playerAnim = GetComponent<Animator>();
Physics.gravity *= gravityModifier;
}
Mensaje de Unity | 0 referencias
void Update()
{
if (Input.GetKeyDown(KeyCode.Space) && isOnGround && !gameOver)
{
playerRb.AddForce(Vector3.up * jumpForce, ForceMode.Impulse);
isOnGround = false;
playerAnim.SetTrigger("Jump_trig");
}
}
Mensaje de Unity | 0 referencias
private void OnCollisionEnter(Collision collision)
{
if (collision.gameObject.CompareTag("Ground"))
{
isOnGround = true;
}
else if (collision.gameObject.CompareTag("Obstacle"))
{
gameOver = true;
Debug.Log("Game Over!");
playerAnim.SetBool("Death_b", true);
playerAnim.SetInteger("DeathType_int", 1);
}
}
Explorador de soluciones
Solución "tutorial03.1" (1 de 1 proyecto)
Assembly-CSharp
Herramienta Recortes
Captura de pantalla copiada en el portapapeles
Guardado automáticamente en la carpeta de capturas de pantalla.
Marcado y uso compartido
No se encontraron problemas.
Línea: 43
Carácter: 13
Elementos guardados

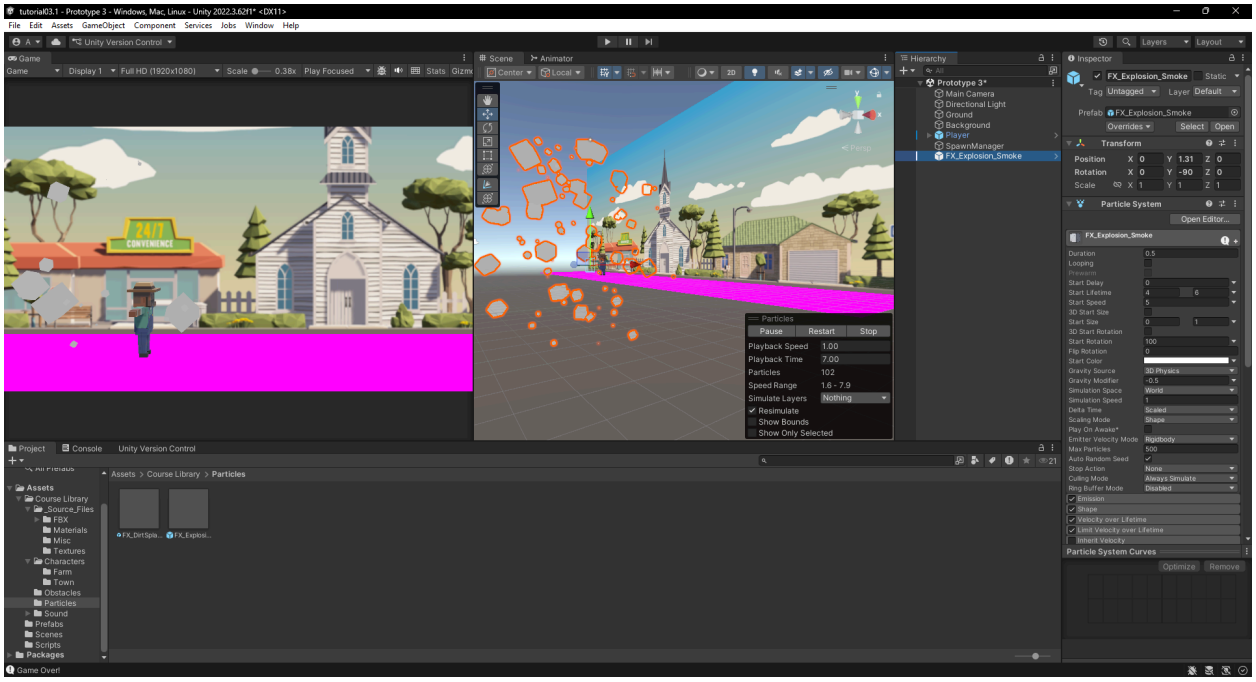

tutorial03.1 - Prototype 3 - Windows, Mac, Linux - Unity 2022.3.62f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
Prototype 3*
Main Camera
Directional Light
Ground
Background
Player
SpawnManager
ObstacleClone)
DontDestroyOnLoad
[Debug Updater]
Inspector
Player
Transform
Animator
Rigidbody
Box Collider
Project
Console
Assets
Course Library
_Source_Files
FBX
Animation
Materials
Misc
Textures
Characters
Farm
Town
Obstacles
Particles
Sound
Prefabs
Scenes
Scripts

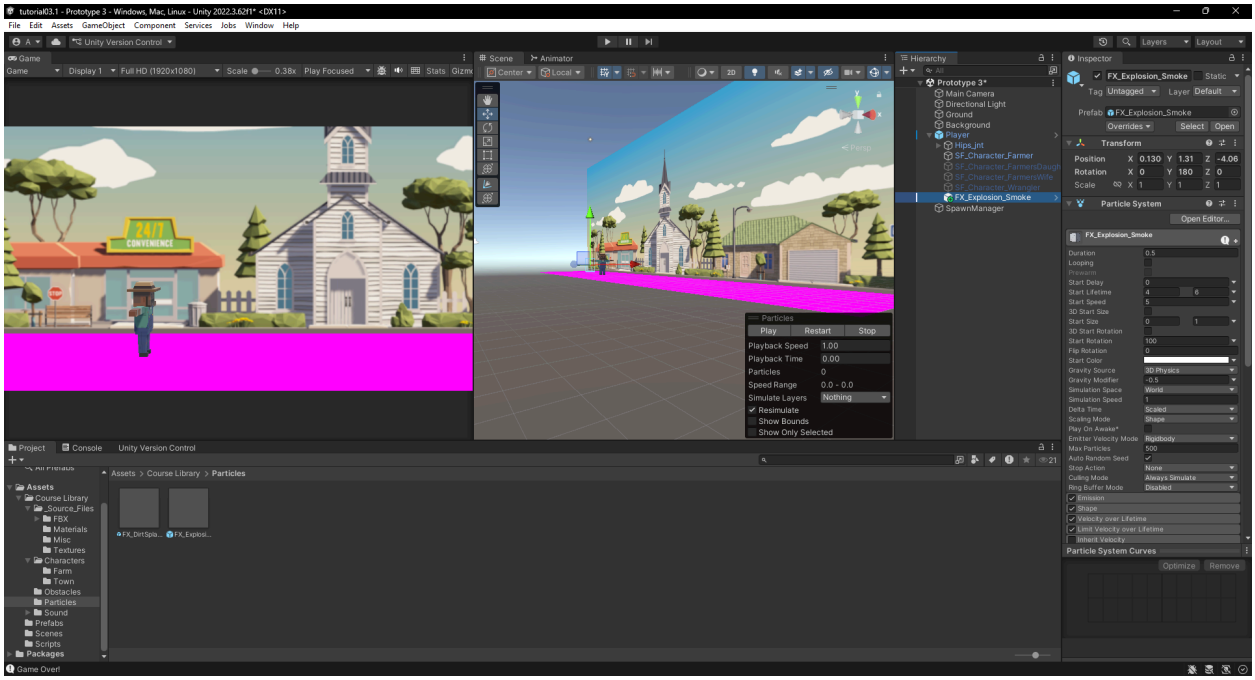


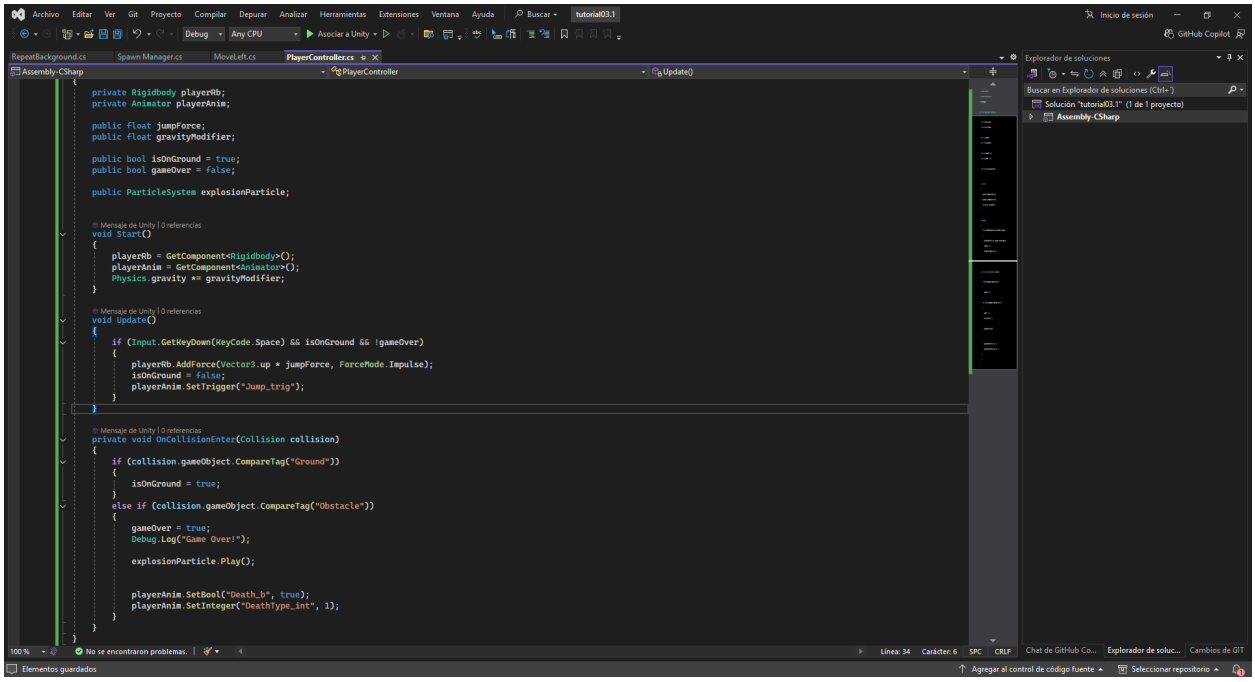
```
public class PlayerController : MonoBehaviour
{
    private Rigidbody playerRb;
    private Animator playerAnim;

    public float jumpForce;
    public float gravityModifier;

    public bool isOnGround = true;
    public bool gameOver = false;

    void Start()
    {
        playerRb = GetComponent<Rigidbody>();
        playerAnim = GetComponent<Animator>();
        Physics.gravity *= gravityModifier;
    }

    void Update()
    {
        if (Input.GetKeyDown(KeyCode.Space) && isOnGround && !gameOver)
        {
            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!");

            playerAnim.SetBool("Death_b", true);
            playerAnim.SetInteger("DeathType_int", 1);
        }
    }
}
```



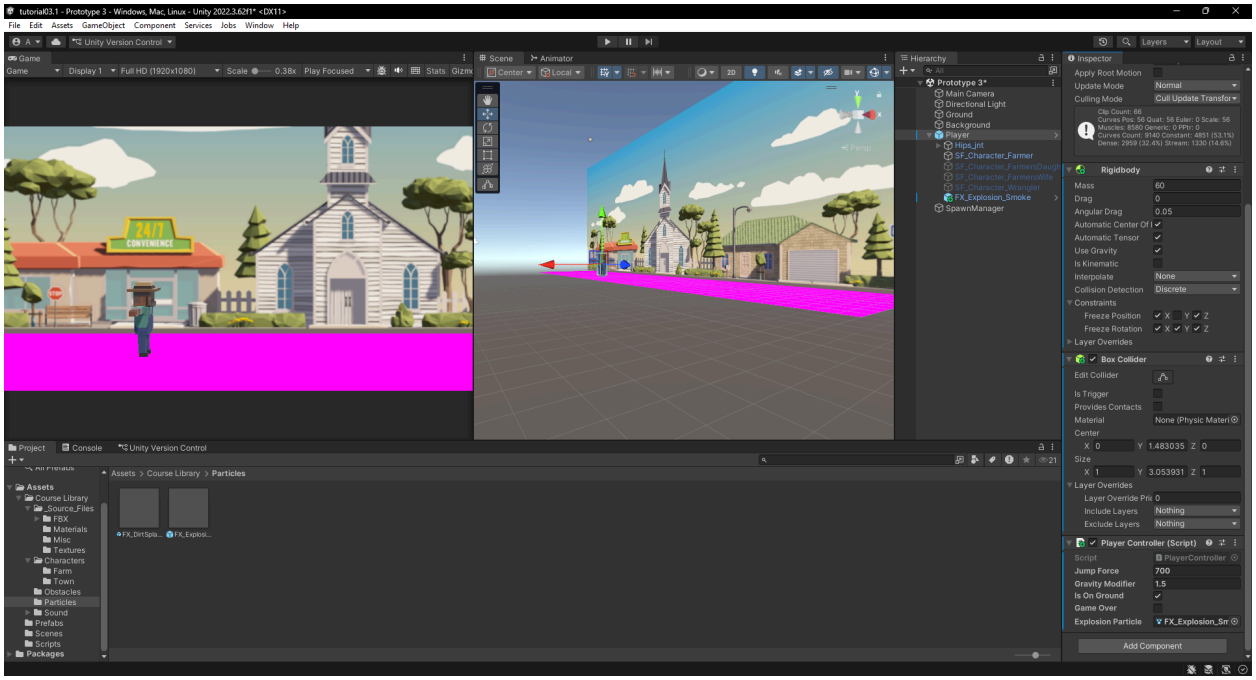


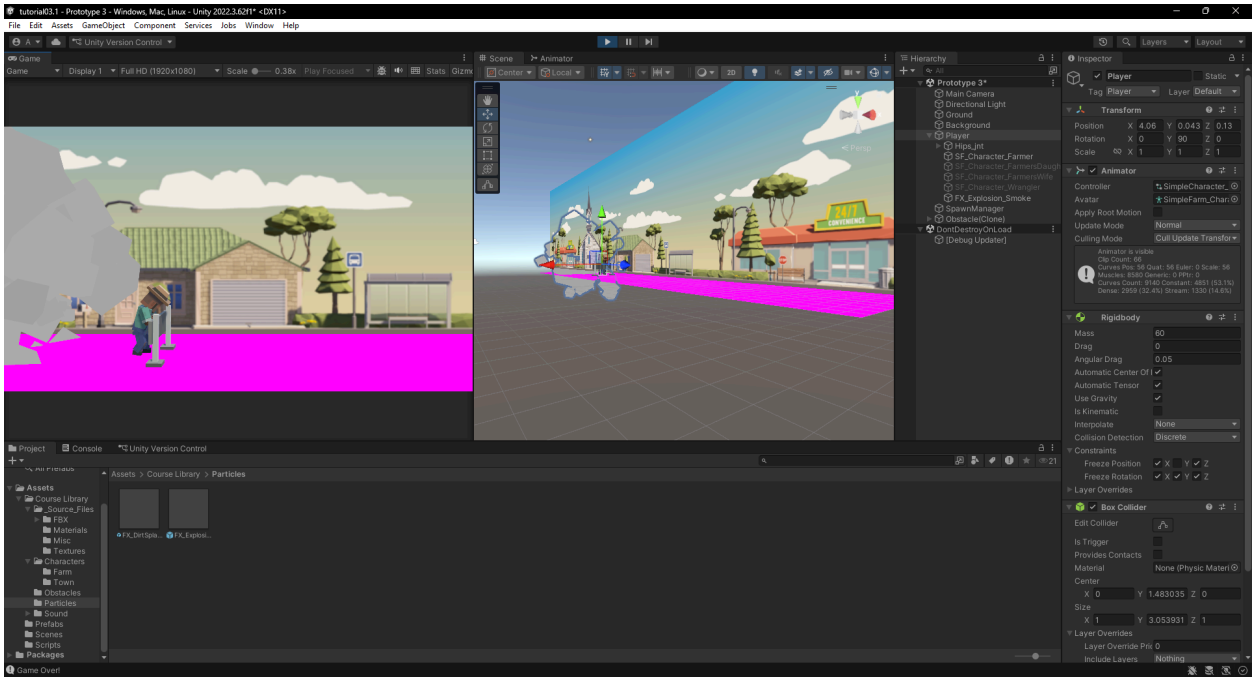


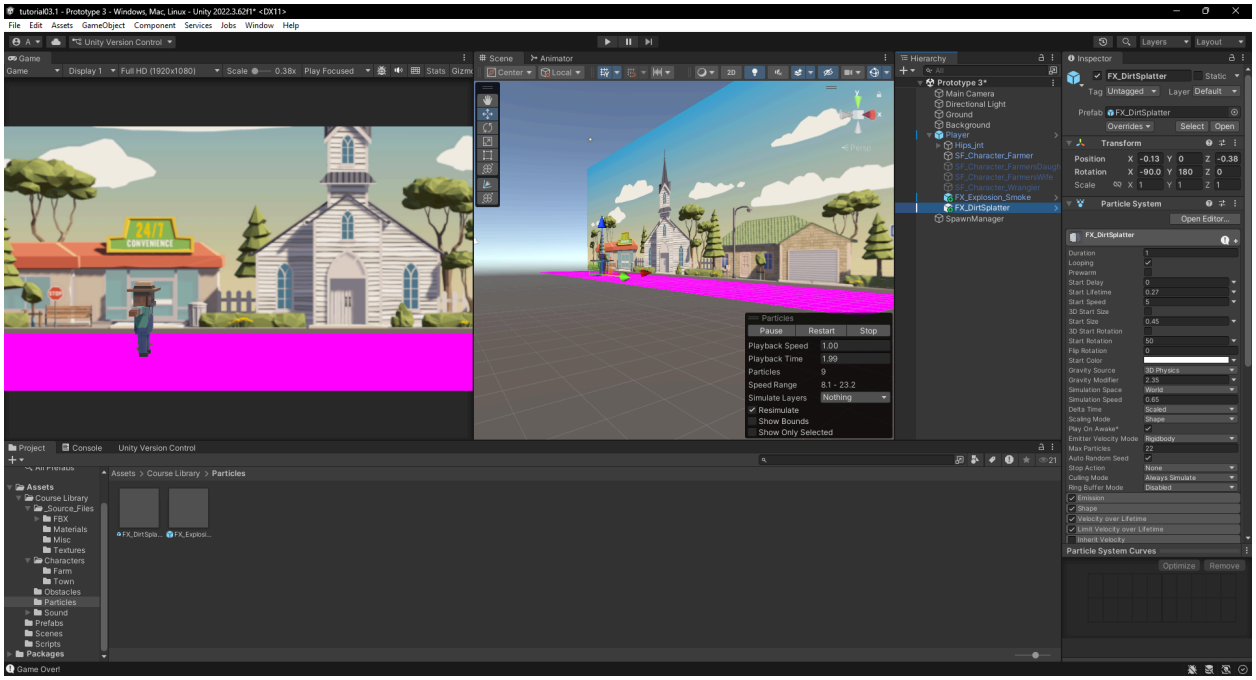


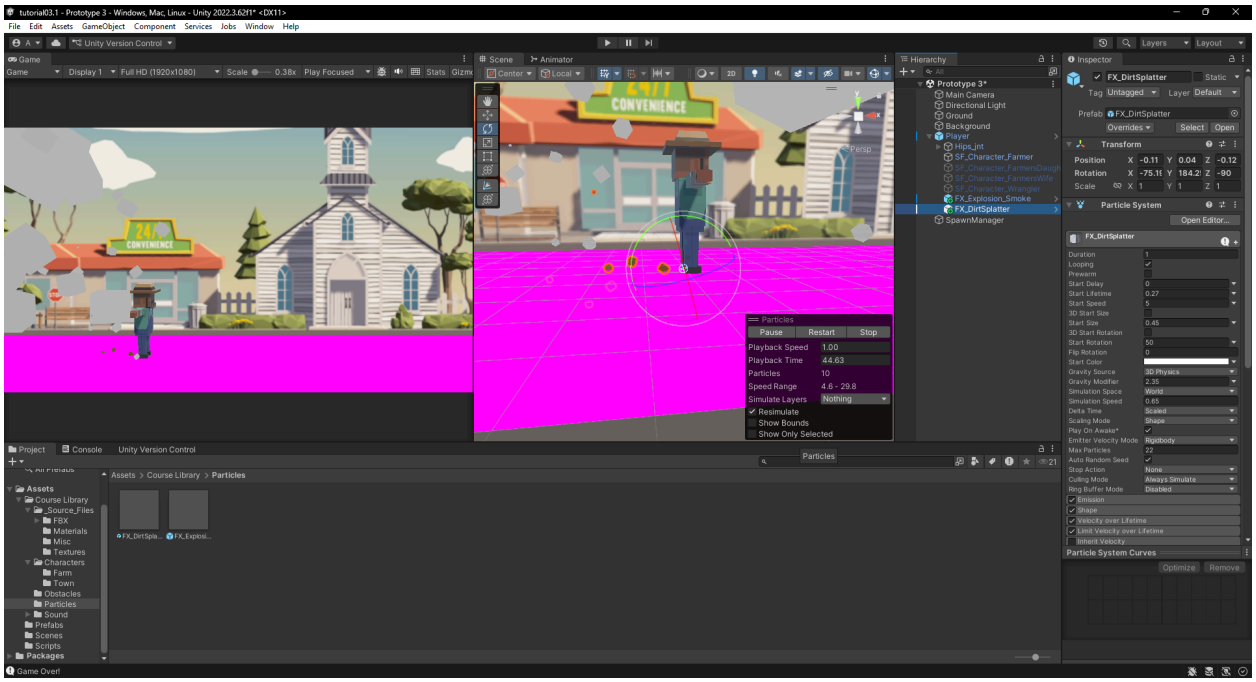


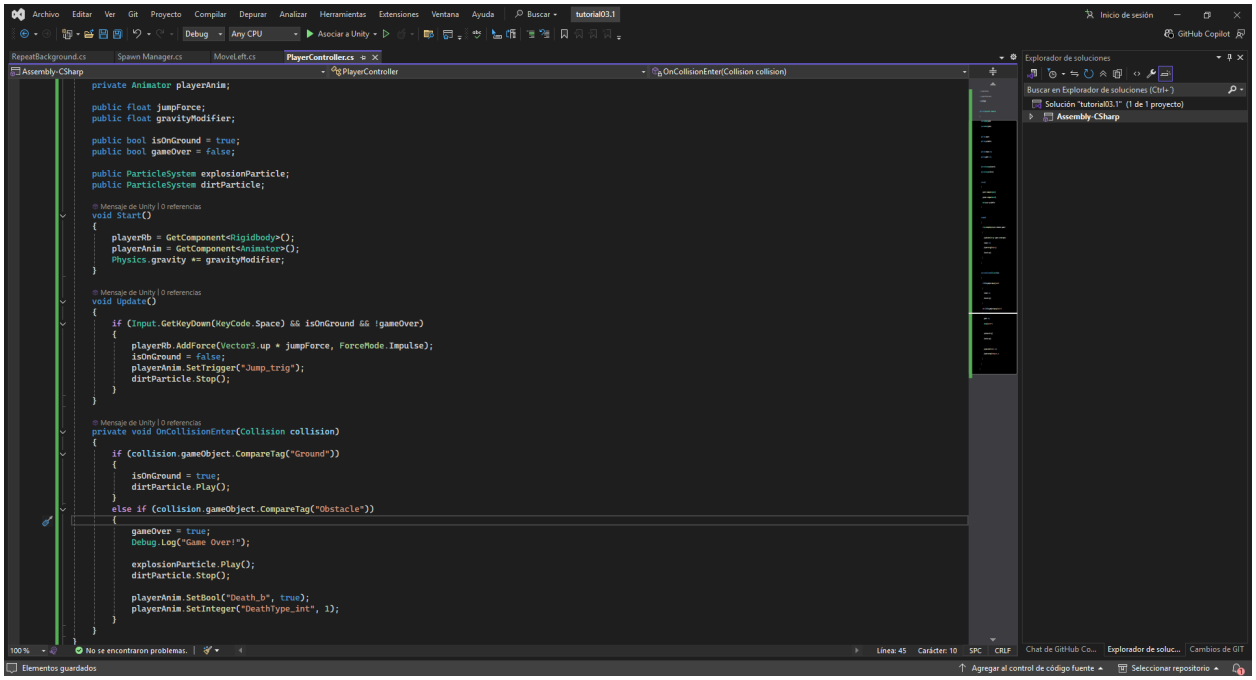
```
{
    private Rigidbody playerRb;
    private Animator playerAnim;

    public float jumpForce;
    public float gravityModifier;

    public bool isOnGround = true;
    public bool gameOver = false;

    public ParticleSystem explosionParticle;


    Mensaje de Unity | 0 referencias
    void Start()
    {
        playerRb = GetComponent<Rigidbody>();
        playerAnim = GetComponent<Animator>();
        Physics.gravity *= gravityModifier;
    }

    Mensaje de Unity | 0 referencias
    void Update()
    {
        if (Input.GetKeyDown(KeyCode.Space) && isOnGround && !gameOver)
        {
            playerRb.AddForce(Vector3.up * jumpForce, ForceMode.Impulse);
            isOnGround = false;
            playerAnim.SetTrigger("Jump_trig");
        }
    }

    Mensaje de Unity | 0 referencias
    private void OnCollisionEnter(Collision collision)
    {
        if (collision.gameObject.CompareTag("Ground"))
        {
            isOnGround = true;
        }
        else if (collision.gameObject.CompareTag("Obstacle"))
        {
            gameOver = true;
            Debug.Log("Game Over!");

            explosionParticle.Play();


            playerAnim.SetBool("Death_b", true);
            playerAnim.SetInteger("DeathType_int", 1);
        }
    }
}
```



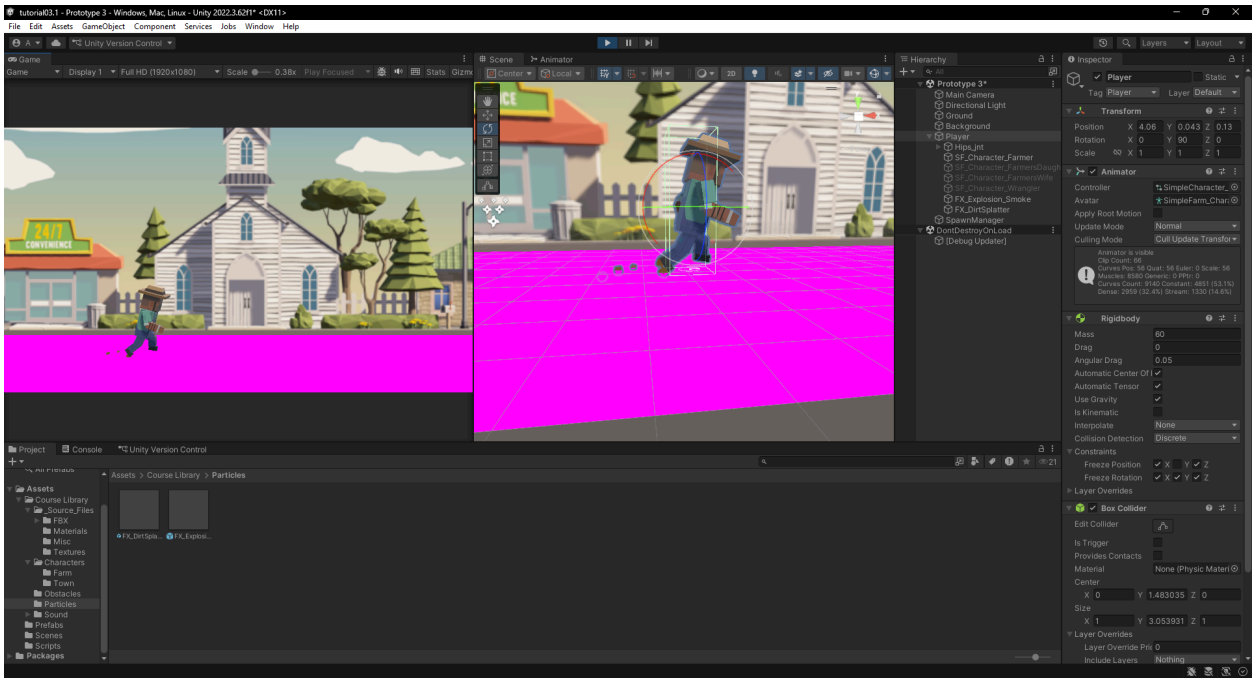


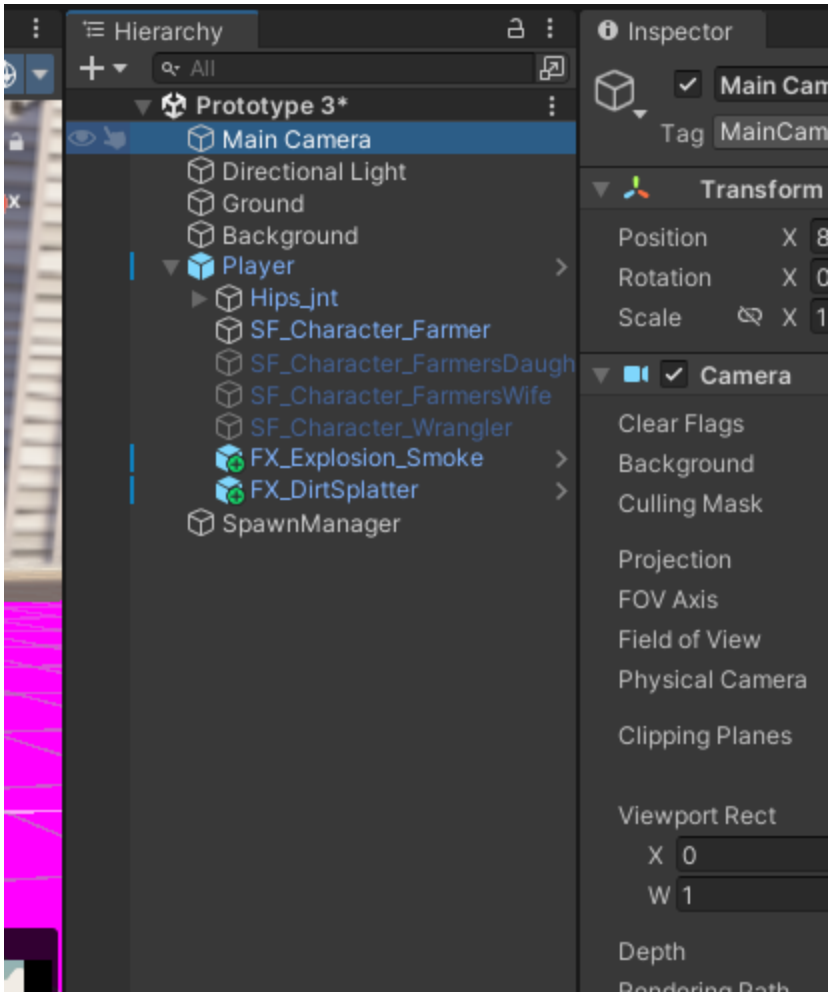


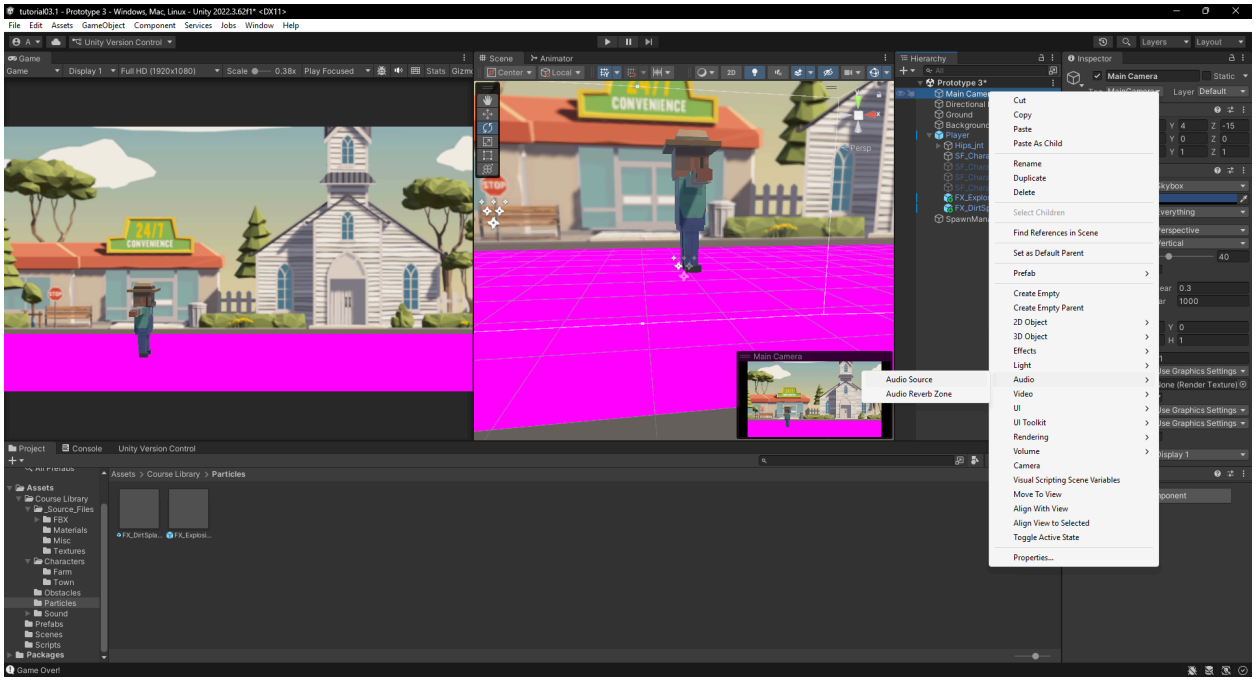


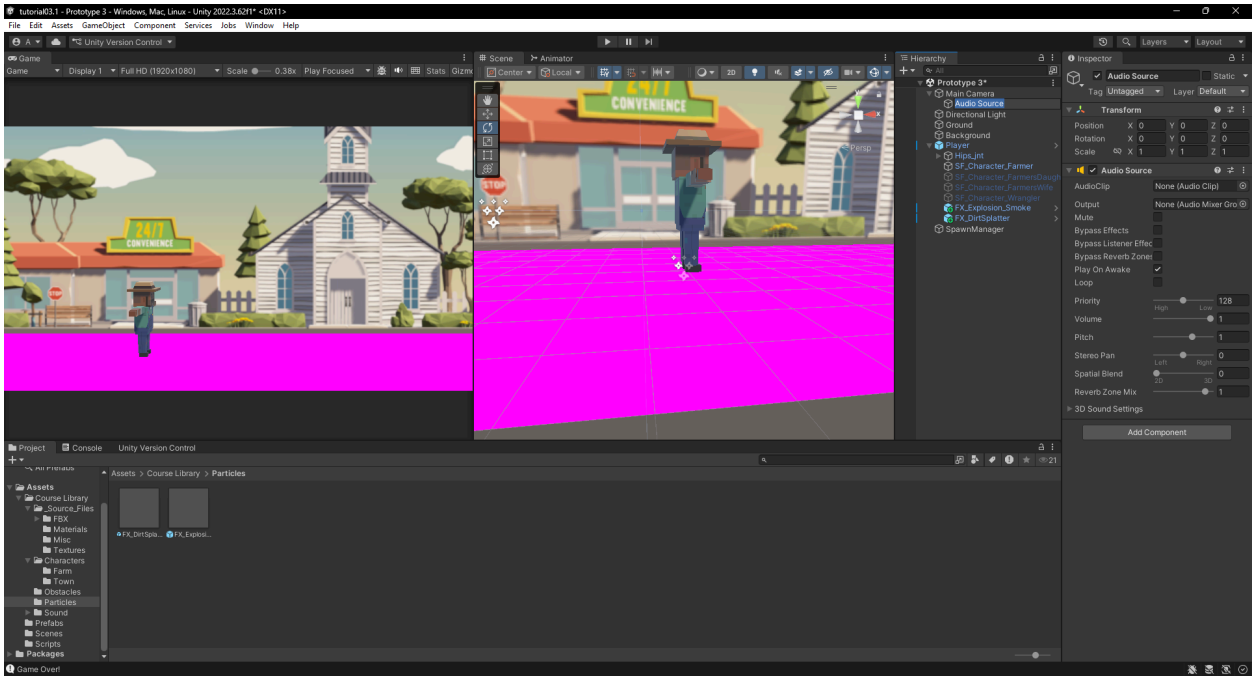


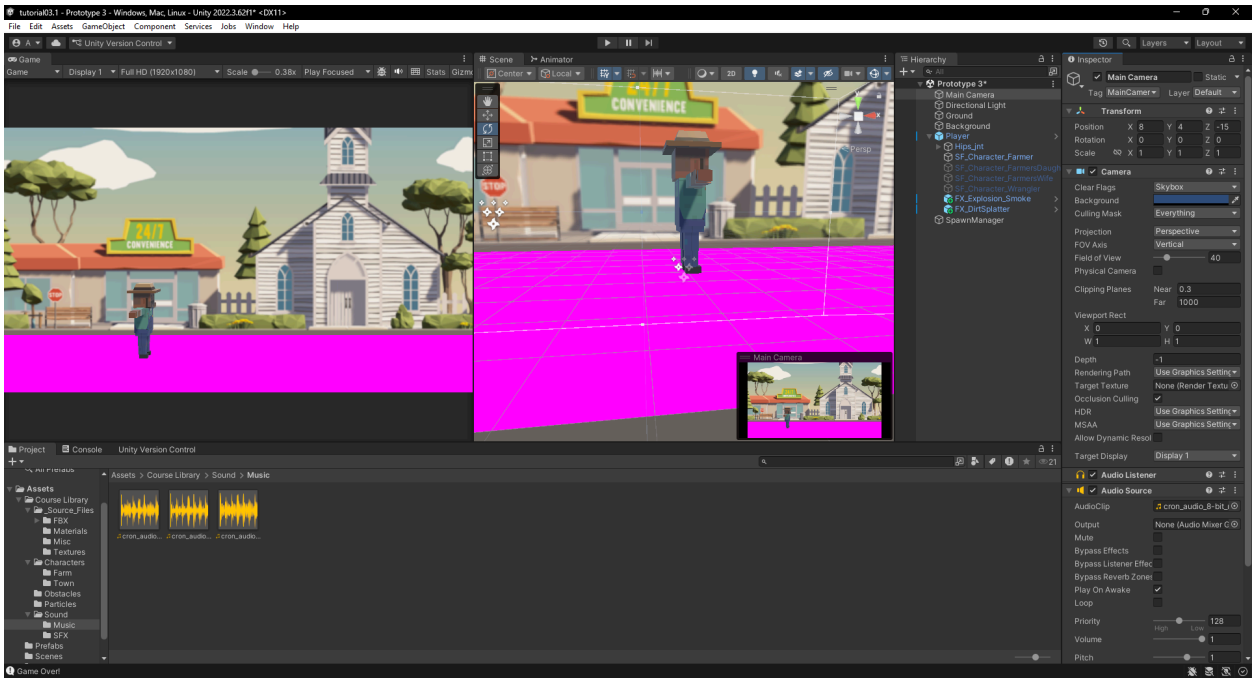
```
private Animator playerAnim;

public float jumpForce;
public float gravityModifier;

public bool isOnGround = true;
public bool gameOver = false;

public ParticleSystem explosionParticle;
public ParticleSystem dirtParticle;

Mensaje de Unity | 0 referencias
void Start()
{
    playerRb = GetComponent<Rigidbody>();
    playerAnim = GetComponent<Animator>();
    Physics.gravity *= gravityModifier;
}

Mensaje de Unity | 0 referencias
void Update()
{
    if (Input.GetKeyDown(KeyCode.Space) && isOnGround && !gameOver)
    {
        playerRb.AddForce(Vector3.up * jumpForce, ForceMode.Impulse);
        isOnGround = false;
        playerAnim.SetTrigger("Jump_trig");
        dirtParticle.Stop();
    }
}

Mensaje de Unity | 0 referencias
private void OnCollisionEnter(Collision collision)
{
    if (collision.gameObject.CompareTag("Ground"))
    {
        isOnGround = true;
        dirtParticle.Play();
    }
    else if (collision.gameObject.CompareTag("Obstacle"))
    {
        gameOver = true;
        Debug.Log("Game Over!");

        explosionParticle.Play();
        dirtParticle.Stop();

        playerAnim.SetBool("Death_b", true);
        playerAnim.SetInteger("DeathType_int", 1);
    }
}
```

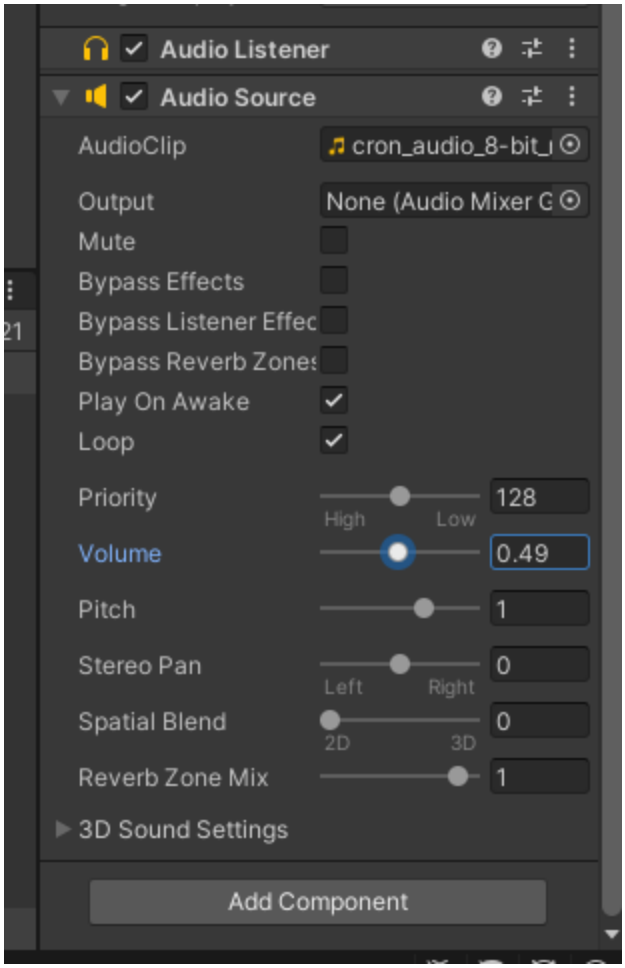


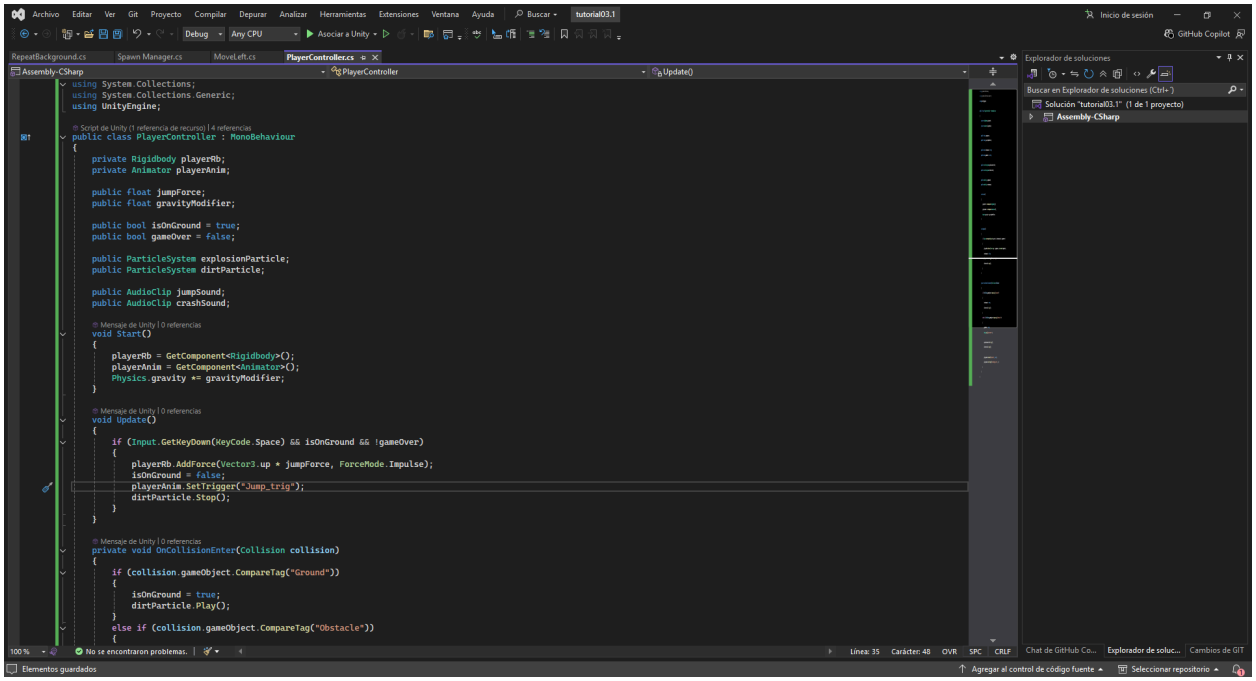

Hierarchy
All
Prototype 3*
Main Camera
Directional Light
Ground
Background
Player
Hips_jnt
SF_Character_Farmer
SF_Character_FarmersDaugh
SF_Character_FarmersWife
SF_Character_Wrangler
FX_Explosion_Smoke
FX_DirtSplatter
SpawnManager
Inspector
Main Cam
Tag MainCam
Transform
Position X
Rotation X
Scale X
Camera
Clear Flags
Background
Culling Mask
Projection
FOV Axis
Field of View
Physical Camera
Clipping Planes
Viewport Rect
X 0
W 1
Depth

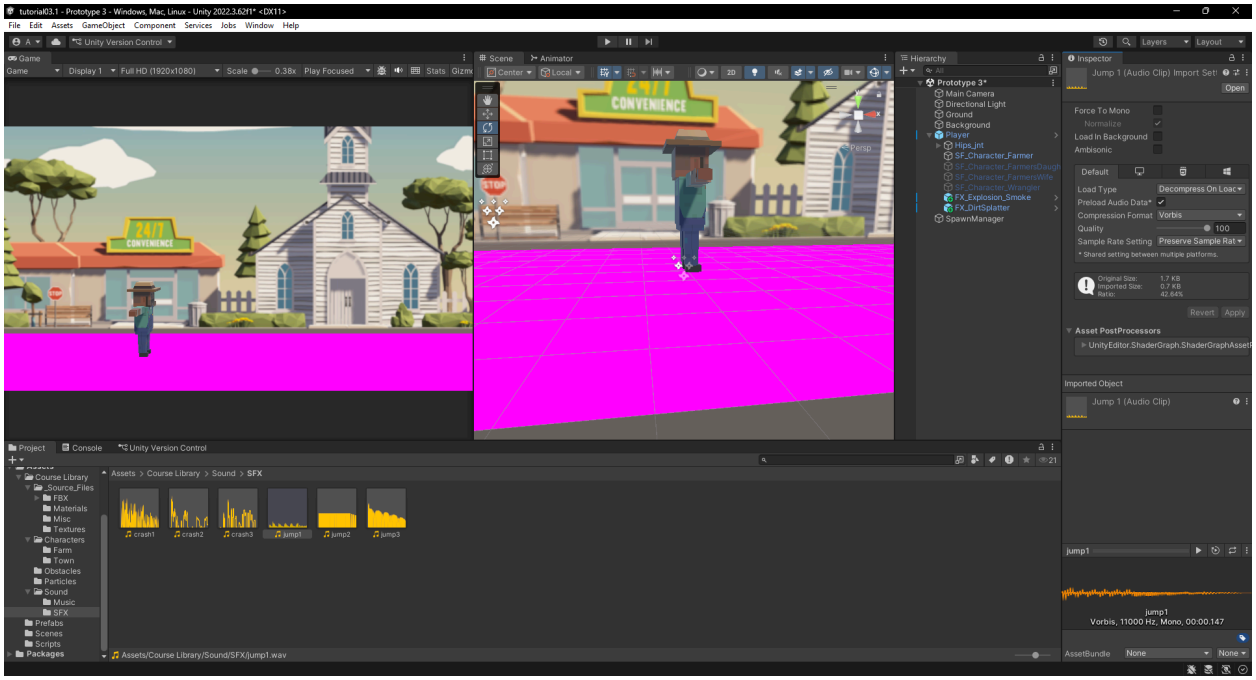

CONVENIENCE
24/7
Cut
Copy
Paste
Paste As Child
Rename
Duplicate
Delete
Find References in Scene
Set as Default Parent
Prefab
Create Empty
Create Empty Parent
2D Object
3D Object
Effects
Light
Audio
Video
UI
UI Toolkit
Rendering
Volume
Camera
Visual Scripting Scene Variables
Move To View
Align With View
Align View to Selected
Toggle Active State
Properties...
Audio Source
Audio Reverb Zone

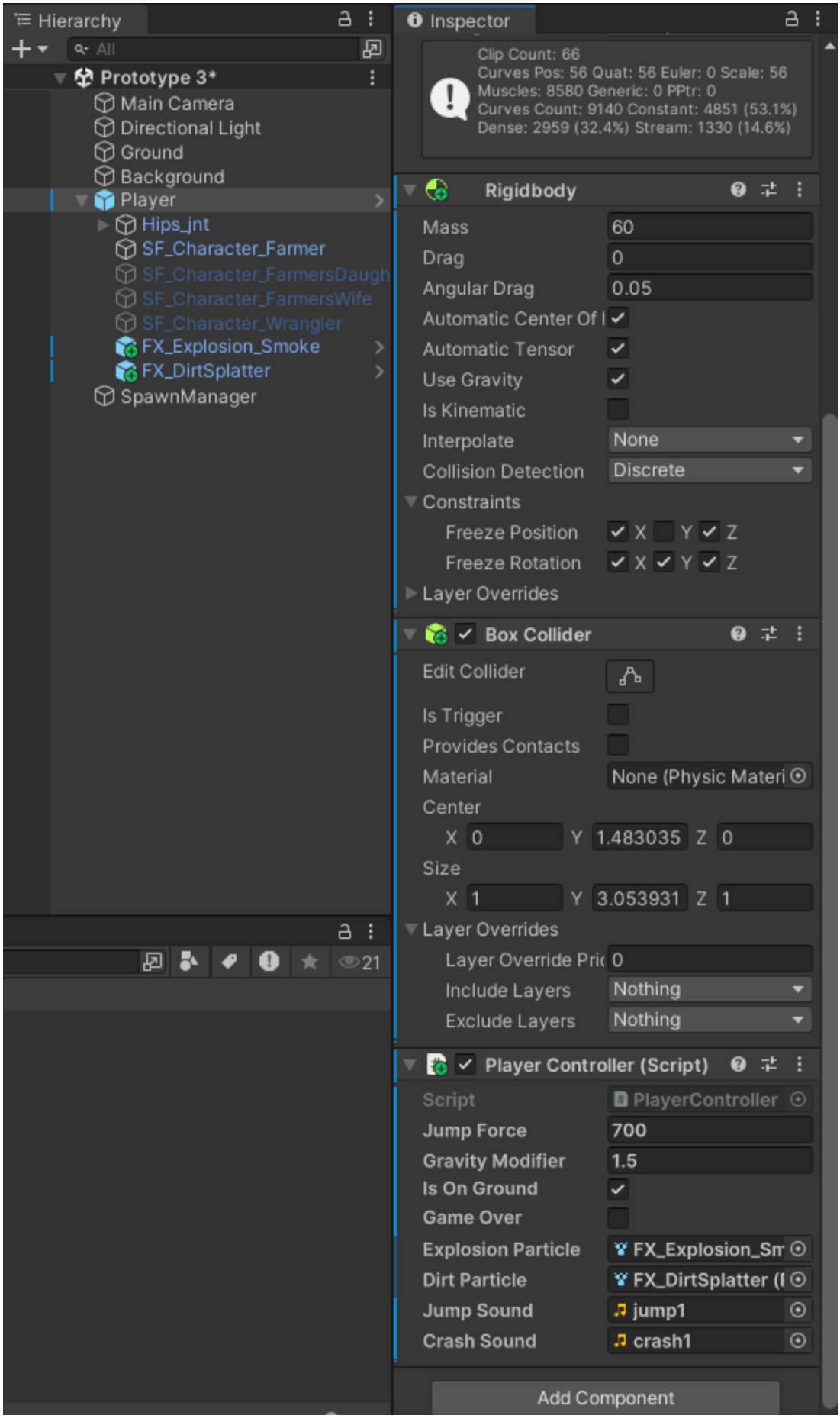

tutorial03.1 - Prototype 3 - Windows, Mac, Linux - Unity 2022.3.62f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Unity Version Control
Game
Display 1
Full HD (1920x1080)
Play Focused
Scene
Animator
Hierarchy
Prototype 3*
Main Camera
Audio Source
Directional Light
Ground
Background
Player
Hips_jnt
SF_Character_Farmer
FX_Explosion_Smoke
FX_DirtSplatter
SpawnManager
Inspector
Audio Source
Transform
Position
Rotation
Scale
AudioClip
None (Audio Clip)
Output
Mute
Bypass Effects
Play On Awake
Loop
Priority
Volume
Pitch
Stereo Pan
Spatial Blend
Reverb Zone Mix
3D Sound Settings
Add Component
Project
Console
Unity Version Control
Assets > Course Library > Particles
Assets
Course Library
_Source_Files
FBX
Materials
Misc
Textures
Characters
Farm
Town
Obstacles
Particles
Sound
Prefabs
Scenes
Scripts
Packages
Game Over!

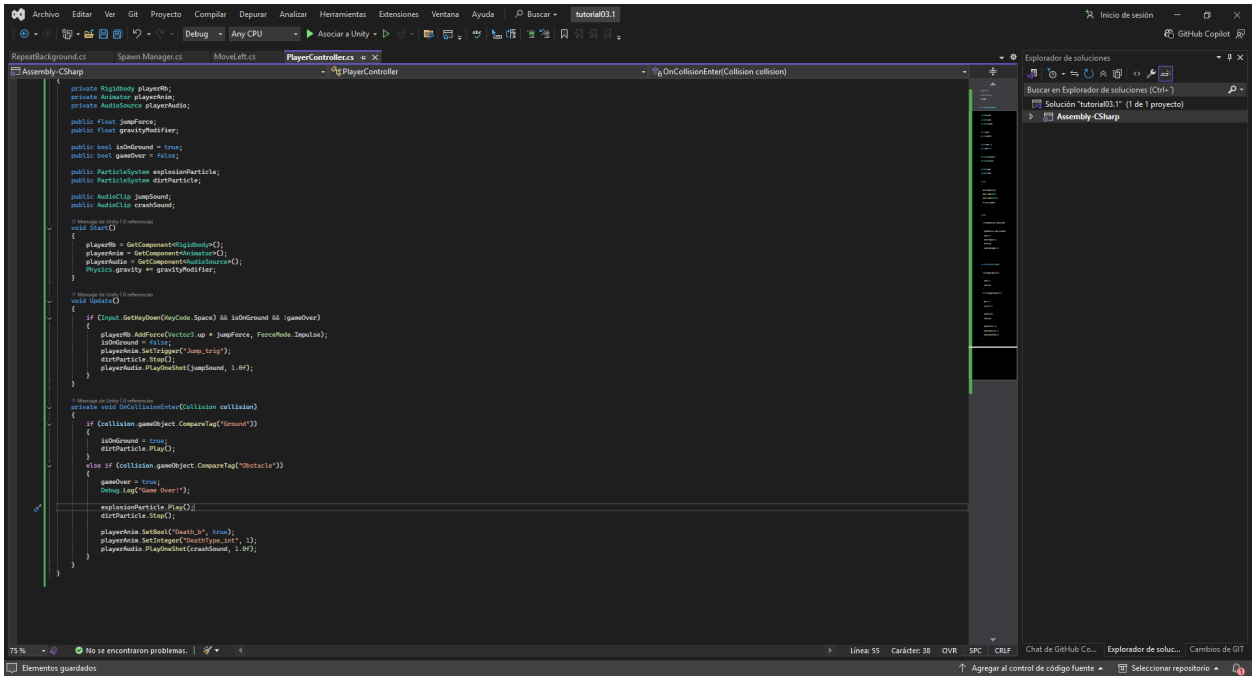

tutorial03.1 - Prototype 3 - Windows, Mac, Linux - Unity 2022.3.62f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Unity Version Control
Game
Display 1
Full HD (1920x1080)
Play Focused
Scene
Animator
Hierarchy
Prototype 3*
Main Camera
Directional Light
Ground
Background
Player
Hips_jnt
SF_Character_Farmer
FX_Explosion_Smoke
FX_DirtSplatter
SpawnManager
Inspector
Main Camera
Transform
Position
Rotation
Scale
Camera
Clear Flags
Skybox
Background
Culling Mask
Everything
Projection
Perspective
FOV Axis
Vertical
Field of View
Physical Camera
Clipping Planes
Near
Far
Viewport Rect
Depth
Rendering Path
Target Texture
Occlusion Culling
HDR
MSAA
Allow Dynamic Resol
Target Display
Display 1
Audio Listener
Audio Source
AudioClip
Output
Mute
Bypass Effects
Play On Awake
Loop
Priority
Volume
Pitch
Project
Console
Unity Version Control
Assets > Course Library > Sound > Music
Assets
Course Library
_Source_Files
FBX
Materials
Misc
Textures
Characters
Farm
Town
Obstacles
Particles
Sound
Music
SFX
Prefabs
Scenes
Game Over!


Audio Listener
Audio Source
AudioClip
cron_audio_8-bit_
Output
None (Audio Mixer G
Mute
Bypass Effects
Bypass Listener Effec
Bypass Reverb Zones
Play On Awake
Loop
Priority
128
High
Low
Volume
0.49
Pitch
1
Stereo Pan
0
Left
Right
Spatial Blend
0
2D
3D
Reverb Zone Mix
1
3D Sound Settings
Add Component


Archivo Editar Ver Git Proyecto Compilar Depurar Analizar Herramientas Extensiones Ventana Ayuda
Buscar
tutorial03.1
Inicio de sesión
GitHub Copilot
Debug
Any CPU
Asociar a Unity
RepeatBackground.cs
Spawn Manager.cs
MoveLeft.cs
PlayerController.cs
Assembly-CSharp
PlayerController
Update()
Explorador de soluciones
Buscar en Explorador de soluciones (Ctrl+;)
Solución "tutorial03.1" (1 de 1 proyecto)
Assembly-CSharp
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
Script de Unity (1 referencia de recurso) | 4 referencias
public class PlayerController : MonoBehaviour
{
private Rigidbody playerRb;
private Animator playerAnim;
public float jumpForce;
public float gravityModifier;
public bool isOnGround = true;
public bool gameOver = false;
public ParticleSystem explosionParticle;
public ParticleSystem dirtParticle;
public AudioClip jumpSound;
public AudioClip crashSound;
Mensaje de Unity | 0 referencias
void Start()
{
playerRb = GetComponent<Rigidbody>();
playerAnim = GetComponent<Animator>();
Physics.gravity *= gravityModifier;
}
Mensaje de Unity | 0 referencias
void Update()
{
if (Input.GetKeyDown(KeyCode.Space) && isOnGround && !gameOver)
{
playerRb.AddForce(Vector3.up * jumpForce, ForceMode.Impulse);
isOnGround = false;
playerAnim.SetTrigger("Jump_trig");
dirtParticle.Stop();
}
}
Mensaje de Unity | 0 referencias
private void OnCollisionEnter(Collision collision)
{
if (collision.gameObject.CompareTag("Ground"))
{
isOnGround = true;
dirtParticle.Play();
}
else if (collision.gameObject.CompareTag("Obstacle"))
{
100 %
No se encontraron problemas.
Línea: 35
Carácter: 48
OVR
SPC
CRLF
Chat de GitHub Co...
Explorador de soluc...
Cambios de GIT
Elementos guardados
Agregar al control de código fuente
Seleccionar repositorio


tutorial03.1 - Prototype 3 - Windows, Mac, Linux - Unity 2022.3.62f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Unity Version Control
Game
Display 1
Full HD (1920x1080)
Play Focused
Stats
Scene
Animator
Center
Local
Persp
CONVENIENCE
24/7
STOP
Hierarchy
Prototype 3*
Main Camera
Directional Light
Ground
Background
Player
Hips_jnt
SF_Character_Farmer
SF_Character_FarmersDaugh
SF_Character_FarmersWife
SF_Explosion_Smoke
FX_DirtSplatter
SpawnManager
Inspector
Jump 1 (Audio Clip) Import Set
Open
Force To Mono
Normalize
Load In Background
Ambisonic
Default
Load Type
Decompress On Loac
Preload Audio Data*
Compression Format
Vorbis
Quality
100
Sample Rate Setting
Preserve Sample Rat
* Shared setting between multiple platforms.
Original Size: 1.7 KB
Imported Size: 0.7 KB
Ratio: 42.64%
Revert
Apply
Asset PostProcessors
UnityEditor.ShaderGraph.ShaderGraphAsset
Imported Object
Jump 1 (Audio Clip)
Project
Console
Unity Version Control
Course Library
_Source_Files
FBX
Materials
Misc
Textures
Characters
Farm
Town
Obstacles
Particles
Sound
Music
SFX
Prefabs
Scenes
Scripts
Packages
Assets > Course Library > Sound > SFX
crash1
crash2
crash3
jump1
jump2
jump3
jump1
jump1
Vorbis, 11000 Hz, Mono, 00:00.147
Assets/Course Library/Sound/SFX/jump1.wav
AssetBundle
None
None


Hierarchy
All
Prototype 3*
Main Camera
Directional Light
Ground
Background
Player
Hips_jnt
SF_Character_Farmer
SF_Character_FarmersDaugh
SF_Character_FarmersWife
SF_Character_Wrangler
FX_Explosion_Smoke
FX_DirtSplatter
SpawnManager
21
Inspector
Clip Count: 66
Curves Pos: 56 Quat: 56 Euler: 0 Scale: 56
Muscles: 8580 Generic: 0 PPtr: 0
Curves Count: 9140 Constant: 4851 (53.1%)
Dense: 2959 (32.4%) Stream: 1330 (14.6%)
Rigidbody
Mass 60
Drag 0
Angular Drag 0.05
Automatic Center Of I
Automatic Tensor
Use Gravity
Is Kinematic
Interpolate None
Collision Detection Discrete
Constraints
Freeze Position X Y Z
Freeze Rotation X Y Z
Layer Overrides
Box Collider
Edit Collider
Is Trigger
Provides Contacts
Material None (Physic Materi
Center
X 0 Y 1.483035 Z 0
Size
X 1 Y 3.053931 Z 1
Layer Overrides
Layer Override Pric 0
Include Layers Nothing
Exclude Layers Nothing
Player Controller (Script)
Script PlayerController
Jump Force 700
Gravity Modifier 1.5
Is On Ground
Game Over
Explosion Particle FX_Explosion_Sm
Dirt Particle FX_DirtSplatter (I
Jump Sound jump1
Crash Sound crash1
Add Component



```
{
    private Rigidbody playerRb;
    private Animator playerAnim;
    private AudioSource playerAudio;

    public float jumpForce;
    public float gravityModifier;

    public bool isOnGround = true;
    public bool gameOver = false;

    public ParticleSystem explosionParticle;
    public ParticleSystem dirtParticle;

    public AudioClip jumpSound;
    public AudioClip crashSound;

    void Start()
    {
        playerRb = GetComponent<Rigidbody>();
        playerAnim = GetComponent<Animator>();
        playerAudio = GetComponent<AudioSource>();
        Physics.gravity *= gravityModifier;
    }

    void Update()
    {
        if (Input.GetKeyDown(KeyCode.Space) && isOnGround && !gameOver)
        {
            playerRb.AddForce(Vector3.up * jumpForce, ForceMode.Impulse);
            isOnGround = false;
            playerAnim.SetTrigger("Jump_trig");
            dirtParticle.Stop();
            playerAudio.PlayOneShot(jumpSound, 1.0f);
        }
    }

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

            explosionParticle.Play();
            dirtParticle.Stop();

            playerAnim.SetBool("Death_b", true);
            playerAnim.SetInteger("DeathType_int", 1);
            playerAudio.PlayOneShot(crashSound, 1.0f);
        }
    }
}
```