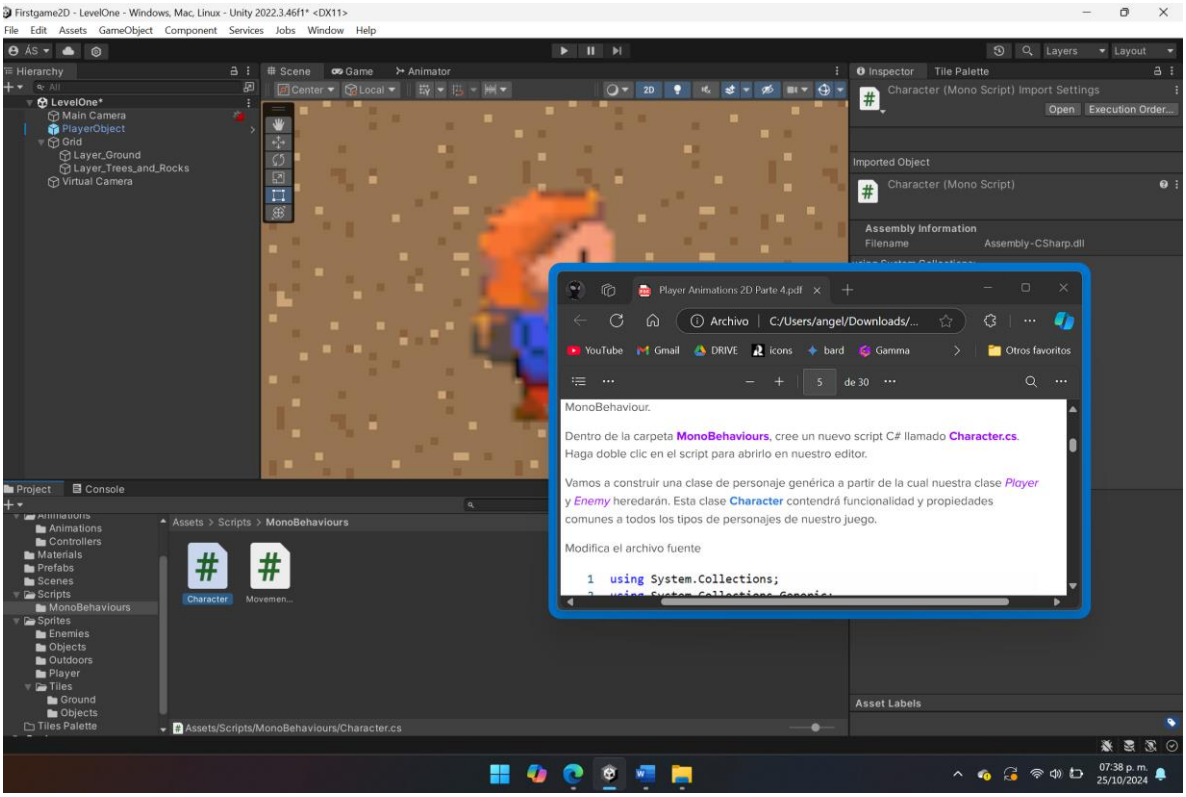
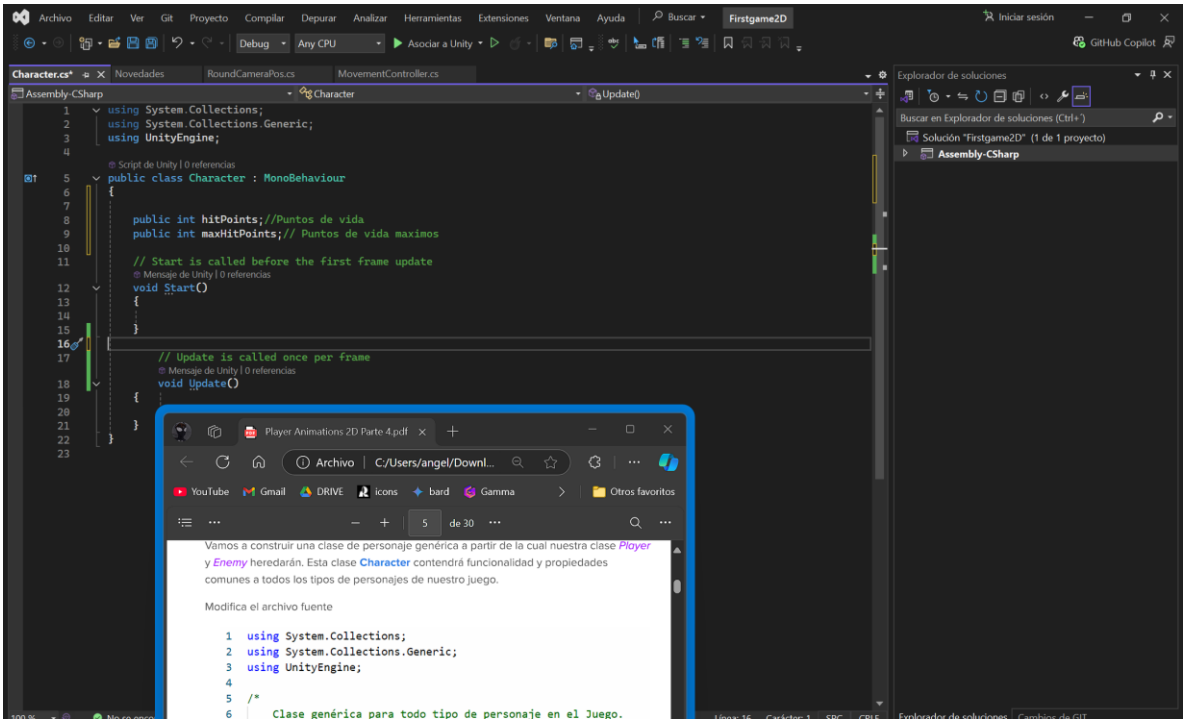
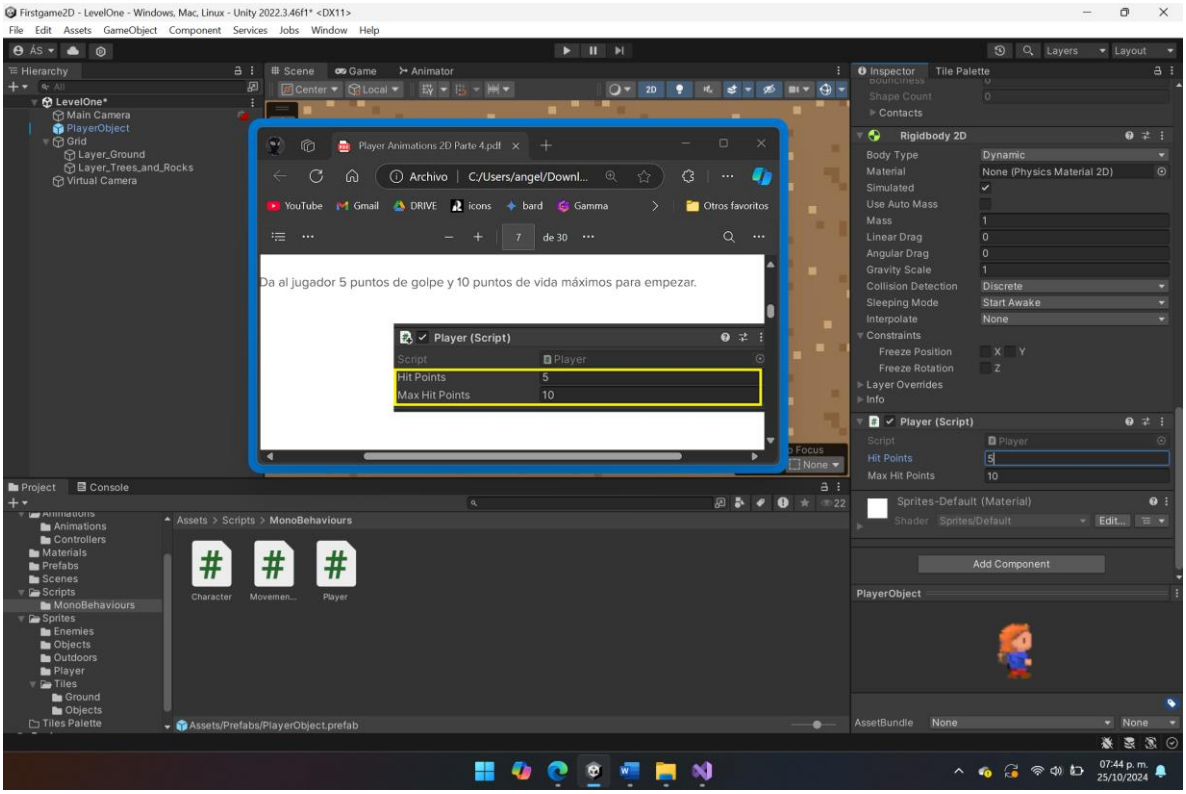
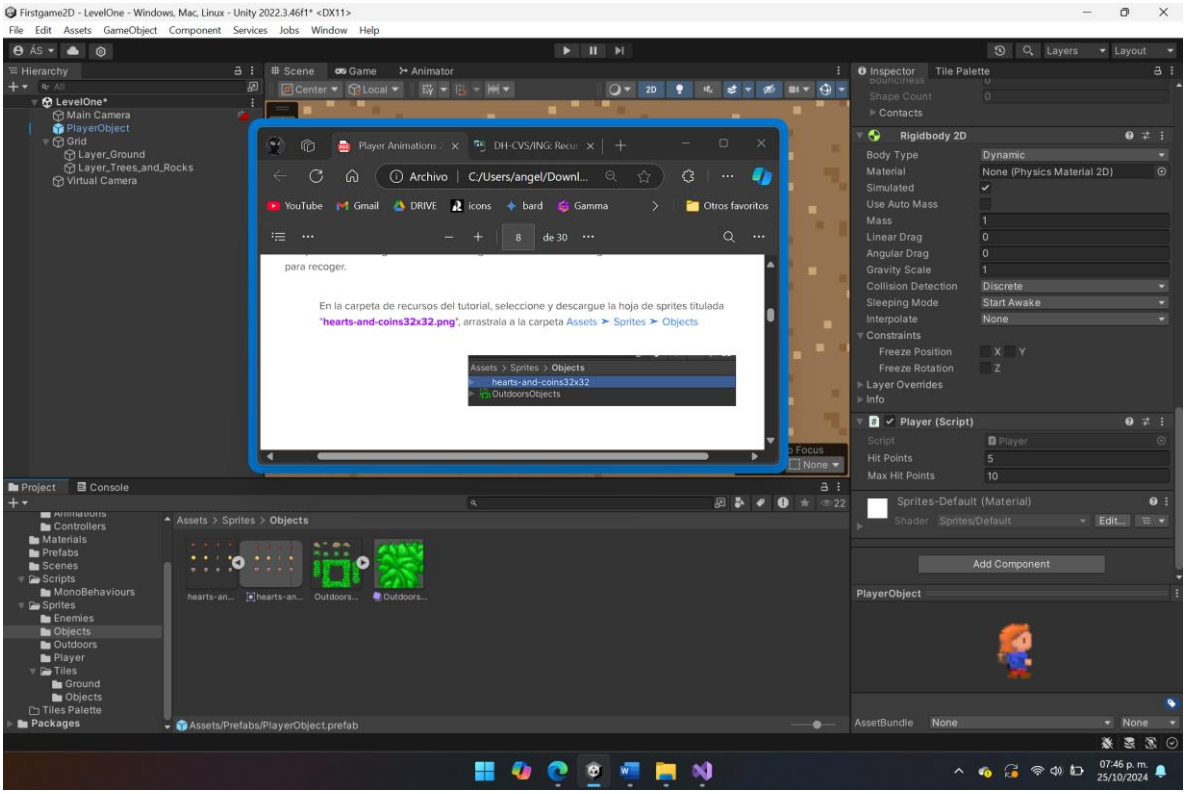
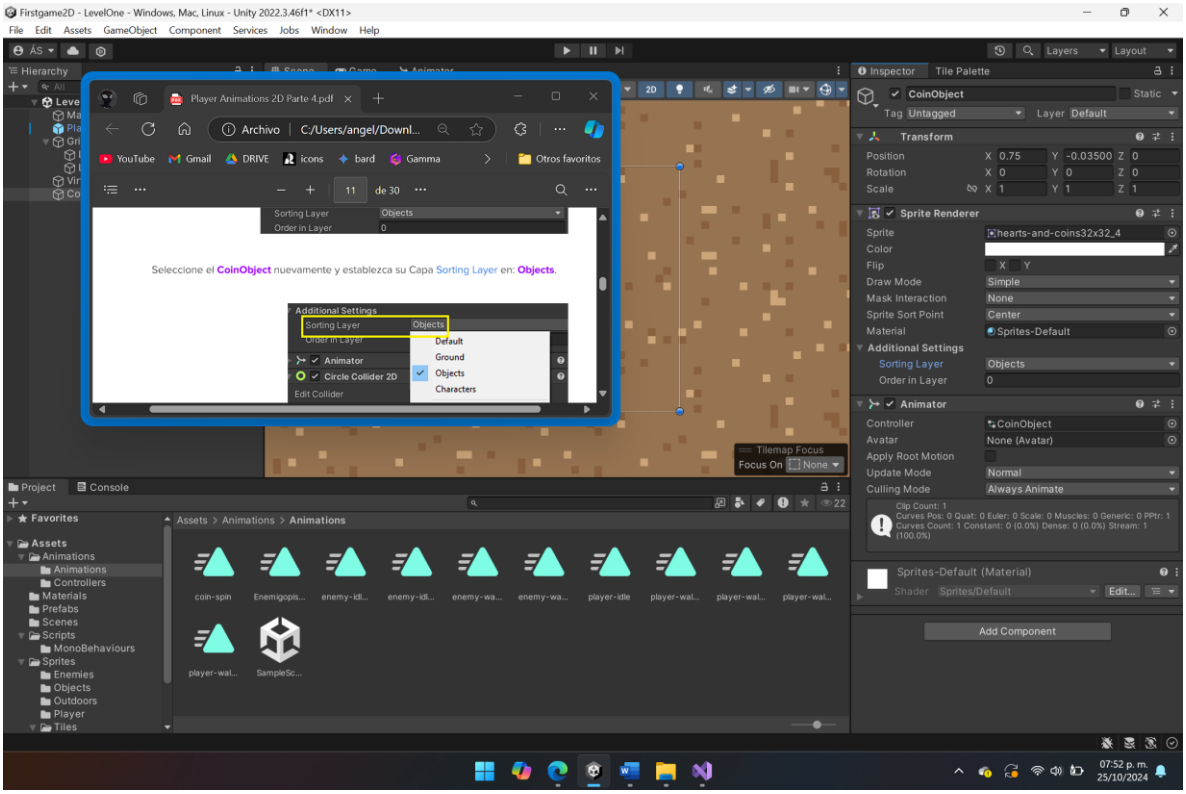
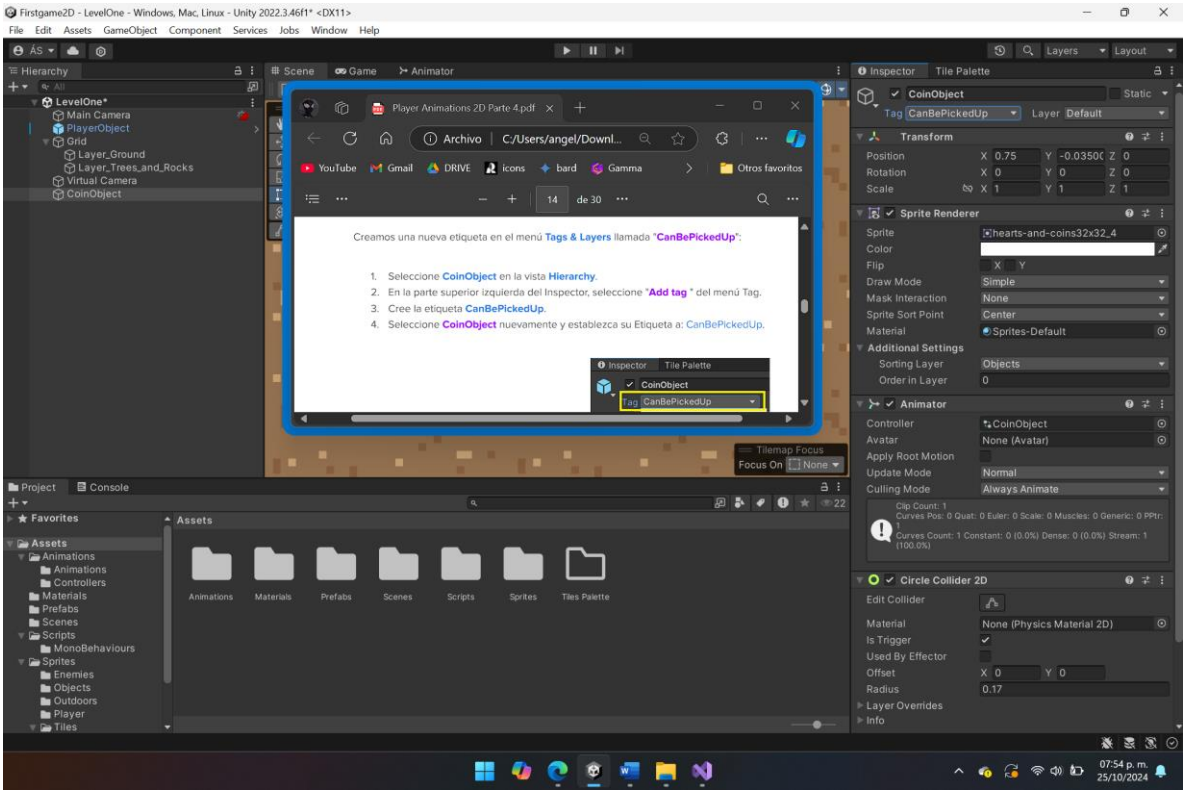

Firstgame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
Grid
Layer_Ground
Layer_Trees_and_Rocks
Virtual Camera
Scene
Game
Animator
Inspector
Tile Palette
Character (Mono Script) Import Settings
Open
Execution Order...
Imported Object
Character (Mono Script)
Assembly Information
Filename
Assembly-CSharp.dll
Project
Console
Animations
Controllers
Materials
Prefabs
Scenes
Scripts
MonoBehaviours
Sprites
Enemies
Objects
Outdoors
Player
Tiles
Ground
Objects
Tiles Palette
Assets > Scripts > MonoBehaviours
Character
Movemen...
Assets/Scripts/MonoBehaviours/Character.cs
Asset Labels
Player Animations 2D Parte 4.pdf
Archivo
C:/Users/angel/Downloads/...
YouTube
Gmail
DRIVE
icons
bard
Gamma
Otros favoritos
5
de 30
MonoBehaviour.
Dentro de la carpeta MonoBehaviours, cree un nuevo script C# llamado Character.cs.
Haga doble clic en el script para abrirlo en nuestro editor.
Vamos a construir una clase de personaje genérica a partir de la cual nuestra clase Player y Enemy heredarán. Esta clase Character contendrá funcionalidad y propiedades comunes a todos los tipos de personajes de nuestro juego.
Modifica el archivo fuente
1 using System.Collections;
07:38 p. m.
25/10/2024

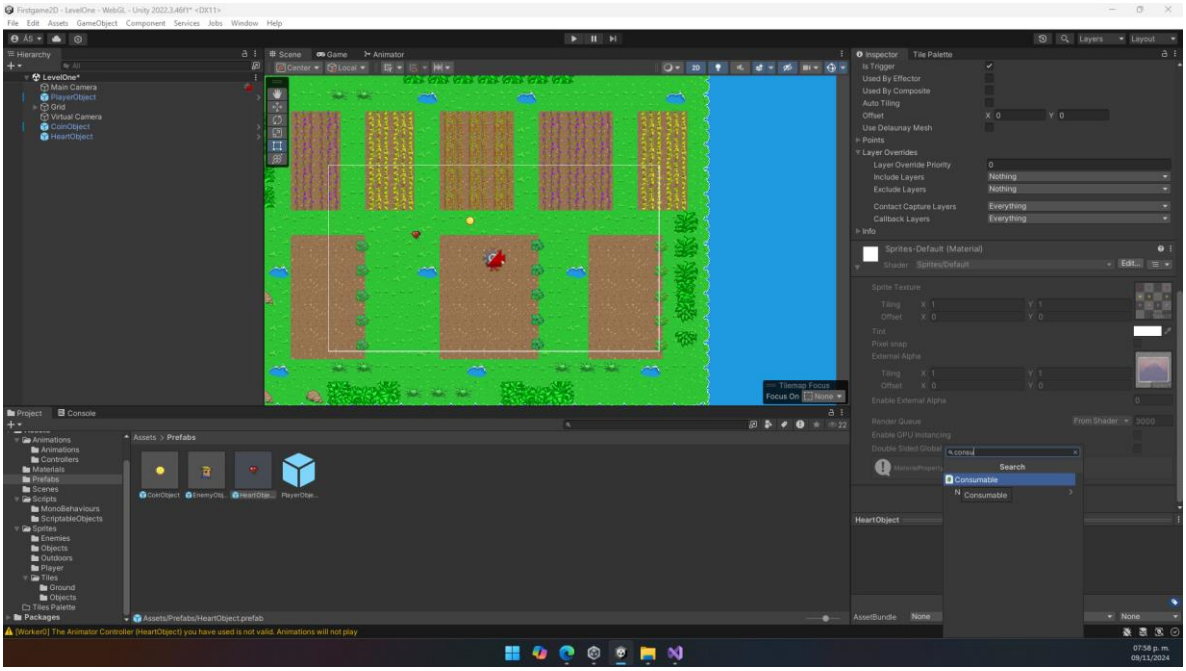

Archivo Editar Ver Git Proyecto Compilar Depurar Analizar Herramientas Extensiones Ventana Ayuda
Buscar
Firstgame2D
Iniciar sesión
Debug
Any CPU
Asociar a Unity
GitHub Copilot
Character.cs*
Novedades
RoundCameraPos.cs
MovementController.cs
Assembly-CSharp
Character
Update()
Explorador de soluciones
Buscar en Explorador de soluciones (Ctrl+')
Solución "Firstgame2D" (1 de 1 proyecto)
Assembly-CSharp
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
Script de Unity | 0 referencias
public class Character : MonoBehaviour
{
public int hitPoints;//Puntos de vida
public int maxHitPoints;// Puntos de vida maximos
// Start is called before the first frame update
Mensaje de Unity | 0 referencias
void Start()
{
}
// Update is called once per frame
Mensaje de Unity | 0 referencias
void Update()
{
}
}
Player Animations 2D Parte 4.pdf
Archivo
C:/Users/angel/Downl...
YouTube
Gmail
DRIVE
icons
bard
Gamma
Otros favoritos
5
de 30
Vamos a construir una clase de personaje genérica a partir de la cual nuestra clase Player y Enemy heredarán. Esta clase Character contendrá funcionalidad y propiedades comunes a todos los tipos de personajes de nuestro juego.
Modifica el archivo fuente
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4
5 /*
6 Clase genérica para todo tipo de personaje en el Juego.

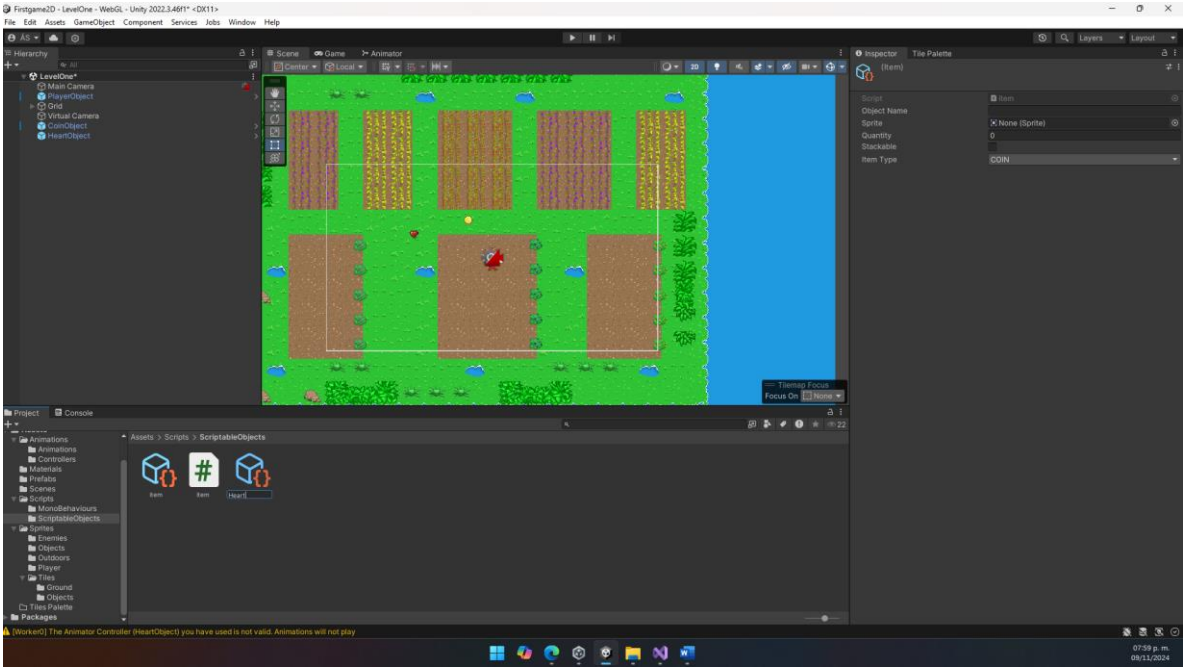

Firstgame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
Player Animations 2D Parte 4.pdf
Da al jugador 5 puntos de golpe y 10 puntos de vida máximos para empezar.
Player (Script)
Hit Points 5
Max Hit Points 10

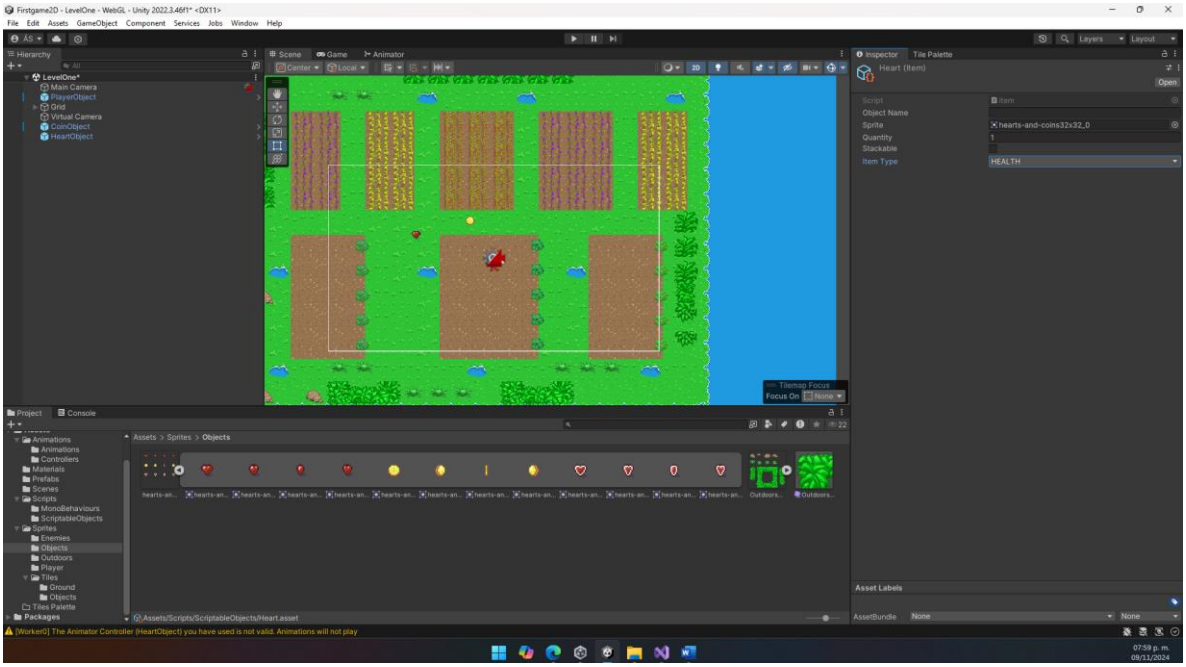

Firstgame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
para recoger.
En la carpeta de recursos del tutorial, seleccione y descargue la hoja de sprites titulada "hearts-and-coins32x32.png", arrastrala a la carpeta Assets ➤ Sprites ➤ Objects

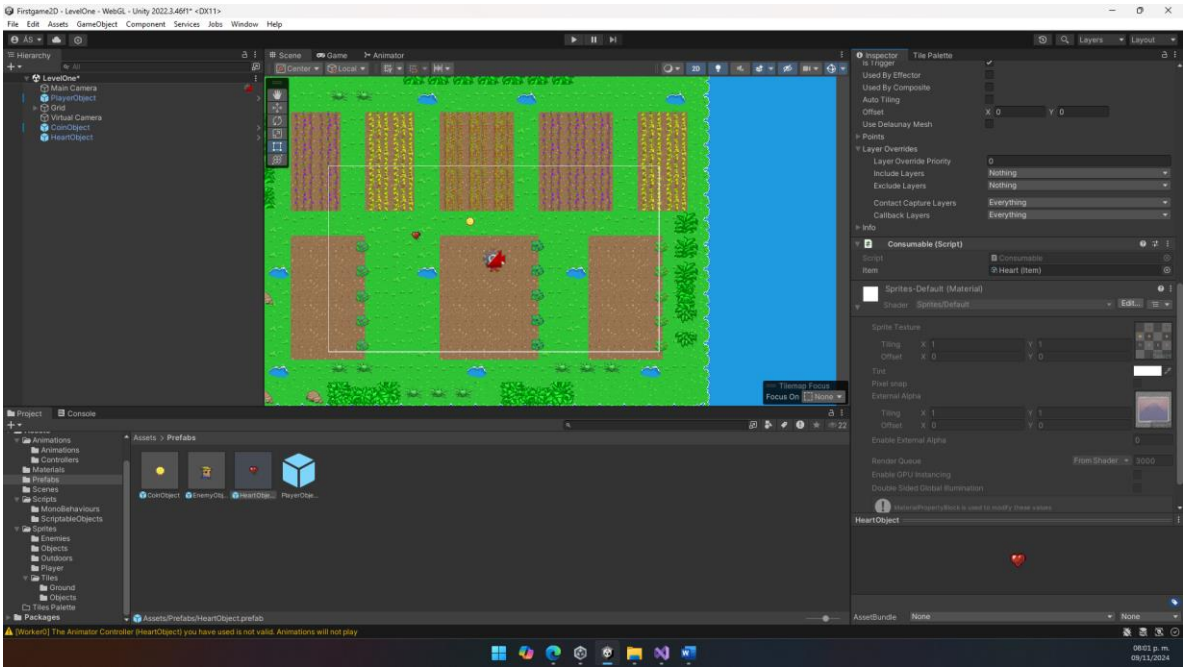

Firstgame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
Player Animations 2D Parte 4.pdf
Seleccione el CoinObject nuevamente y establezca su Capa Sorting Layer en: Objects.
Sorting Layer
Objects
Order in Layer
0
Additional Settings
Default
Ground
Objects
Characters
Animator
Circle Collider 2D
Edit Collider
CoinObject
Tag Untagged
Layer Default
Transform
Position
Rotation
Scale
Sprite Renderer
Sprite
hearts-and-coins32x32_4
Color
Flip
Draw Mode
Simple
Mask Interaction
None
Sprite Sort Point
Center
Material
Sprites-Default
Controller
Avatar
None (Avatar)
Apply Root Motion
Update Mode
Normal
Culling Mode
Always Animate
Sprites-Default (Material)
Shader
Sprites/Default
Add Component
Assets > Animations > Animations
coin-spin
Enemigopis...
enemy-idl...
enemy-wa...
player-idle
player-wal...
SampleSc...
07:52 p. m.
25/10/2024

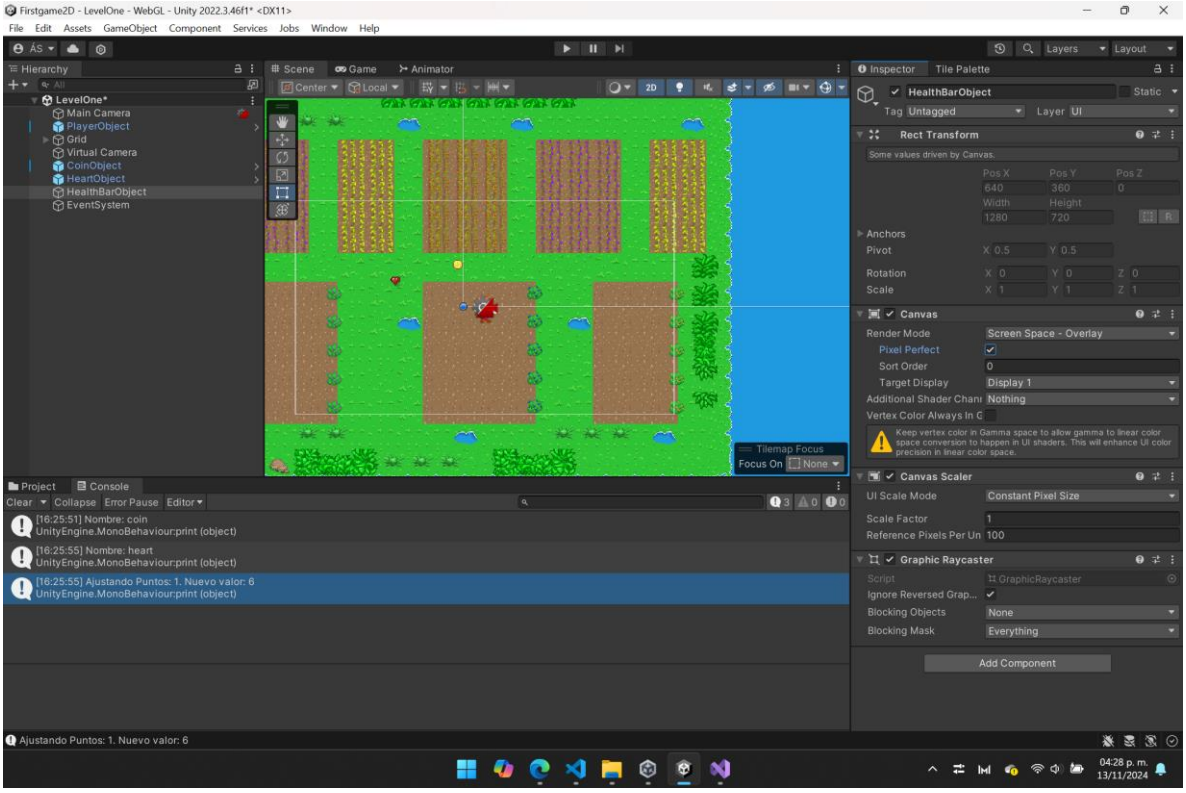

Firstgame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
Player Animations 2D Parte 4.pdf
Creamos una nueva etiqueta en el menú Tags & Layers llamada "CanBePickedUp":
1. Seleccione CoinObject en la vista Hierarchy.
2. En la parte superior izquierda del Inspector, seleccione "Add tag " del menú Tag.
3. Cree la etiqueta CanBePickedUp.
4. Seleccione CoinObject nuevamente y establezca su Etiqueta a: CanBePickedUp.
Inspector
Tile Palette
CoinObject
Tag CanBePickedUp
LevelOne*
Main Camera
PlayerObject
Grid
Layer_Ground
Layer_Trees_and_Rocks
Virtual Camera
CoinObject
Layer Default
Circle Collider 2D
Edit Collider
Material
None (Physics Material 2D)
Is Trigger
Used By Effector
Offset
Radius
0.17
Layer Overrides
Info
Animations
Materials
Prefabs
Scenes
Scripts
Sprites
Tiles Palette
07:54 p. m.
25/10/2024


Firstgame2D - LevelOne - WebGL - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
Grid
Virtual Camera
CoinObject
HeartObject
Scene
Game
Animator
Inspector
Tile Palette
Is Trigger
Used By Effector
Used By Composite
Auto Tiling
Offset
Use Delaunay Mesh
Points
Layer Overrides
Layer Override Priority
Include Layers
Exclude Layers
Contact Capture Layers
Callback Layers
Info
Sprites-Default (Material)
Shader
Sprite Texture
Tiling
Offset
Tint
Pixel snap
External Alpha
Enable External Alpha
Render Queue
Enable GPU Instancing
Double Sided Global
Search
Consumable
HeartObject
AssetBundle
Tilemap Focus
Focus On
Project
Console
Assets > Prefabs
Animations
Controllers
Materials
Prefabs
Scenes
Scripts
MonoBehaviours
ScriptableObjects
Sprites
Enemies
Objects
Outdoors
Player
Tiles
Ground
Tiles Palette
Packages
Assets/Prefabs/HeartObject.prefab
[Worker0] The Animator Controller (HeartObject) you have used is not valid. Animations will not play
07:58 p. m.
08/11/2024


Firstgame2D - LevelOne - WebGL - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
Grid
Virtual Camera
CoinObject
HeartObject
Scene
Game
Animator
Inspector
Tile Palette
(Item)
Script
Object Name
Sprite
None (Sprite)
Quantity
Stackable
Item Type
COIN
Tilemap Focus
Focus On
Project
Console
Assets > Scripts > ScriptableObjects
Item
Item
Heart
Animations
Controllers
Materials
Prefabs
Scenes
Scripts
MonoBehaviours
ScriptableObjects
Sprites
Enemies
Objects
Outdoors
Player
Tiles
Ground
Tiles Palette
Packages
[Worker0] The Animator Controller (HeartObject) you have used is not valid. Animations will not play
07:59 p. m.
08/11/2024


Firstgame2D - LevelOne - WebGL - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
Grid
Virtual Camera
CoinObject
HeartObject
Scene
Game
Animator
Inspector
Tile Palette
Heart (Item)
Open
Script
Item
Object Name
Sprite
hearts-and-coins32x32_0
Quantity
1
Stackable
Item Type
HEALTH
Tilemap Focus
Focus On
None
Project
Console
Assets > Sprites > Objects
Animations
Materials
Prefabs
Scenes
Scripts
MonoBehaviours
ScriptableObjects
Sprites
Enemies
Objects
Outdoors
Player
Tiles
Ground
Tiles Palette
Packages
Assets/Scripts/ScriptableObjects/Heart.asset
Asset Labels
AssetBundle
[Worker0] The Animator Controller (HeartObject) you have used is not valid. Animations will not play
07:59 p. m.
08/11/2024


Firstgame2D - LevelOne - WebGL - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
Grid
Virtual Camera
CoinObject
HeartObject
Scene
Game
Animator
Inspector
Tile Palette
Is Trigger
Used By Effector
Used By Composite
Auto Tiling
Offset
Use Delaunay Mesh
Points
Layer Overrides
Layer Override Priority
Include Layers
Nothing
Exclude Layers
Contact Capture Layers
Everything
Callback Layers
Info
Consumable (Script)
Script
Consumable
Item
Heart (Item)
Sprites-Default (Material)
Shader
Sprites/Default
Edit...
Sprite Texture
Tiling
Tint
Pixel snap
External Alpha
Enable External Alpha
Render Queue
From Shader
3000
Enable GPU Instancing
Double Sided Global Illumination
HeartObject
Tilemap Focus
Focus On
None
Project
Console
Assets > Prefabs
Animations
Materials
Prefabs
Scenes
Scripts
MonoBehaviours
ScriptableObjects
Sprites
Enemies
Objects
Outdoors
Player
Tiles
Ground
Tiles Palette
Packages
Assets/Prefabs/HeartObject.prefab
AssetBundle
[Worker0] The Animator Controller (HeartObject) you have used is not valid. Animations will not play
08:01 p. m.
08/11/2024


Firstgame2D - LevelOne - WebGL - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
Grid
Virtual Camera
CoinObject
HeartObject
HealthBarObject
EventSystem
Scene
Game
Animator
Tilemap Focus
Focus On None
Project
Console
Clear Collapse Error Pause Editor
[16:25:51] Nombre: coin
UnityEngine.MonoBehaviour:print (object)
[16:25:55] Nombre: heart
UnityEngine.MonoBehaviour:print (object)
[16:25:55] Ajustando Puntos: 1. Nuevo valor: 6
UnityEngine.MonoBehaviour:print (object)
Ajustando Puntos: 1. Nuevo valor: 6
Inspector
Tile Palette
HealthBarObject
Static
Tag Untagged
Layer UI
Rect Transform
Some values driven by Canvas.
Pos X 640
Pos Y 360
Pos Z 0
Width 1280
Height 720
Anchors
Pivot X 0.5 Y 0.5
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Canvas
Render Mode Screen Space - Overlay
Pixel Perfect
Sort Order 0
Target Display Display 1
Additional Shader Chan Nothing
Vertex Color Always In G
Keep vertex color in Gamma space to allow gamma to linear color space conversion to happen in UI shaders. This will enhance UI color precision in linear color space.
Canvas Scaler
UI Scale Mode Constant Pixel Size
Scale Factor 1
Reference Pixels Per Un 100
Graphic Raycaster
Script GraphicRaycaster
Ignore Reversed Grap...
Blocking Objects None
Blocking Mask Everything
Add Component
04:28 p. m.
13/11/2024