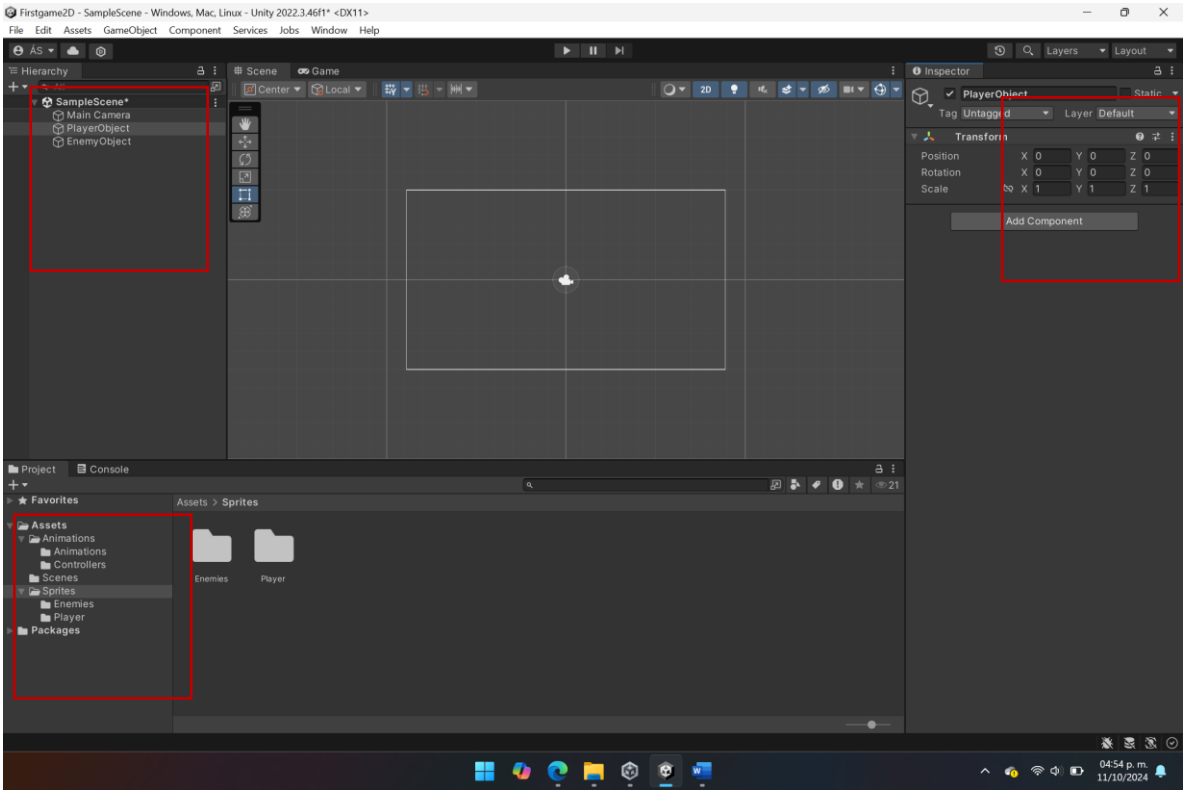
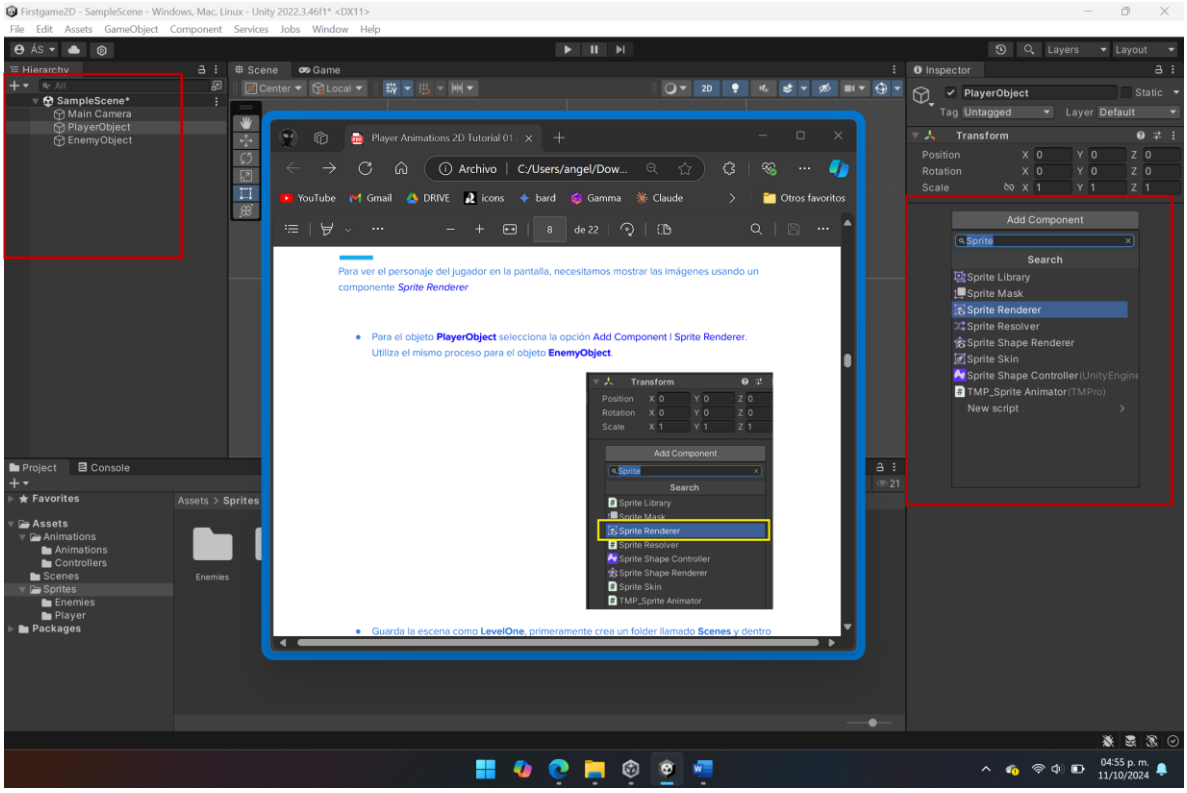
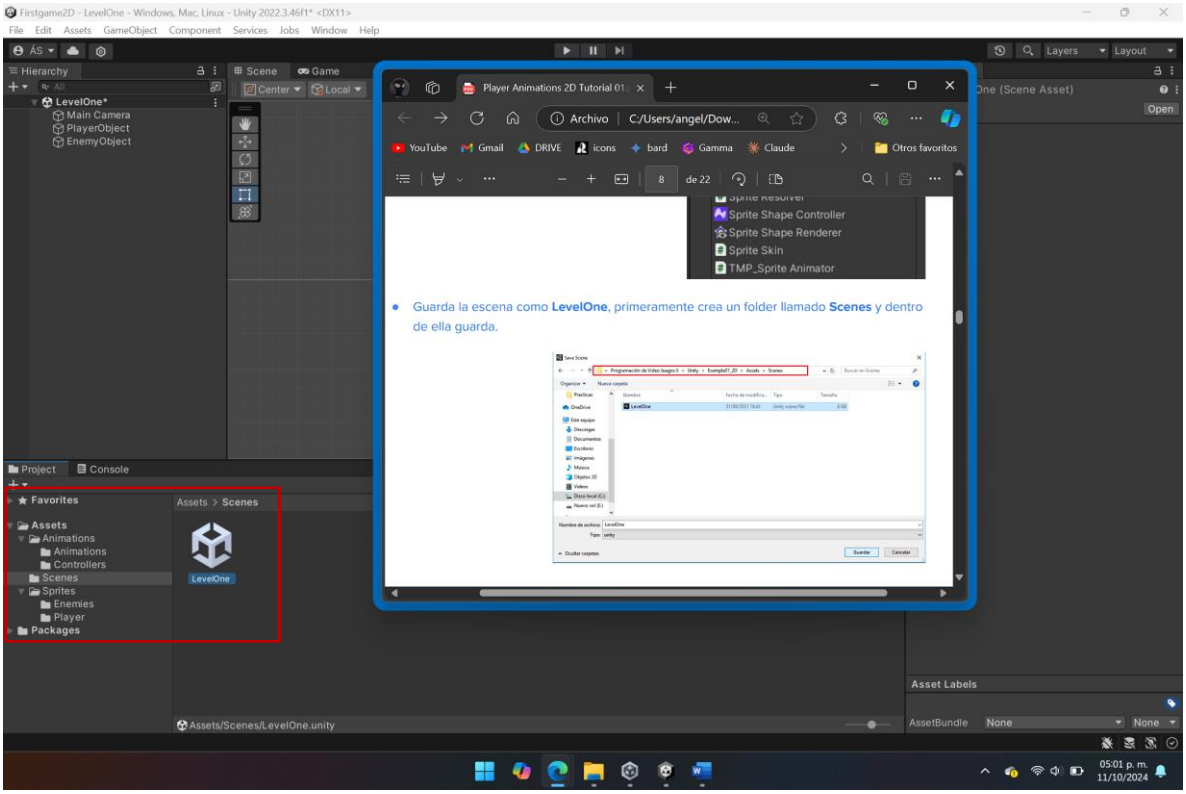
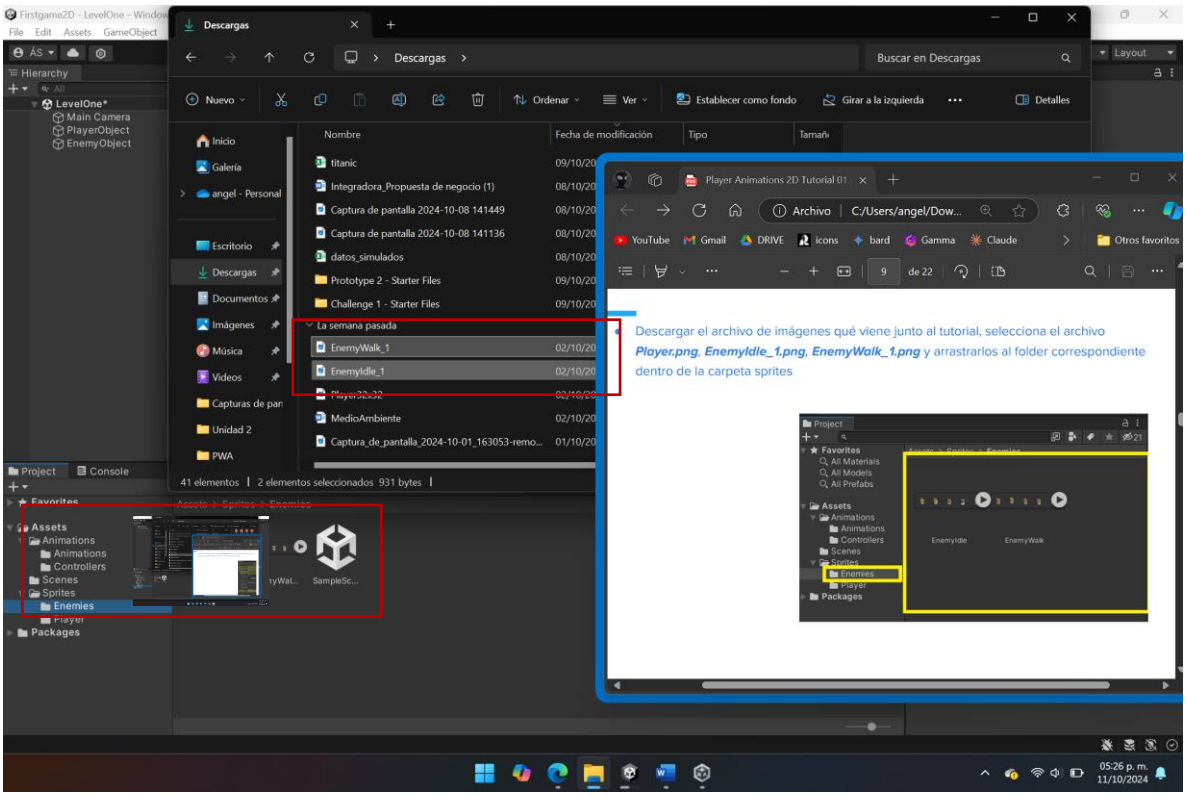
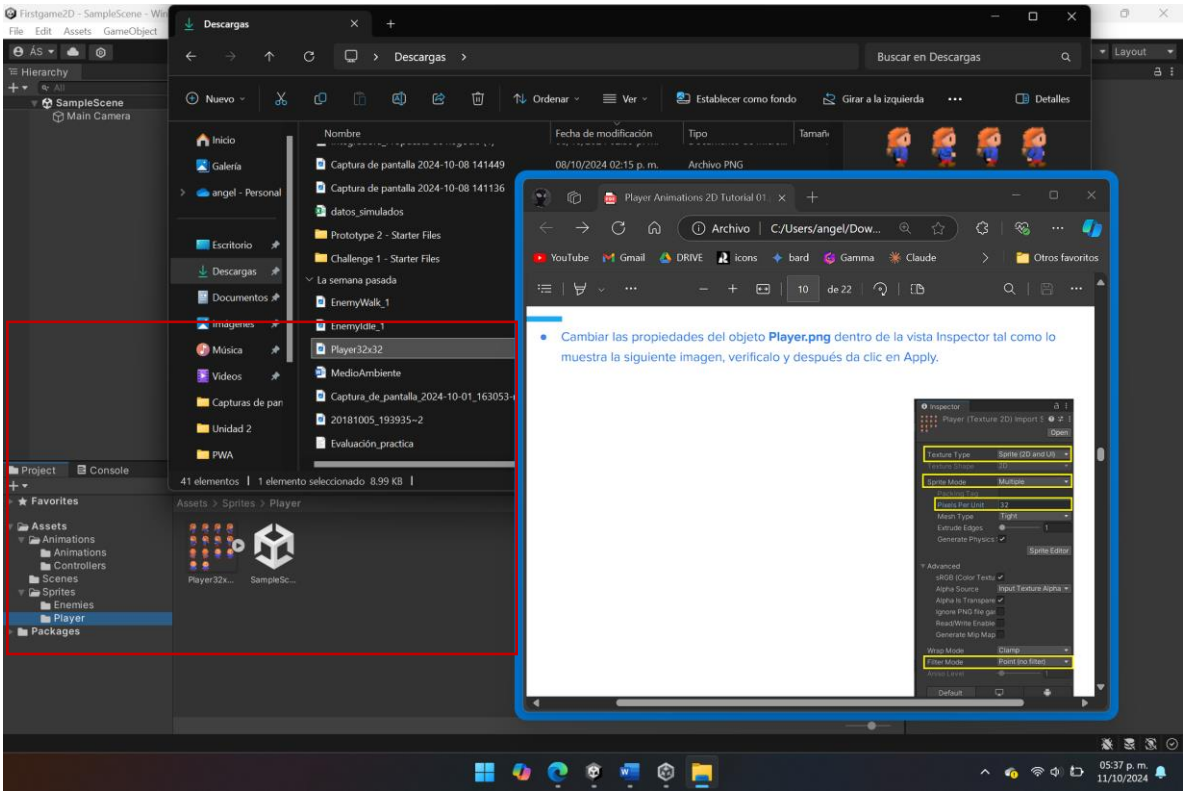
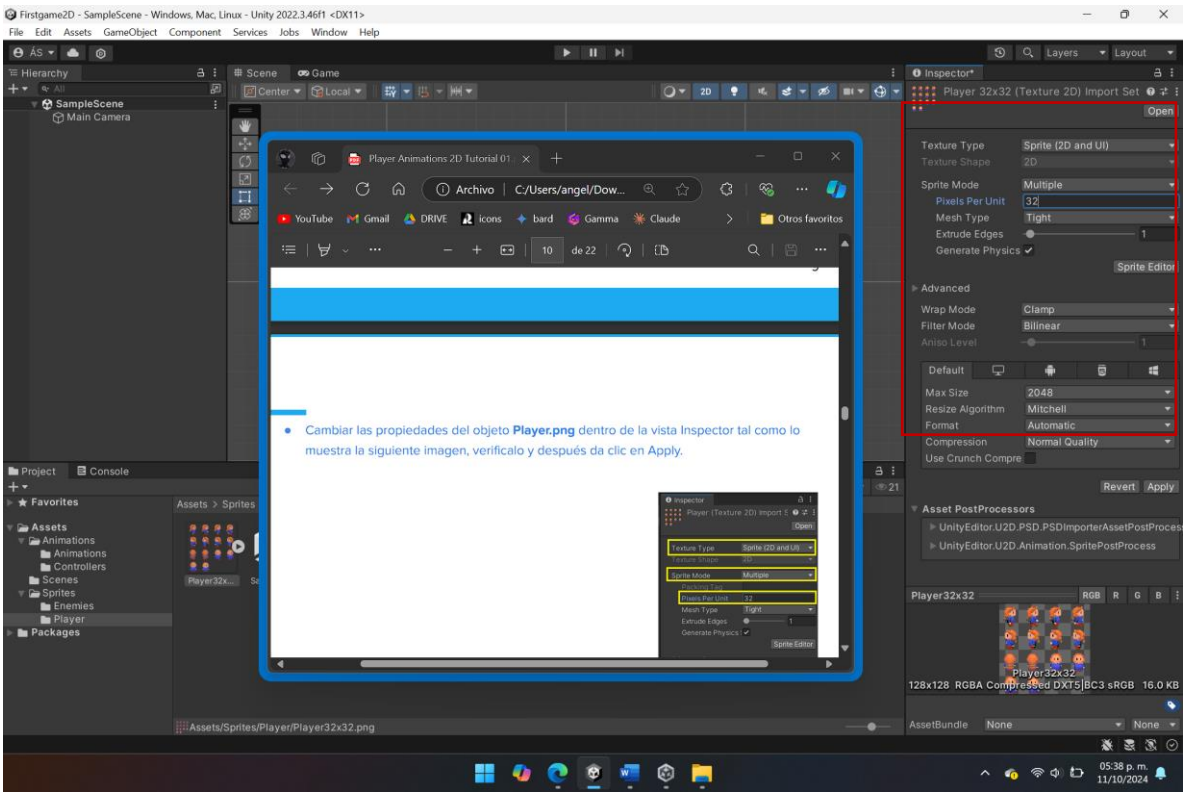

Firstgame2D - SampleScene - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
SampleScene*
Main Camera
PlayerObject
EnemyObject
Scene
Game
Inspector
PlayerObject
Transform
Position
Rotation
Scale
Add Component
Project
Console
Favorites
Assets > Sprites
Assets
Animations
Controllers
Scenes
Sprites
Enemies
Player
Packages
04:54 p. m.
11/10/2024

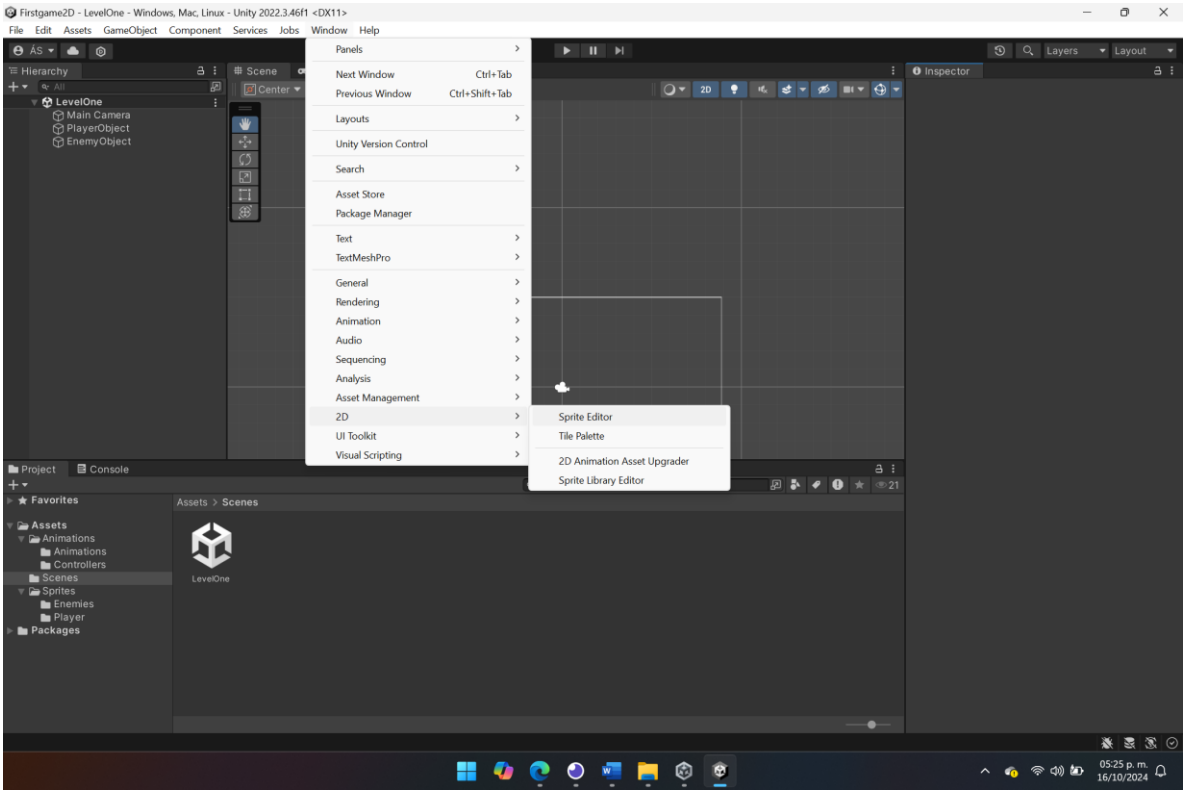

Firstgame2D - SampleScene - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
Player Animations 2D Tutorial 01...
Archivo C:/Users/angel/Dow...
Para ver el personaje del jugador en la pantalla, necesitamos mostrar las imágenes usando un componente Sprite Renderer
Para el objeto PlayerObject selecciona la opción Add Component | Sprite Renderer.
Utiliza el mismo proceso para el objeto EnemyObject.
Guarda la escena como LevelOne, primeramente crea un folder llamado Scenes y dentro
Add Component
Search
Sprite Library
Sprite Mask
Sprite Renderer
Sprite Resolver
Sprite Shape Renderer
Sprite Skin
Sprite Shape Controller
TMP_Sprite Animator
New script
04:55 p. m.
11/10/2024

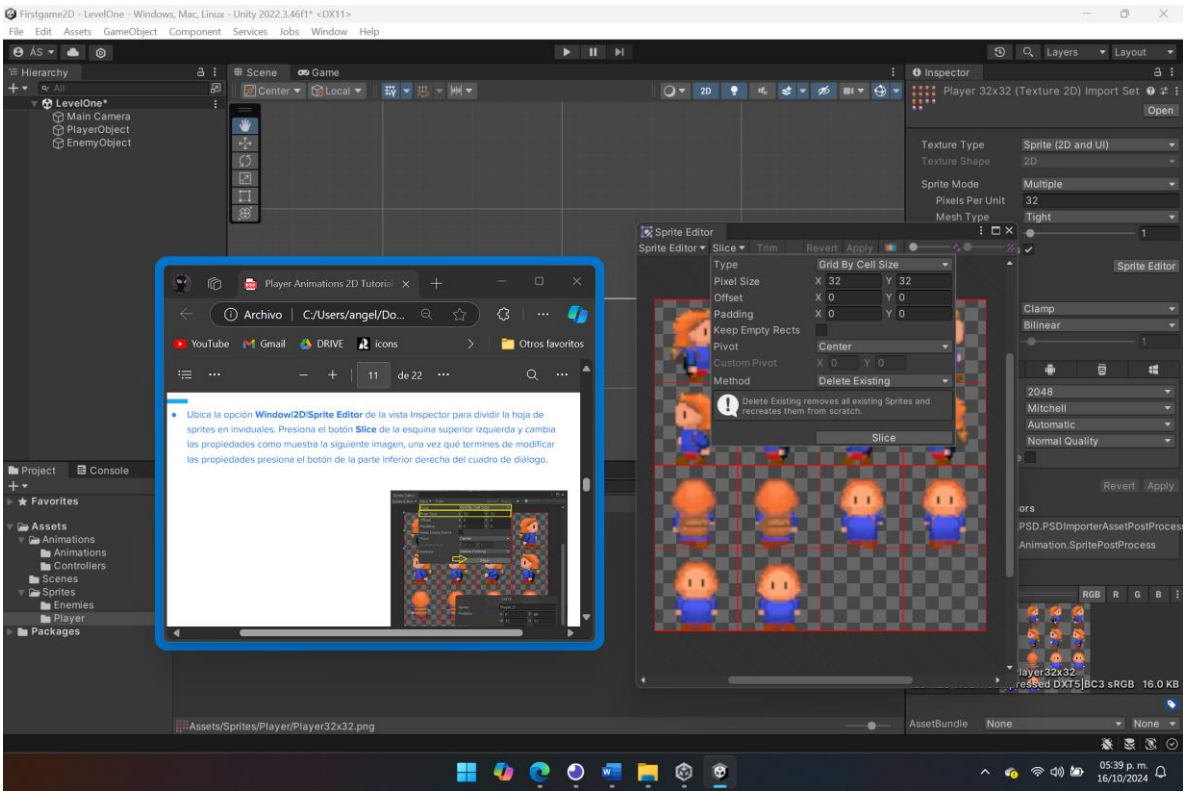

Player Animations 2D Tutorial 01
Sprite Shape Controller
Sprite Shape Renderer
Sprite Skin
TMP_Sprite Animator
Guarda la escena como LevelOne, primeramente crea un folder llamado Scenes y dentro de ella guarda.
Assets > Scenes
LevelOne
Assets/Scenes/LevelOne.unity

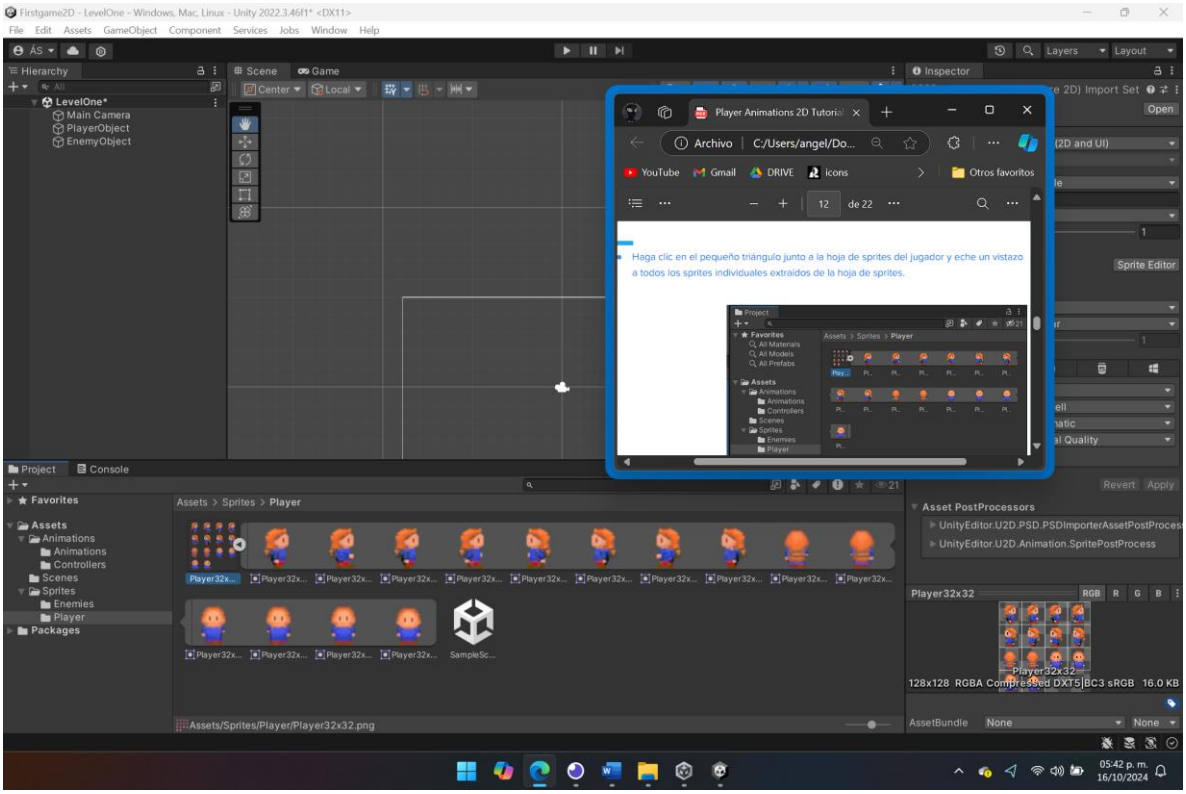

Descargas
Player Animations 2D Tutorial 01
Descargar el archivo de imágenes qué viene junto al tutorial, selecciona el archivo Player.png, EnemyIdle_1.png, EnemyWalk_1.png y arrastrarlos al folder correspondiente dentro de la carpeta sprites
EnemyWalk_1
EnemyIdle_1
41 elementos | 2 elementos seleccionados 931 bytes

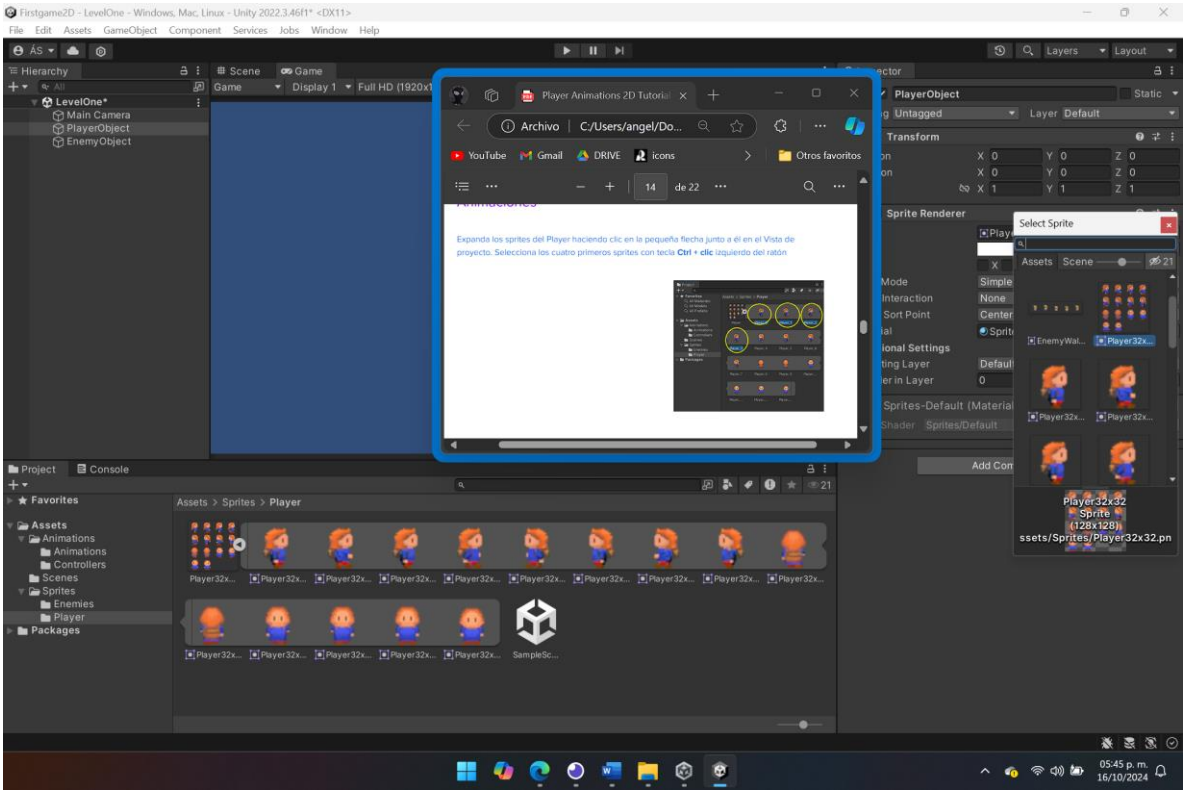

Descargas
Buscar en Descargas
Nuevo
Ordenar
Ver
Establecer como fondo
Girar a la izquierda
Detalles
Inicio
Galería
angel - Personal
Escritorio
Descargas
Documentos
Imágenes
Música
Videos
Capturas de pan
Unidad 2
PWA
Nombre
Fecha de modificación
Tipo
Captura de pantalla 2024-10-08 141449
Captura de pantalla 2024-10-08 141136
datos_simulados
Prototype 2 - Starter Files
Challenge 1 - Starter Files
La semana pasada
EnemyWalk_1
EnemyIdle_1
Player32x32
MedioAmbiente
20181005_193935~2
Evaluación_practica
41 elementos | 1 elemento seleccionado 8.99 KB
Player Animations 2D Tutorial 01
Archivo | C:/Users/angel/Dow...
YouTube
Gmail
DRIVE
icons
bard
Gamma
Claude
Otros favoritos
10 de 22
Cambiar las propiedades del objeto Player.png dentro de la vista Inspector tal como lo muestra la siguiente imagen, verificalo y después da clic en Apply.
Hierarchy
SampleScene
Main Camera
Project
Console
Favorites
Assets
Animations
Controllers
Scenes
Sprites
Enemies
Player
Packages
Assets > Sprites > Player
05:37 p. m.
11/10/2024

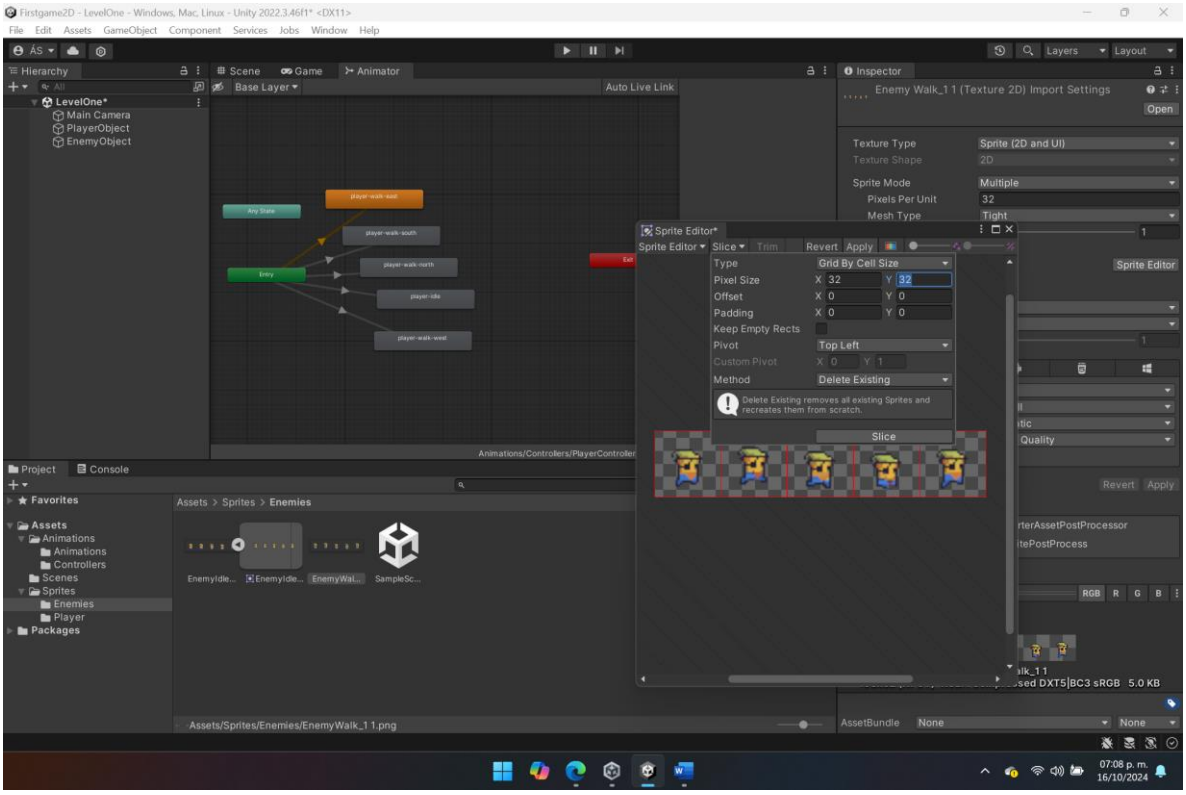

Firstgame2D - SampleScene - Windows, Mac, Linux - Unity 2022.3.46f1 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
SampleScene
Main Camera
Scene
Game
Inspector
Player 32x32 (Texture 2D) Import Set
Texture Type Sprite (2D and UI)
Texture Shape 2D
Sprite Mode Multiple
Pixels Per Unit 32
Mesh Type Tight
Extrude Edges 1
Generate Physics
Sprite Editor
Advanced
Wrap Mode Clamp
Filter Mode Bilinear
Aniso Level 1
Default
Max Size 2048
Resize Algorithm Mitchell
Format Automatic
Compression Normal Quality
Use Crunch Compre
Revert Apply
Asset PostProcessors
UnityEditor.U2D.PSD.PSDImporterAssetPostProces
UnityEditor.U2D.Animation.SpritePostProcess
Player32x32
128x128 RGBA Compressed DXT5 BC3 sRGB 16.0 KB
AssetBundle None None
Player Animations 2D Tutorial 01
Archivo | C:/Users/angel/Dow...
YouTube Gmail DRIVE icons bard Gamma Claude Otros favoritos
10 de 22
Cambiar las propiedades del objeto Player.png dentro de la vista Inspector tal como lo muestra la siguiente imagen, verificalo y después da clic en Apply.
Project
Console
Favorites
Assets
Animations
Controllers
Scenes
Sprites
Enemies
Player
Packages
Assets > Sprites
Assets/Sprites/Player/Player32x32.png
05:38 p. m.
11/10/2024

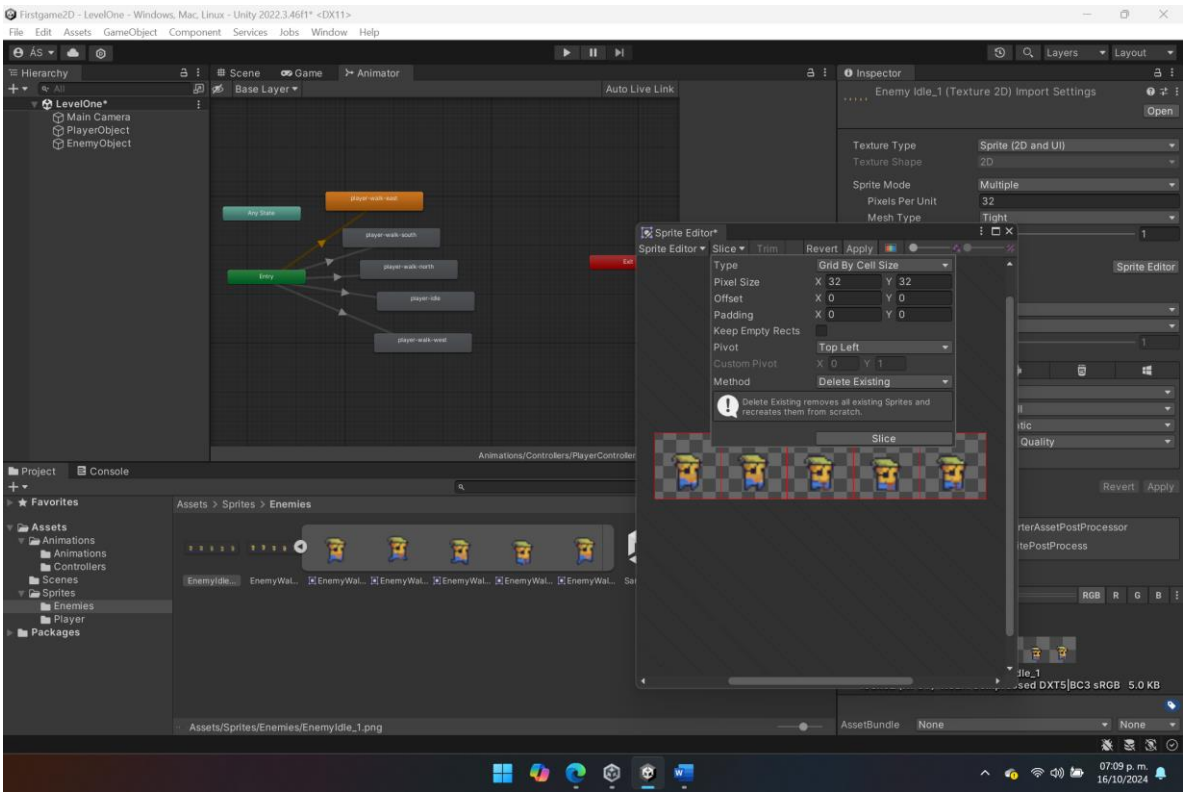

Firstgame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Panels
Next Window Ctrl+Tab
Previous Window Ctrl+Shift+Tab
Layouts
Unity Version Control
Search
Asset Store
Package Manager
Text
TextMeshPro
General
Rendering
Animation
Audio
Sequencing
Analysis
Asset Management
2D
UI Toolkit
Visual Scripting
Sprite Editor
Tile Palette
2D Animation Asset Upgrader
Sprite Library Editor
Hierarchy
LevelOne
Main Camera
PlayerObject
EnemyObject
Scene
Inspector
Project
Console
Favorites
Assets
Animations
Controllers
Scenes
Sprites
Enemies
Player
Packages
Assets > Scenes
LevelOne

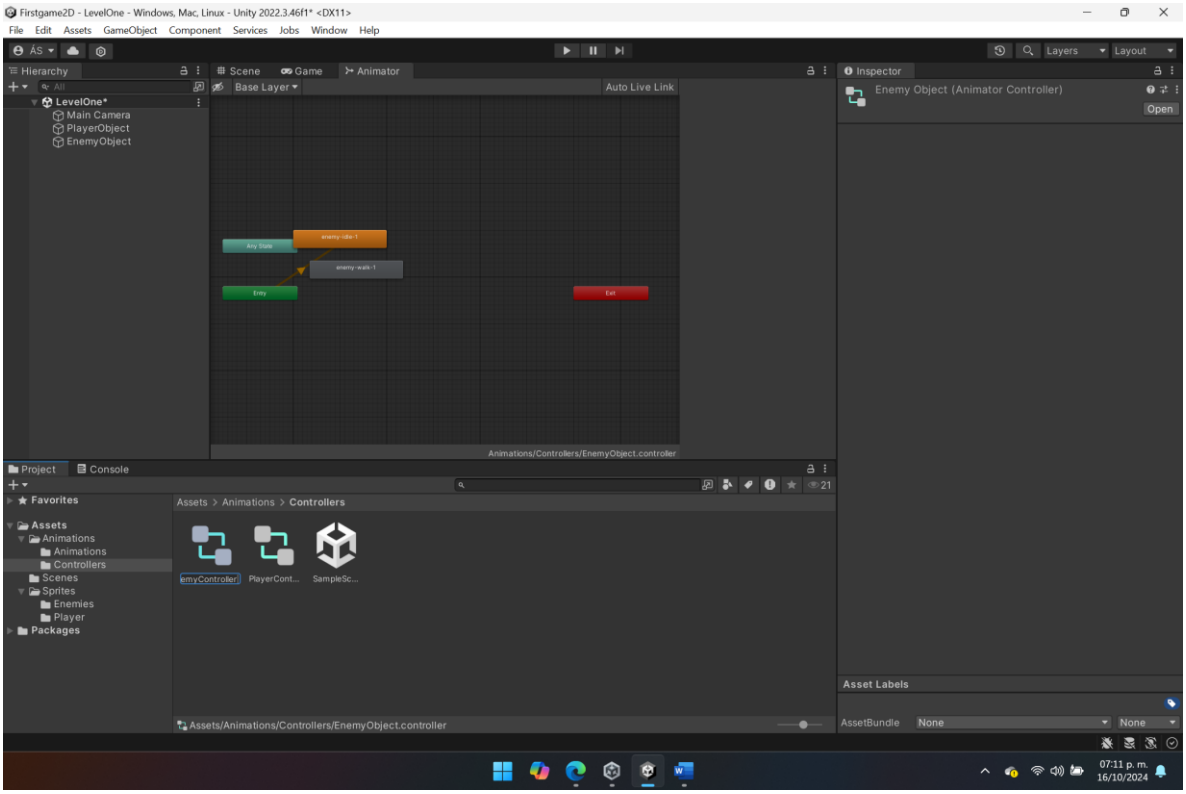

Firstgame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
LevelOne*
Main Camera
PlayerObject
EnemyObject
Player Animations 2D Tutorial
Archivo C:/Users/angel/Do...
Ubica la opción Window|2D|Sprite Editor de la vista Inspector para dividir la hoja de sprites en invidiuales. Presiona el botón Slice de la esquina superior izquierda y cambia las propiedades como muestra la siguiente imagen, una vez qué termines de modificar las propiedades presiona el botón de la parte inferior derecha del cuadro de diálogo.
Sprite Editor
Type Grid By Cell Size
Pixel Size X 32 Y 32
Offset X 0 Y 0
Padding X 0 Y 0
Keep Empty Rects
Pivot Center
Method Delete Existing
Slice
Player 32x32 (Texture 2D) Import Set
Texture Type Sprite (2D and UI)
Sprite Mode Multiple
Pixels Per Unit 32
Mesh Type Tight
Assets/Sprites/Player/Player32x32.png

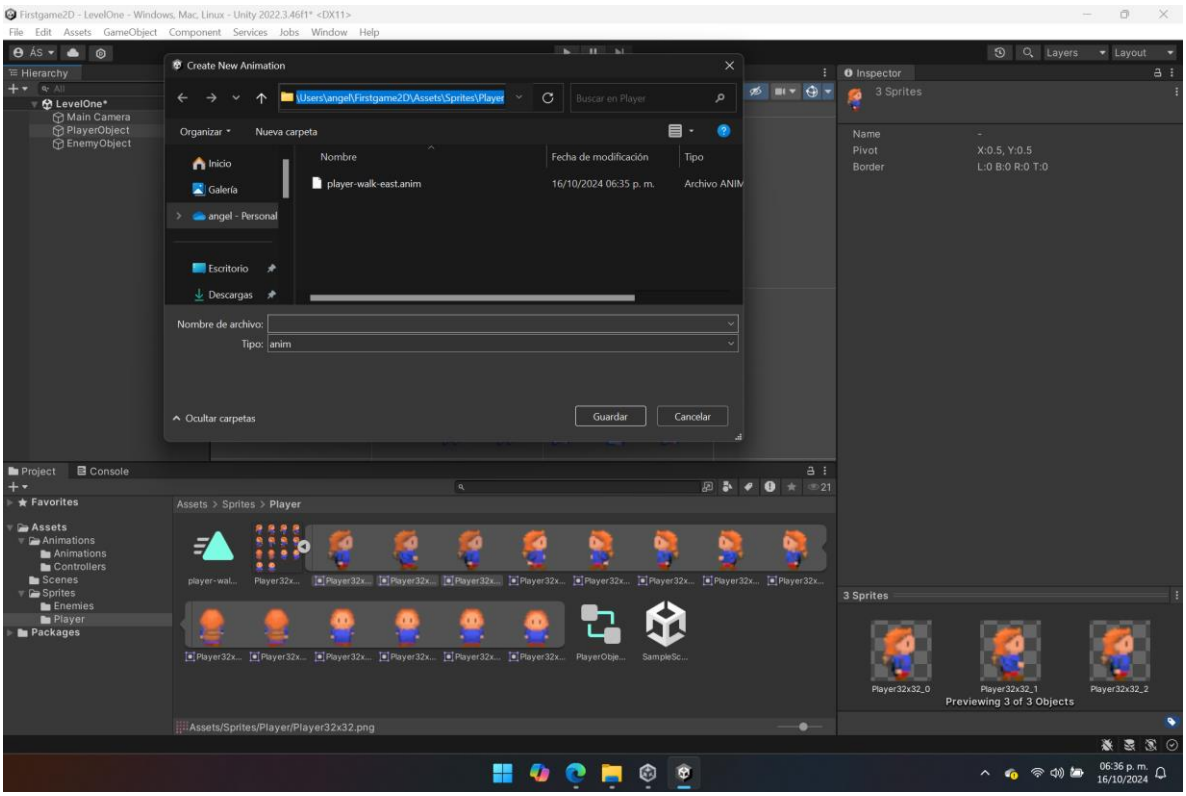

Player Animations 2D Tutorial
Haga clic en el pequeño triángulo junto a la hoja de sprites del jugador y eche un vistazo a todos los sprites individuales extraídos de la hoja de sprites.
Assets > Sprites > Player
Assets/Sprites/Player/Player32x32.png

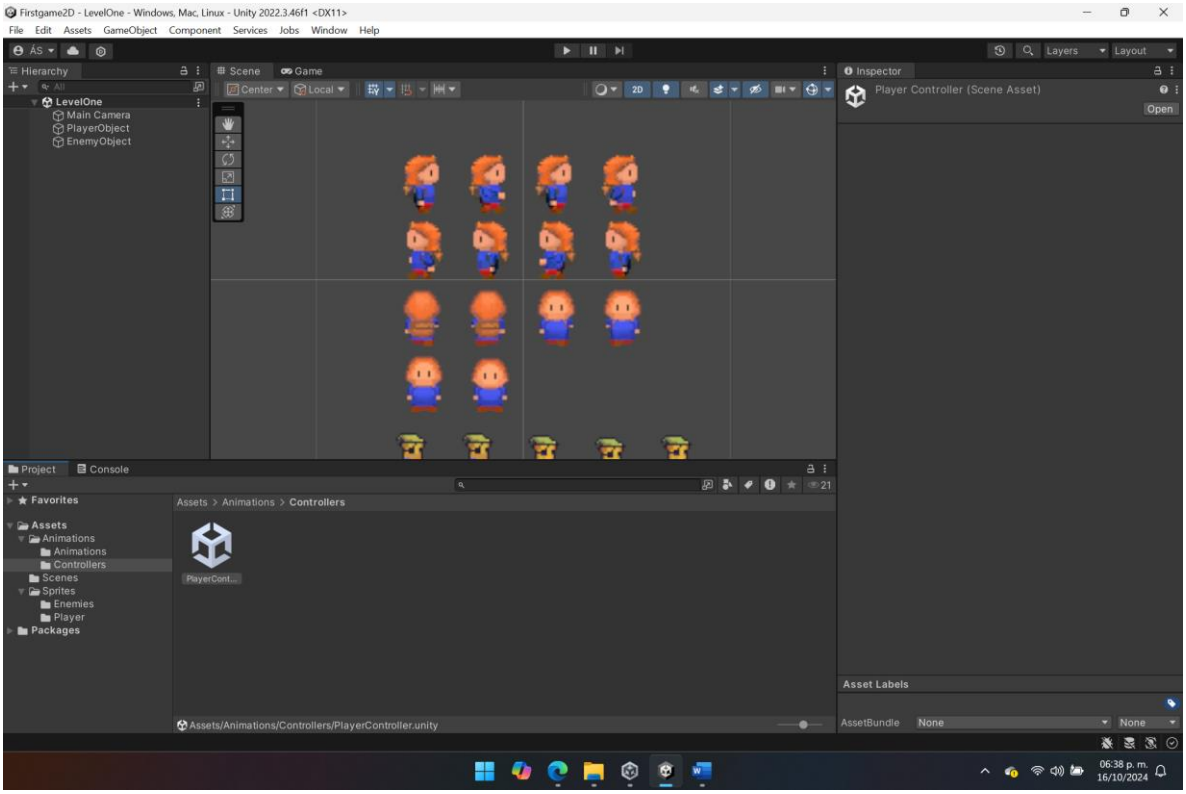

Player Animations 2D Tutorial
Expanda los sprites del Player haciendo clic en la pequeña flecha junto a él en el Vista de proyecto. Selecciona los cuatro primeros sprites con tecla Ctrl + clic izquierdo del ratón
Assets > Sprites > Player
Select Sprite

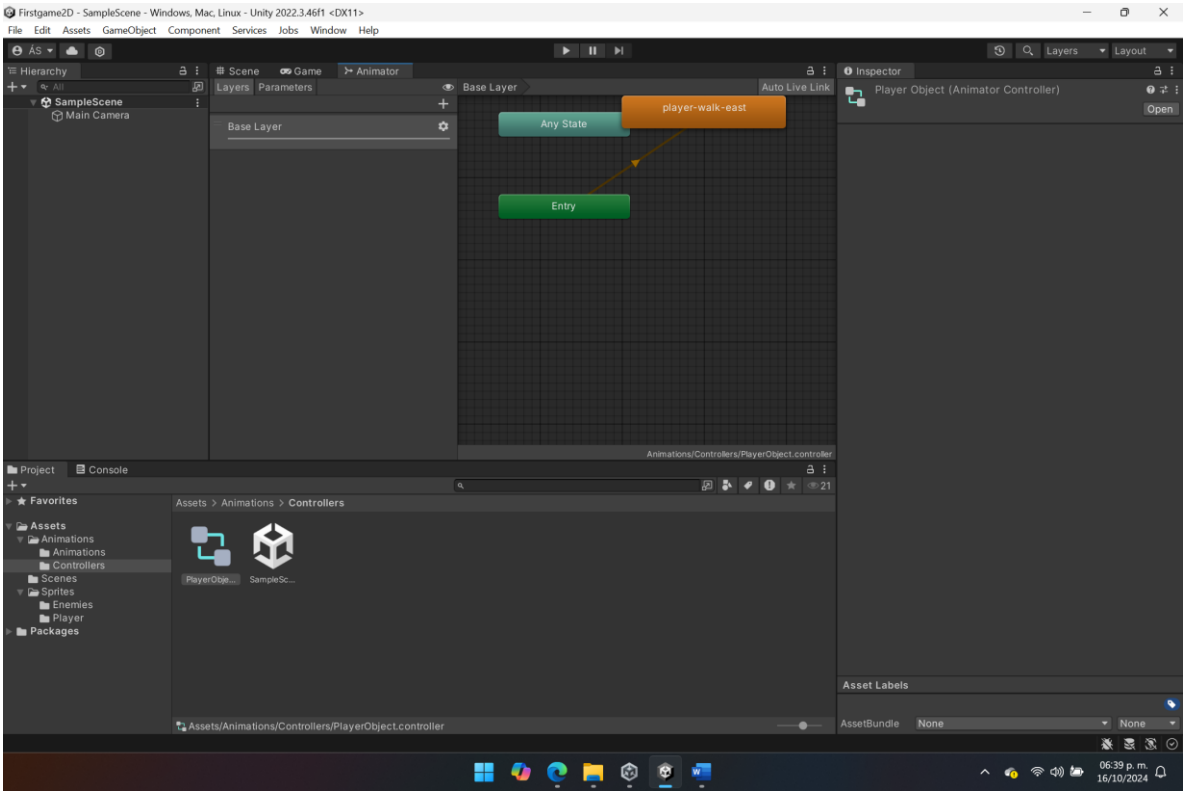

Firstgame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
EnemyObject
Scene
Game
Animator
Base Layer
Auto Live Link
Inspector
Enemy Walk_1 1 (Texture 2D) Import Settings
Open
Texture Type
Sprite (2D and UI)
Texture Shape
2D
Sprite Mode
Multiple
Pixels Per Unit
32
Mesh Type
Tight
Sprite Editor*
Sprite Editor
Slice
Trim
Revert
Apply
Type
Grid By Cell Size
Pixel Size
Offset
Padding
Keep Empty Rects
Pivot
Top Left
Custom Pivot
Method
Delete Existing
Delete Existing removes all existing Sprites and recreates them from scratch.
Slice
Project
Console
Favorites
Assets
Animations
Controllers
Scenes
Sprites
Enemies
Player
Packages
Assets > Sprites > Enemies
Assets/Sprites/Enemies/EnemyWalk_1 1.png
AssetBundle
None
Quality
Revert
Apply
RGB
07:08 p. m.
16/10/2024

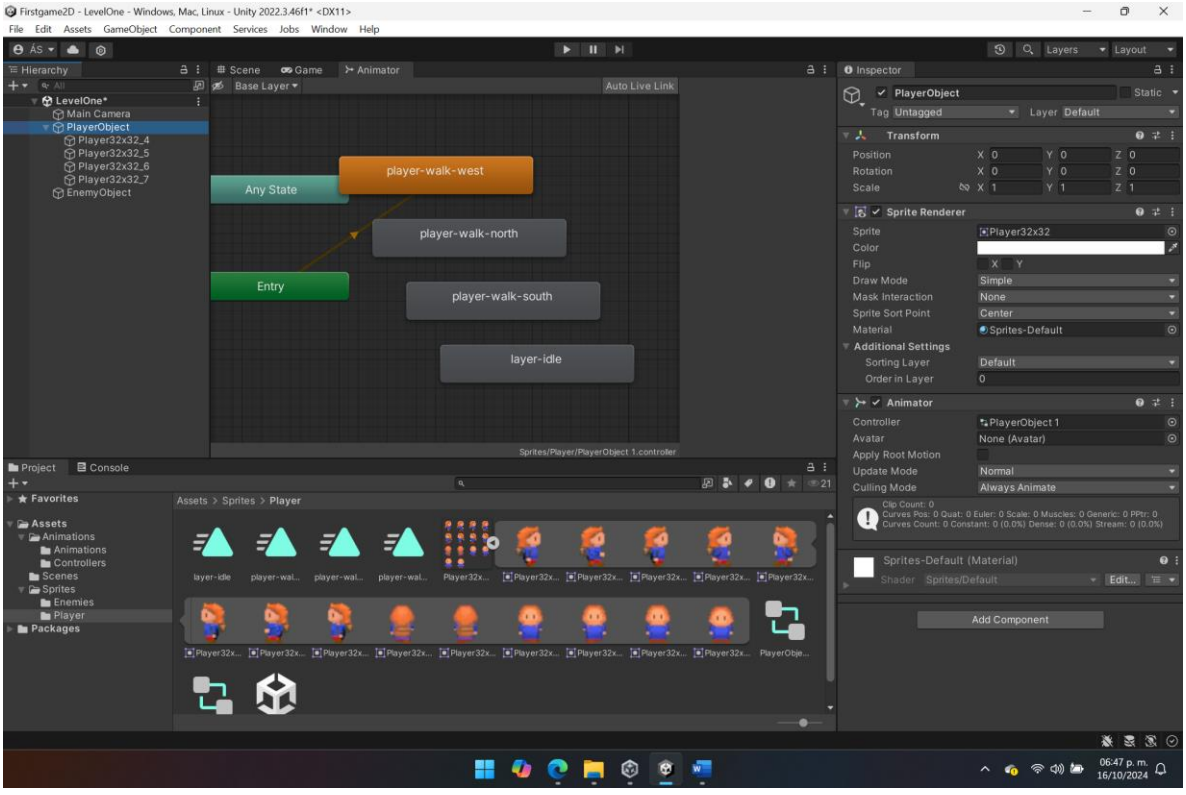

Firstgame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
EnemyObject
Scene
Game
Animator
Base Layer
Auto Live Link
Inspector
Enemy Idle_1 (Texture 2D) Import Settings
Open
Texture Type
Sprite (2D and UI)
Texture Shape
2D
Sprite Mode
Multiple
Pixels Per Unit
32
Mesh Type
Tight
Sprite Editor*
Sprite Editor
Slice
Trim
Revert
Apply
Type
Grid By Cell Size
Pixel Size
Offset
Padding
Keep Empty Rects
Pivot
Top Left
Custom Pivot
Method
Delete Existing
Delete Existing removes all existing Sprites and recreates them from scratch.
Slice
Project
Console
Favorites
Assets
Animations
Controllers
Scenes
Sprites
Enemies
Player
Packages
Assets > Sprites > Enemies
Assets/Sprites/Enemies/EnemyIdle_1.png
AssetBundle
None
Quality
Revert
Apply
RGB
07:09 p. m.
16/10/2024

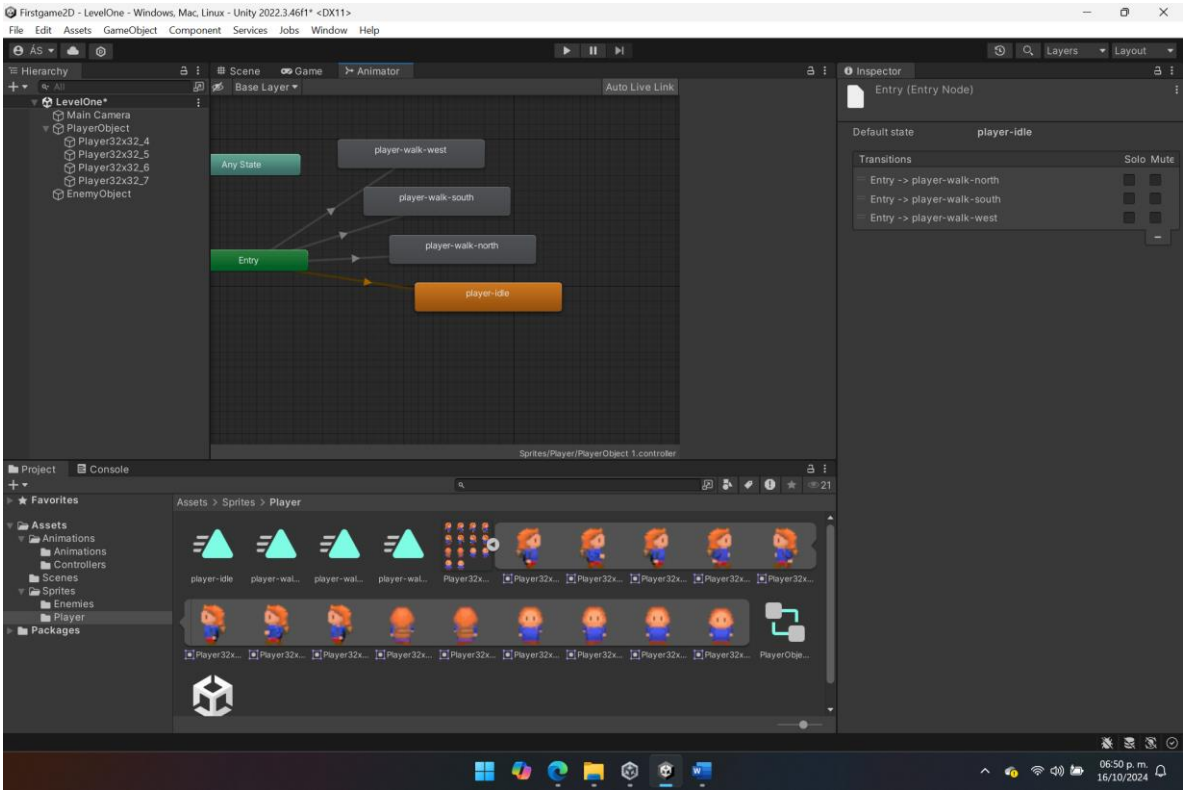

Firstgame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
EnemyObject
Scene
Game
Animator
Base Layer
Auto Live Link
Any State
enemy-idle-1
enemy-walk-1
Entry
Exit
Animations/Controllers/EnemyObject.controller
Inspector
Enemy Object (Animator Controller)
Open
Project
Console
Favorites
Assets
Animations
Controllers
Scenes
Sprites
Enemies
Player
Packages
Assets > Animations > Controllers
Asset Labels
AssetBundle
None
Assets/Animations/Controllers/EnemyObject.controller
07:11 p. m.
16/10/2024

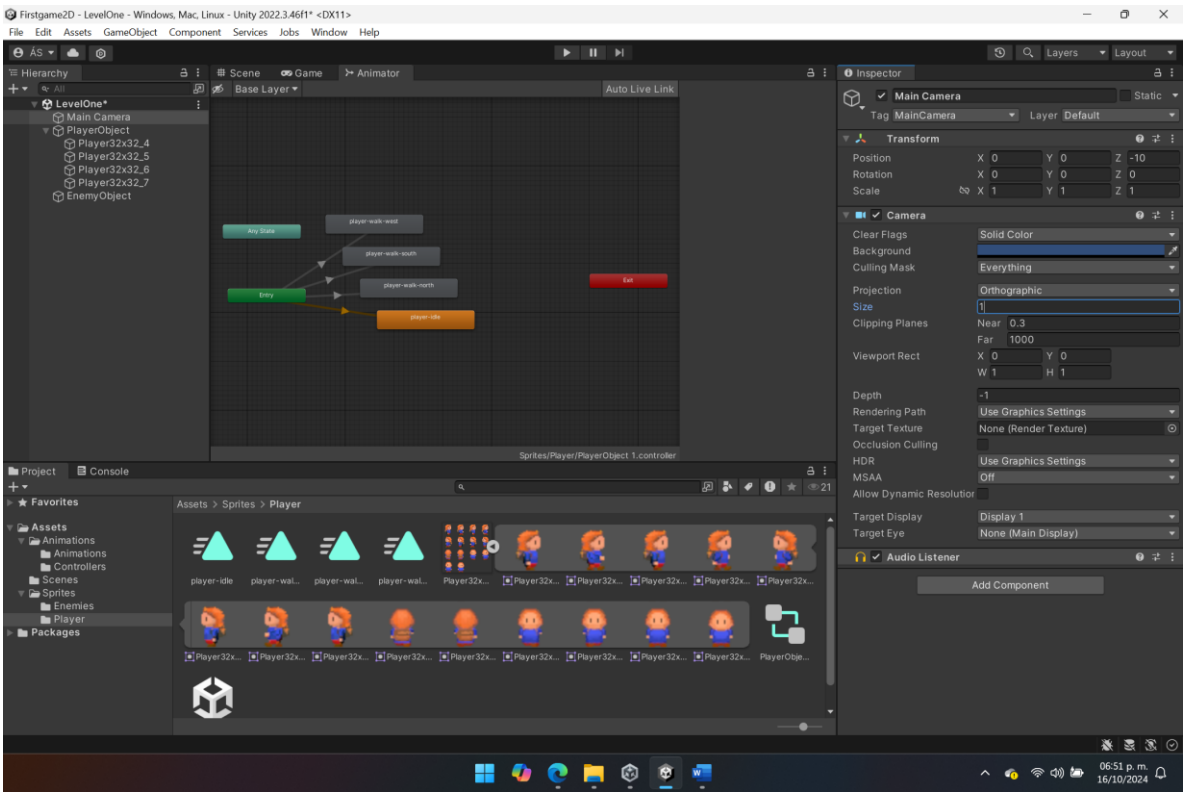

Firstgame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
Create New Animation
C:\Users\angel\Firstgame2D\Assets\Sprites\Player
Buscar en Player
Organizar
Nueva carpeta
Nombre
Fecha de modificación
Tipo
player-walk-east.anim
16/10/2024 06:35 p. m.
Archivo ANIM
Inicio
Galería
angel - Personal
Escritorio
Descargas
Nombre de archivo:
Tipo: anim
Ocultar carpetas
Guardar
Cancelar
Assets > Sprites > Player
Inspector
3 Sprites
Name
Pivot
X:0.5, Y:0.5
Border
L:0 B:0 R:0 T:0
Previewing 3 of 3 Objects
Assets/Sprites/Player/Player32x32.png
06:36 p. m.
16/10/2024

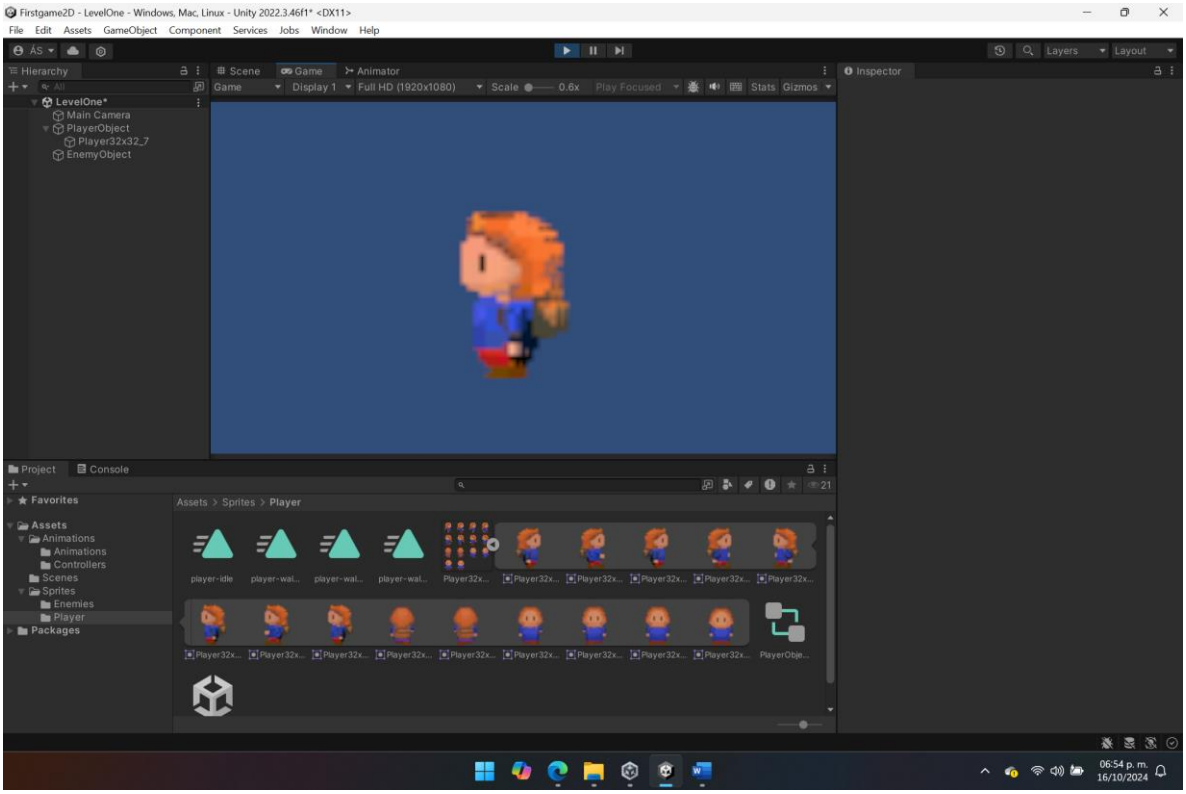

Firstgame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne
Main Camera
PlayerObject
EnemyObject
Scene
Game
Inspector
Player Controller (Scene Asset)
Open
Project
Console
Favorites
Assets
Animations
Animations
Controllers
Scenes
Sprites
Enemies
Player
Packages
Assets > Animations > Controllers
PlayerCont...
Assets/Animations/Controllers/PlayerController.unity
Asset Labels
AssetBundle
None
None
06:38 p. m.
16/10/2024

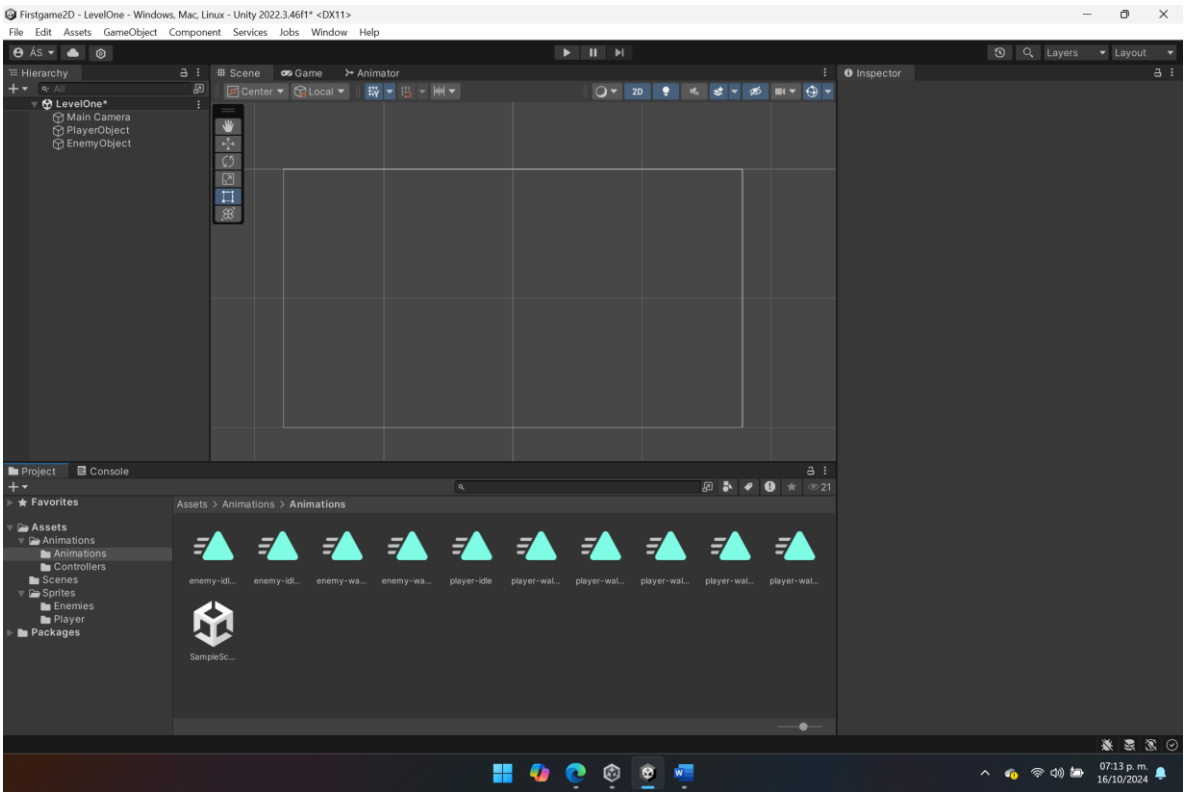

Firstgame2D - SampleScene - Windows, Mac, Linux - Unity 2022.3.46f1 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
SampleScene
Main Camera
Scene Game Animator
Layers Parameters
Base Layer
Auto Live Link
Any State
player-walk-east
Entry
Animations/Controllers/PlayerObject.controller
Inspector
Player Object (Animator Controller)
Open
Project Console
Favorites
Assets
Animations
Animations
Controllers
Scenes
Sprites
Enemies
Player
Packages
Assets > Animations > Controllers
PlayerObje...
SampleSc...
Asset Labels
AssetBundle None None
Assets/Animations/Controllers/PlayerObject.controller
06:39 p. m.
16/10/2024

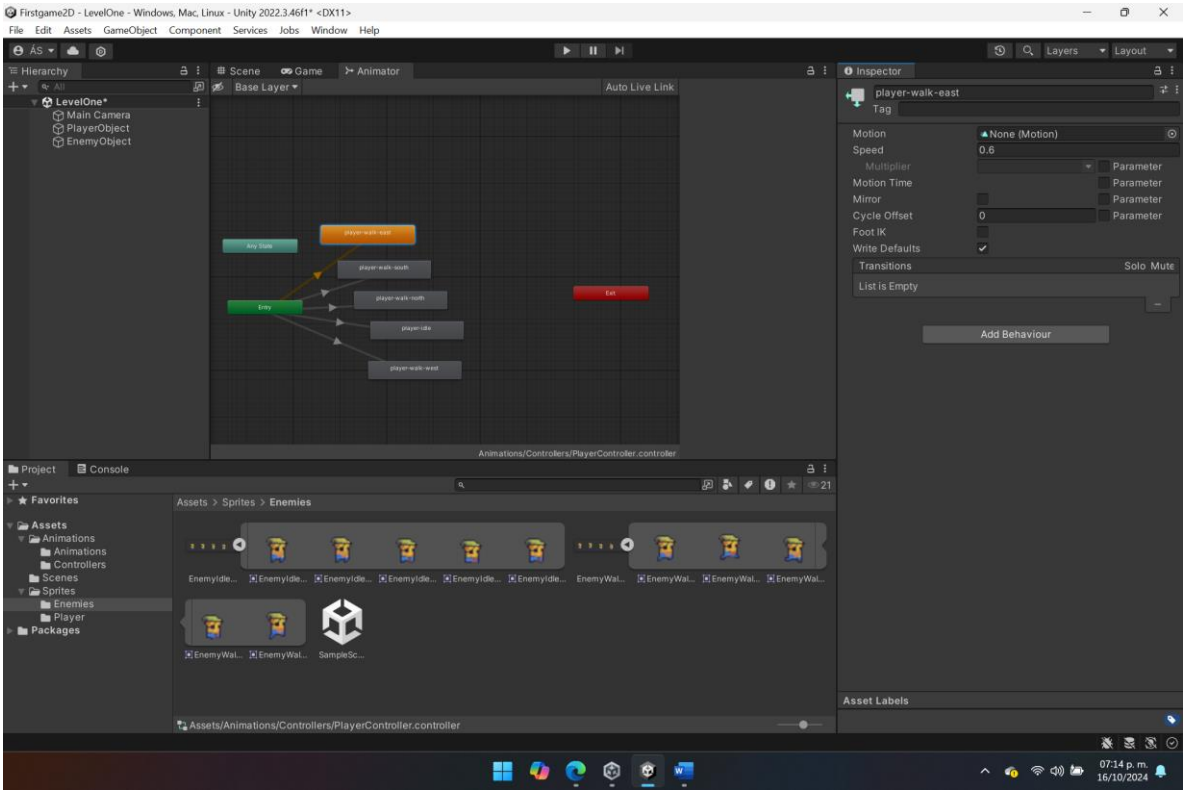

Firstgame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
Player32x32_4
Player32x32_5
Player32x32_6
Player32x32_7
EnemyObject
Scene Game Animator
Base Layer
Auto Live Link
Any State
player-walk-west
player-walk-north
Entry
player-walk-south
layer-idle
Sprites/Player/PlayerObject 1.controller
Inspector
PlayerObject
Static
Tag Untagged
Layer Default
Transform
Position
Rotation
Scale
Sprite Renderer
Sprite Player32x32
Color
Flip
Draw Mode Simple
Mask Interaction None
Sprite Sort Point Center
Material Sprites-Default
Additional Settings
Sorting Layer Default
Order in Layer 0
Animator
Controller PlayerObject 1
Avatar None (Avatar)
Apply Root Motion
Update Mode Normal
Culling Mode Always Animate
Sprites-Default (Material)
Shader Sprites/Default
Edit...
Add Component
Project Console
Favorites
Assets
Animations
Animations
Controllers
Scenes
Sprites
Enemies
Player
Packages
Assets > Sprites > Player
layer-idle
PlayerObje...
06:47 p. m.
16/10/2024

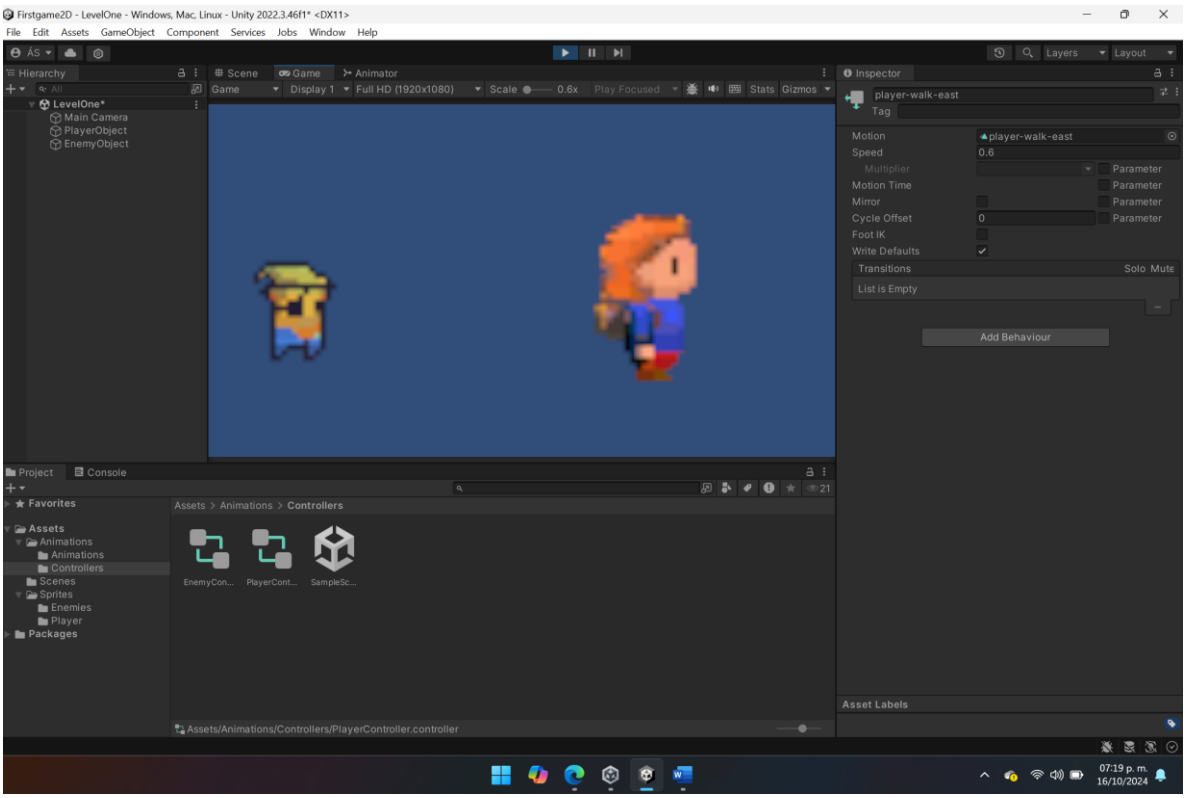

Firstgame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
Player32x32_4
Player32x32_5
Player32x32_6
Player32x32_7
EnemyObject
Scene Game Animator
Base Layer
Auto Live Link
Any State
player-walk-west
player-walk-south
player-walk-north
Entry
player-idle
Sprites/Player/PlayerObject 1.controller
Inspector
Entry (Entry Node)
Default state player-idle
Transitions Solo Mute
Entry -> player-walk-north
Entry -> player-walk-south
Entry -> player-walk-west
Project Console
Favorites
Assets
Animations
Controllers
Scenes
Sprites
Enemies
Player
Packages
Assets > Sprites > Player
06:50 p. m.
16/10/2024


Firstgame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
Player32x32_4
Player32x32_5
Player32x32_6
Player32x32_7
EnemyObject
Scene Game Animator
Base Layer
Auto Live Link
Any State
player-walk-west
player-walk-south
player-walk-north
Entry
Exit
player-idle
Sprites/Player/PlayerObject 1.controller
Inspector
Main Camera
Static
Tag MainCamera
Layer Default
Transform
Position X 0 Y 0 Z -10
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Camera
Clear Flags Solid Color
Background
Culling Mask Everything
Projection Orthographic
Size 1
Clipping Planes Near 0.3
Far 1000
Viewport Rect X 0 Y 0
W 1 H 1
Depth -1
Rendering Path Use Graphics Settings
Target Texture None (Render Texture)
Occlusion Culling
HDR Use Graphics Settings
MSAA Off
Allow Dynamic Resolution
Target Display Display 1
Target Eye None (Main Display)
Audio Listener
Add Component
Project Console
Favorites
Assets
Animations
Controllers
Scenes
Sprites
Enemies
Player
Packages
Assets > Sprites > Player
06:51 p. m.
16/10/2024


Firstgame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
Player32x32_7
EnemyObject
Scene
Game
Animator
Display 1
Full HD (1920x1080)
Scale
0.6x
Play Focused
Stats
Gizmos
Inspector
Project
Console
Favorites
Assets
Animations
Controllers
Scenes
Sprites
Enemies
Player
Packages
Assets > Sprites > Player
player-idle
06:54 p. m.
16/10/2024


Firstgame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
EnemyObject
Scene
Game
Animator
Inspector
Project
Console
Favorites
Assets
Animations
Controllers
Scenes
Sprites
Enemies
Player
Packages
Assets > Animations > Animations
07:13 p. m.
16/10/2024


Firstgame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
EnemyObject
Scene Game Animator
Base Layer
Auto Live Link
Any State
Entry
player-walk-east
player-walk-south
player-walk-north
player-idle
player-walk-west
Exit
Animations/Controllers/PlayerController.controller
Inspector
player-walk-east
Tag
Motion None (Motion)
Speed 0.6
Multiplier
Motion Time
Mirror
Cycle Offset 0
Foot IK
Write Defaults
Transitions
Solo Mute
List is Empty
Add Behaviour
Project Console
Favorites
Assets
Animations
Controllers
Scenes
Sprites
Enemies
Player
Packages
Assets > Sprites > Enemies
Asset Labels
Assets/Animations/Controllers/PlayerController.controller
07:14 p. m.
16/10/2024


Firstgame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
EnemyObject
Scene Game Animator
Game
Display 1
Full HD (1920x1080)
Scale 0.6x
Play Focused
Stats Gizmos
Inspector
player-walk-east
Tag
Motion player-walk-east
Speed 0.6
Multiplier
Motion Time
Mirror
Cycle Offset 0
Foot IK
Write Defaults
Transitions
Solo Mute
List is Empty
Add Behaviour
Project Console
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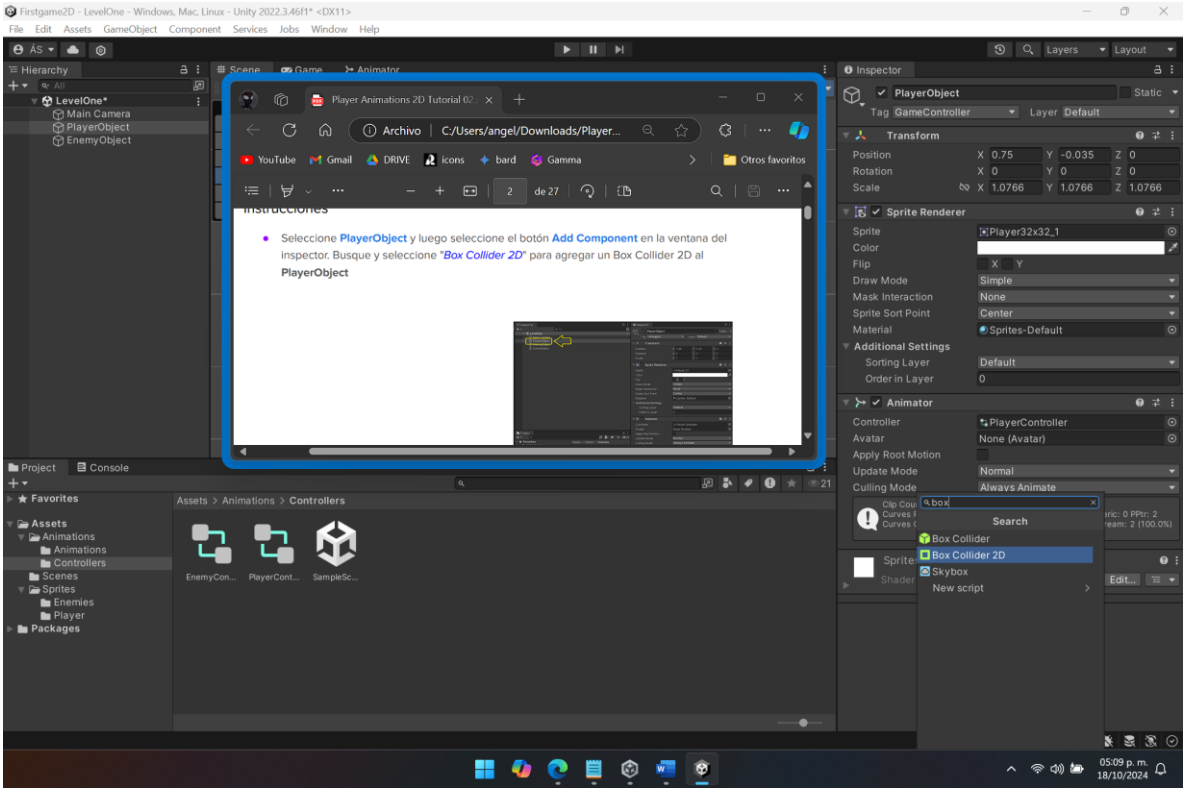
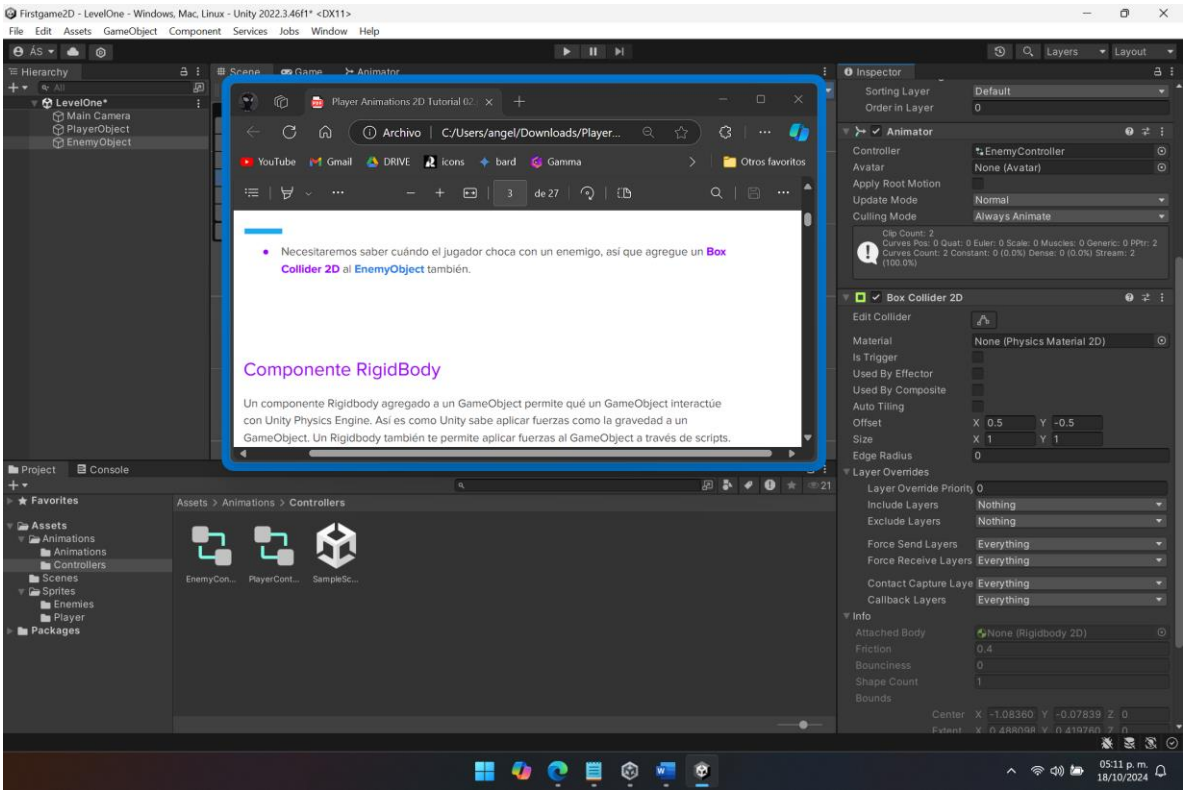
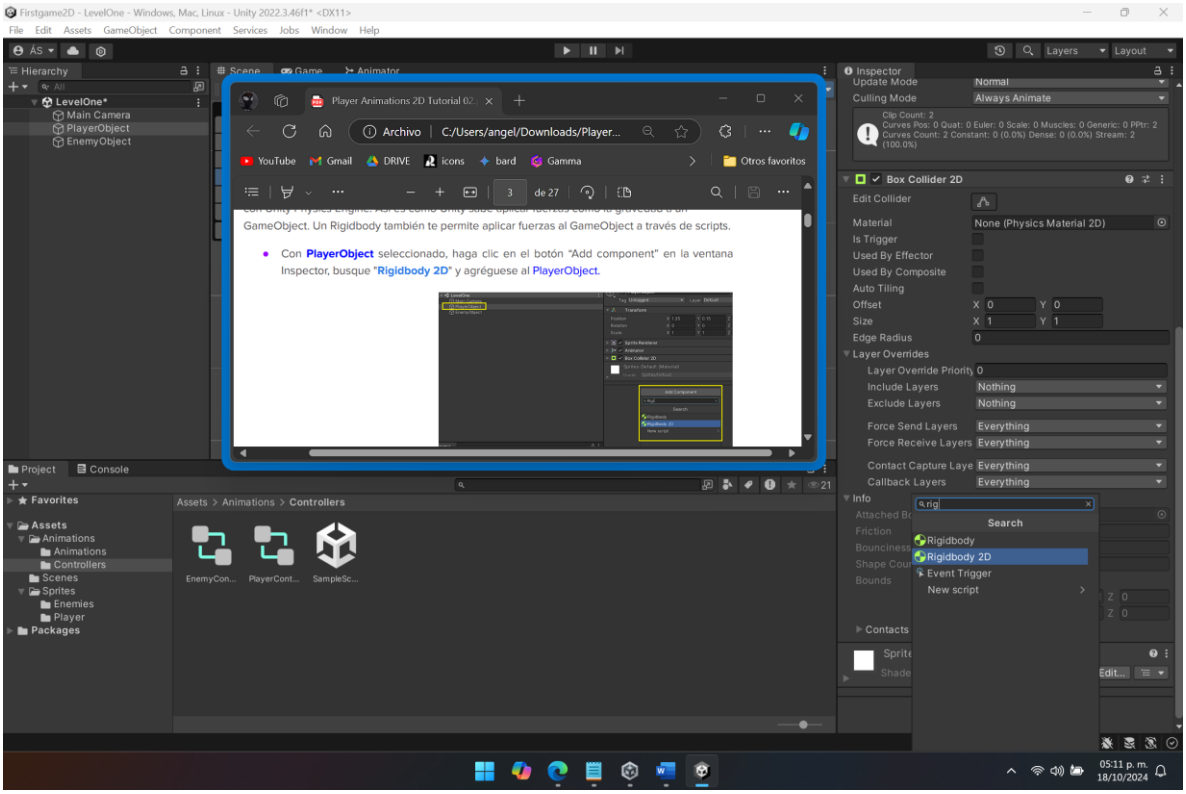
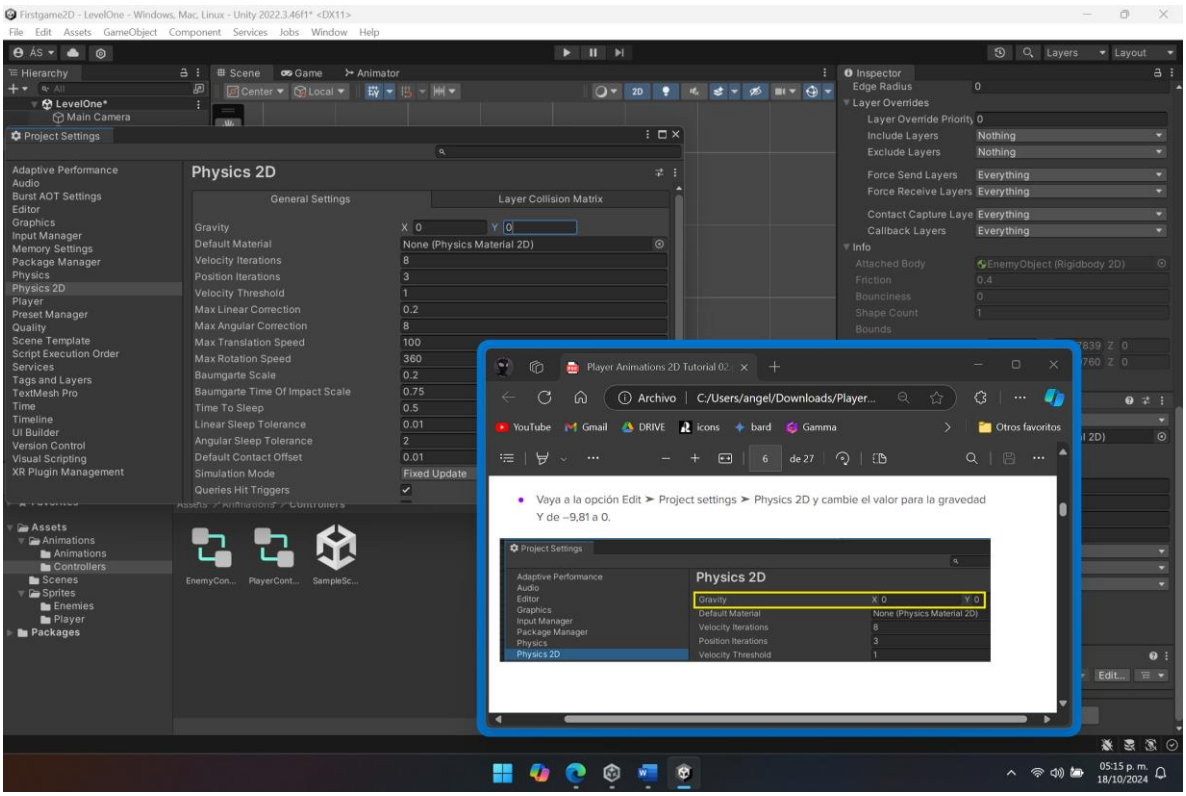
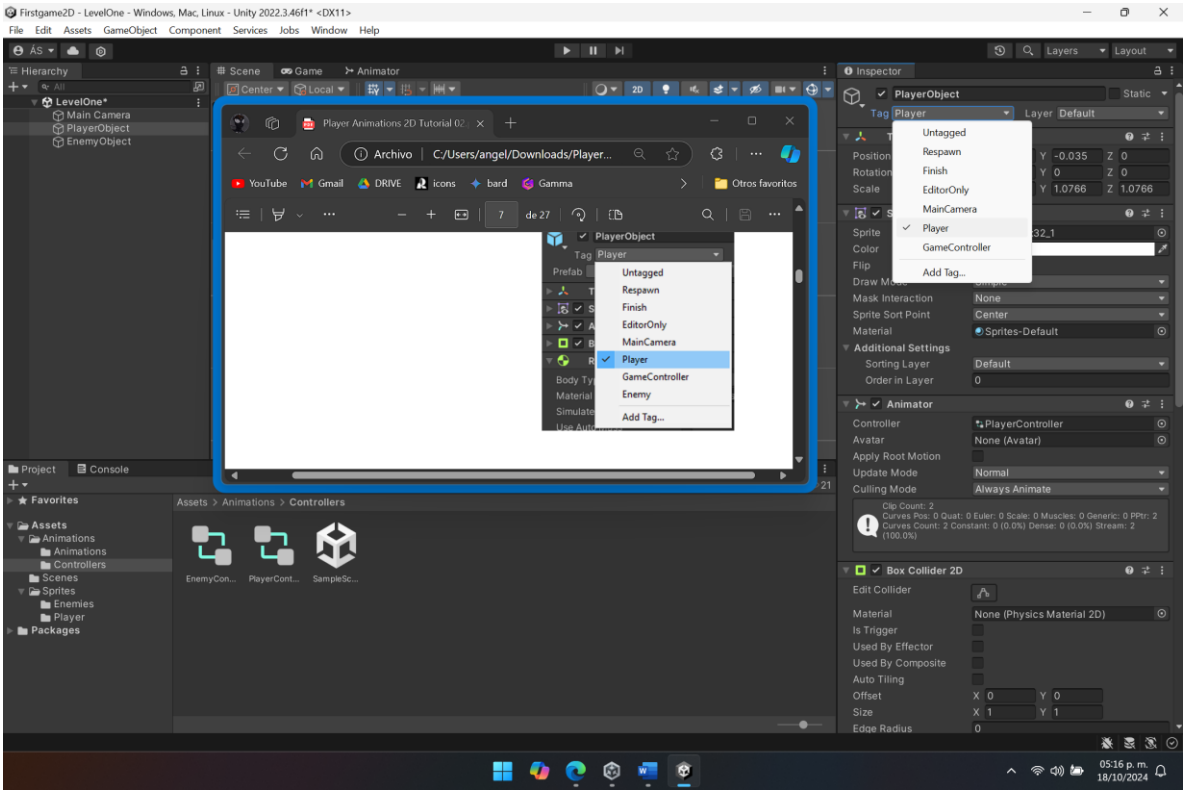
Player
Packages
Assets > Animations > Controllers
Asset Labels
Assets/Animations/Controllers/PlayerController.controller
07:19 p. m.
16/10/2024


Player Animations 2D Tutorial 02
Archivo | C:/Users/angel/Downloads/Player...
2 de 27
Seleccione PlayerObject y luego seleccione el botón Add Component en la ventana del inspector. Busque y seleccione "Box Collider 2D" para agregar un Box Collider 2D al PlayerObject
Search
Box Collider
Box Collider 2D
Skybox
New script


Player Animations 2D Tutorial 02
Archivo | C:/Users/angel/Downloads/Player...
3 de 27
Necesitaremos saber cuándo el jugador choca con un enemigo, así que agregue un Box Collider 2D al EnemyObject también.
Componente RigidBody
Un componente Rigidbody agregado a un GameObject permite qué un GameObject interactúe con Unity Physics Engine. Así es como Unity sabe aplicar fuerzas como la gravedad a un GameObject. Un Rigidbody también te permite aplicar fuerzas al GameObject a través de scripts.


Player Animations 2D Tutorial 02
Archivo | C:/Users/angel/Downloads/Player...
GameObject. Un Rigidbody también te permite aplicar fuerzas al GameObject a través de scripts.
Con PlayerObject seleccionado, haga clic en el botón "Add component" en la ventana Inspector, busque "Rigidbody 2D" y agréguese al PlayerObject.
Rigidbody
Rigidbody 2D
Event Trigger
New script


Physics 2D
General Settings
Layer Collision Matrix
Player Animations 2D Tutorial 02
Archivo | C:/Users/angel/Downloads/Player...
Vaya a la opción Edit ➤ Project settings ➤ Physics 2D y cambie el valor para la gravedad Y de –9,81 a 0.


Firstgame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
EnemyObject
Scene
Game
Animator
Player Animations 2D Tutorial 02
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YouTube Gmail DRIVE icons bard Gamma
Otros favoritos
PlayerObject
Tag Player
Prefab
Untagged
Respawn
Finish
EditorOnly
MainCamera
Player
GameController
Enemy
Add Tag...
Inspector
PlayerObject
Static
Tag Player
Layer Default
Position
Rotation
Scale
Sprite
Color
Flip
Mask Interaction None
Sprite Sort Point Center
Material Sprites-Default
Additional Settings
Sorting Layer Default
Order in Layer 0
Animator
Controller PlayerController
Avatar None (Avatar)
Apply Root Motion
Update Mode Normal
Culling Mode Always Animate
Box Collider 2D
Edit Collider
Material None (Physics Material 2D)
Is Trigger
Used By Effector
Used By Composite
Auto Tiling
Offset
Size
Edge Radius
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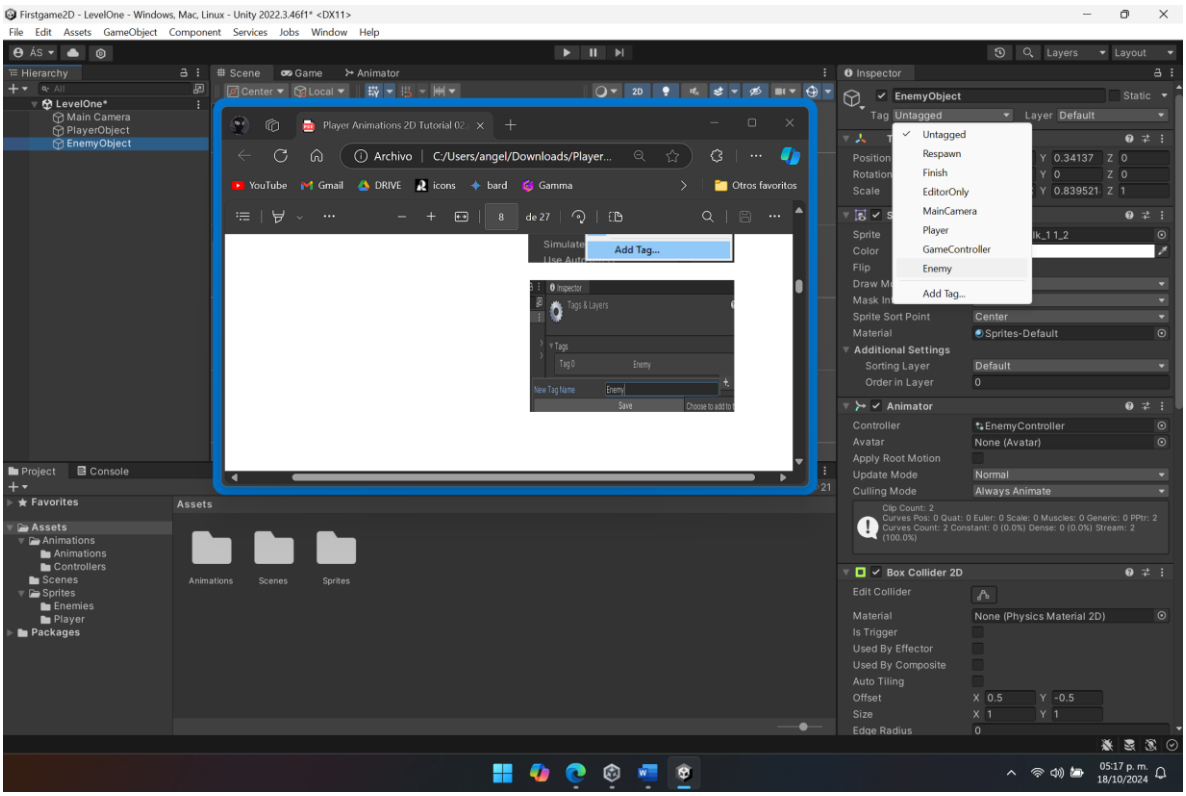
Packages
Assets > Animations > Controllers
EnemyCon...
PlayerCont...
SampleSc...
05:16 p. m.
18/10/2024


Firstgame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
EnemyObject
Scene
Game
Animator
Player Animations 2D Tutorial 02
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YouTube Gmail DRIVE icons bard Gamma
Otros favoritos
Simulate
Add Tag...
Tags & Layers
Tags
Tag 0
Enemy
New Tag Name
Save
Inspector
EnemyObject
Static
Tag Untagged
Layer Default
Untagged
Respawn
Finish
EditorOnly
MainCamera
Player
GameController
Enemy
Add Tag...
Position
Rotation
Scale
Sprite
Color
Flip
Sprite Sort Point Center
Material Sprites-Default
Additional Settings
Sorting Layer Default
Order in Layer 0
Animator
Controller EnemyController
Avatar None (Avatar)
Apply Root Motion
Update Mode Normal
Culling Mode Always Animate
Box Collider 2D
Edit Collider
Material None (Physics Material 2D)
Is Trigger
Used By Effector
Used By Composite
Auto Tiling
Offset
Size
Edge Radius
Project
Console
Favorites
Assets
Animations
Scenes
Sprites
Enemies
Player
Packages
Assets
Animations
Scenes
Sprites
05:17 p. m.
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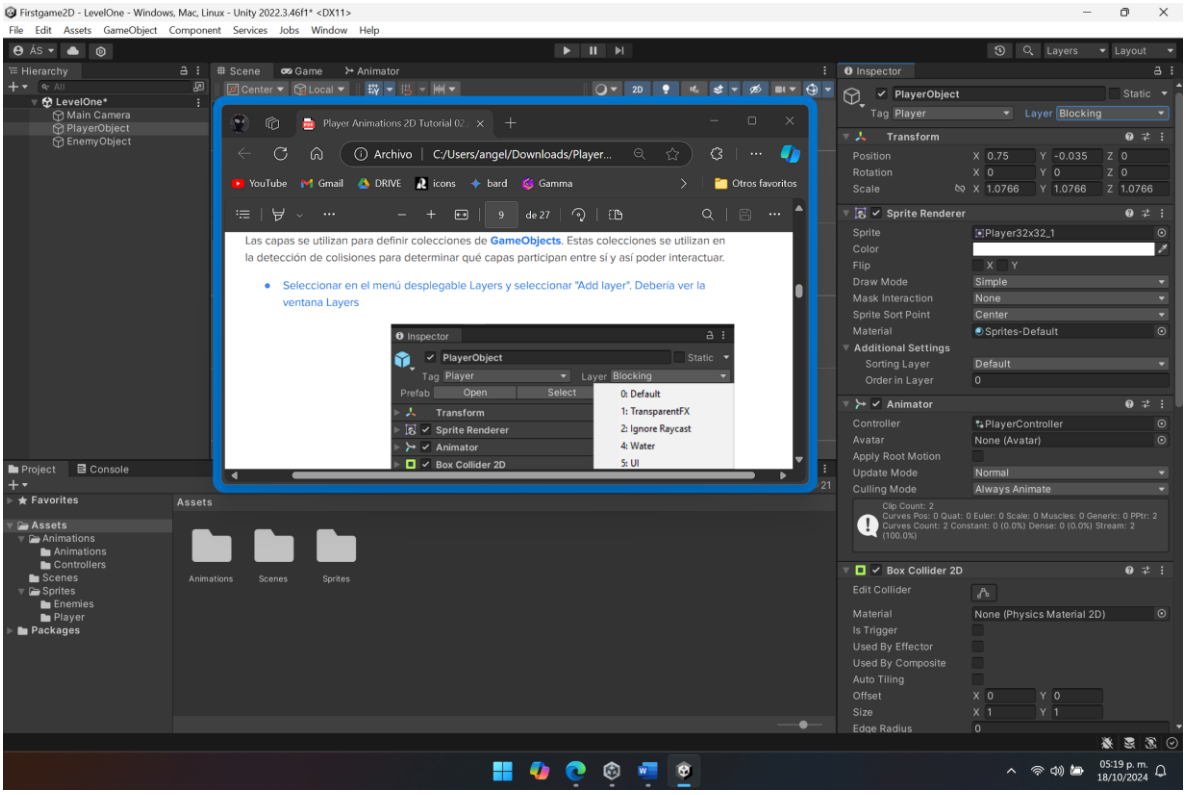
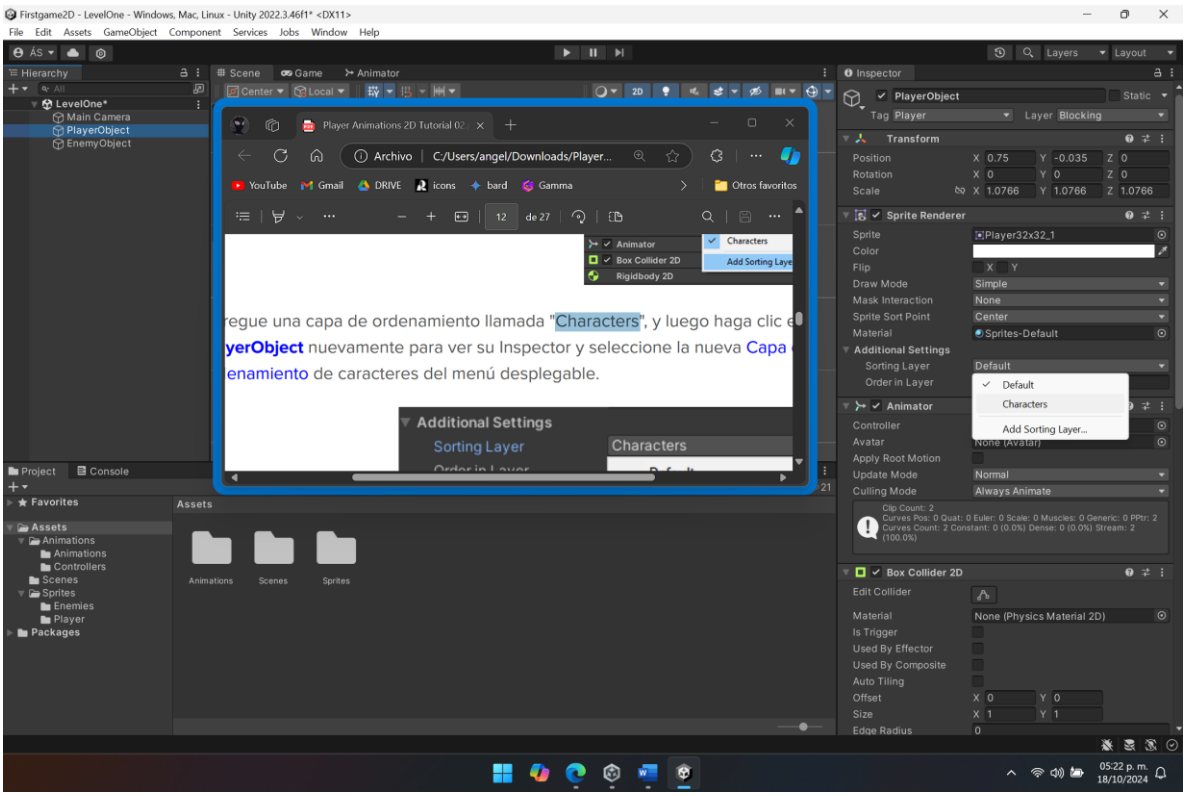

Firstgame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
Player Animations 2D Tutorial 02
Archivo C:/Users/angel/Downloads/Player...
Las capas se utilizan para definir colecciones de GameObjects. Estas colecciones se utilizan en la detección de colisiones para determinar qué capas participan entre sí y así poder interactuar.
Seleccionar en el menú desplegable Layers y seleccionar "Add layer". Debería ver la ventana Layers
PlayerObject
Transform
Sprite Renderer
Box Collider 2D
Animator
Assets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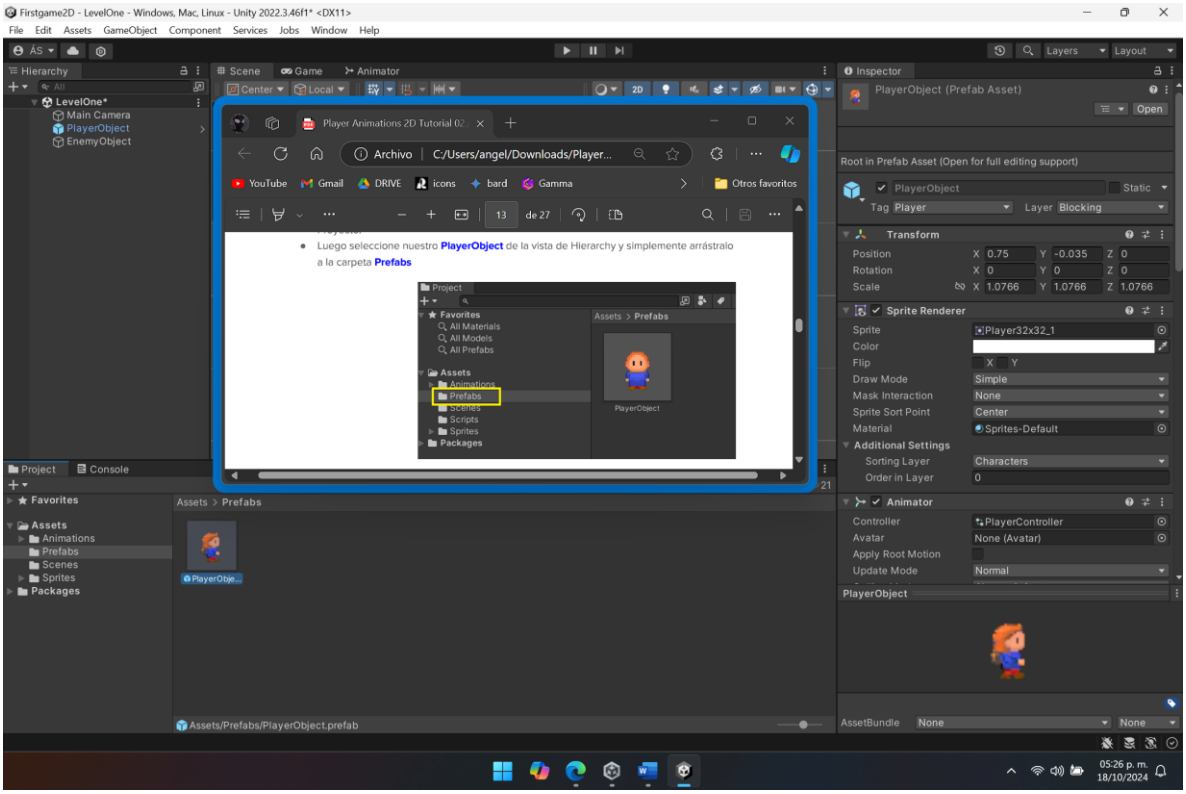
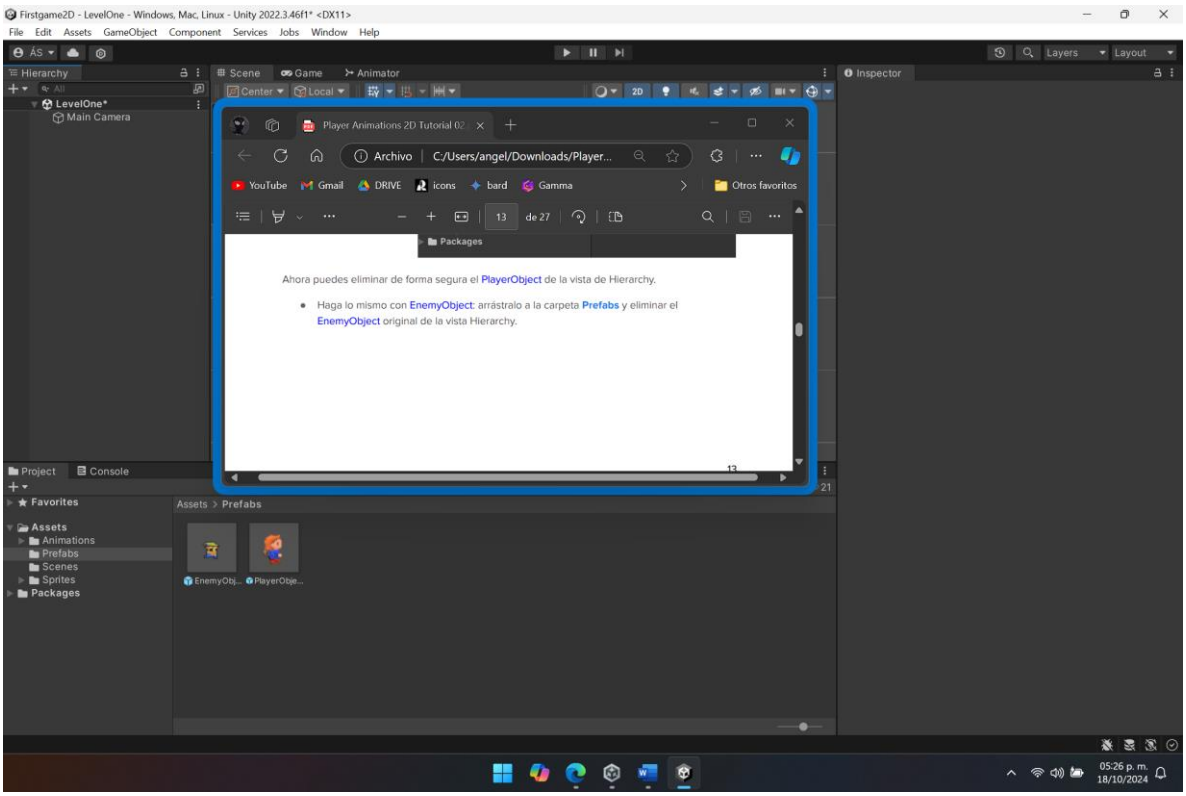
Player Animations 2D Tutorial 02
Archivo C:/Users/angel/Downloads/Player...
regue una capa de ordenamiento llamada "Characters", y luego haga clic e
yerObject nuevamente para ver su Inspector y seleccione la nueva Capa
enamiento de caracteres del menú desplegable.
Additional Settings
Sorting Layer
Characters
Add Sorting Layer...
PlayerObject
Assets


Firstgame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
EnemyObject
Scene
Game
Animator
Player Animations 2D Tutorial 02
Archivo C:/Users/angel/Downloads/Player...
YouTube Gmail DRIVE icons bard Gamma
Otros favoritos
13 de 27
Luego seleccione nuestro PlayerObject de la vista de Hierarchy y simplemente arrástralo a la carpeta Prefabs
Project
Console
Favorites
Assets
Animations
Prefabs
Scenes
Sprites
Packages
Assets > Prefabs
Assets/Prefabs/PlayerObject.prefab
Inspector
PlayerObject (Prefab Asset)
Open
Root in Prefab Asset (Open for full editing support)
Static
Tag Player
Layer Blocking
Transform
Position
Rotation
Scale
Sprite Renderer
Sprite Player32x32_1
Color
Flip
Draw Mode Simple
Mask Interaction None
Sprite Sort Point Center
Material Sprites-Default
Additional Settings
Sorting Layer Characters
Order in Layer 0
Animator
Controller PlayerController
Avatar None (Avatar)
Apply Root Motion
Update Mode Normal
AssetBundle None None
05:26 p. m.
18/10/2024


Firstgame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
Scene
Game
Animator
Player Animations 2D Tutorial 02
Archivo C:/Users/angel/Downloads/Player...
YouTube Gmail DRIVE icons bard Gamma
Otros favoritos
13 de 27
Packages
Ahora puedes eliminar de forma segura el PlayerObject de la vista de Hierarchy.
Haga lo mismo con EnemyObject: arrástralo a la carpeta Prefabs y eliminar el EnemyObject original de la vista Hierarchy.
Project
Console
Favorites
Assets
Animations
Prefabs
Scenes
Sprites
Packages
Assets > Prefabs
Inspector
05:26 p. m.
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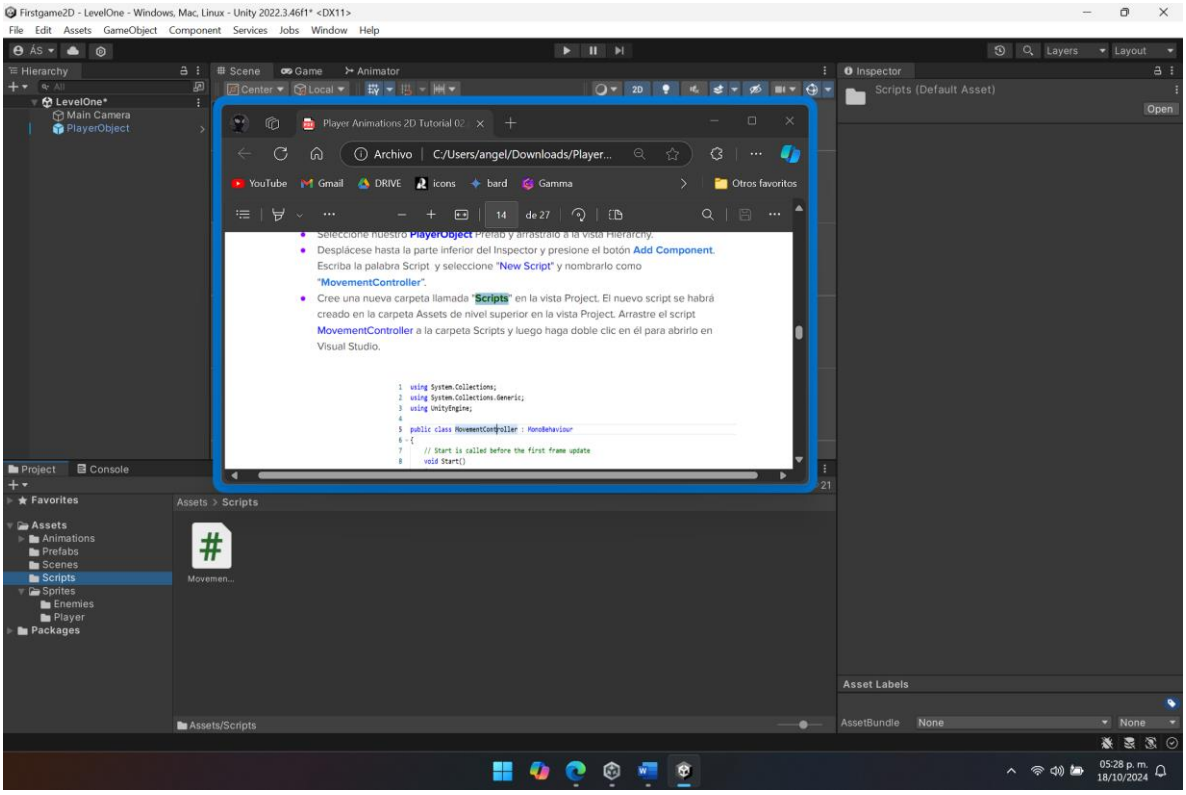
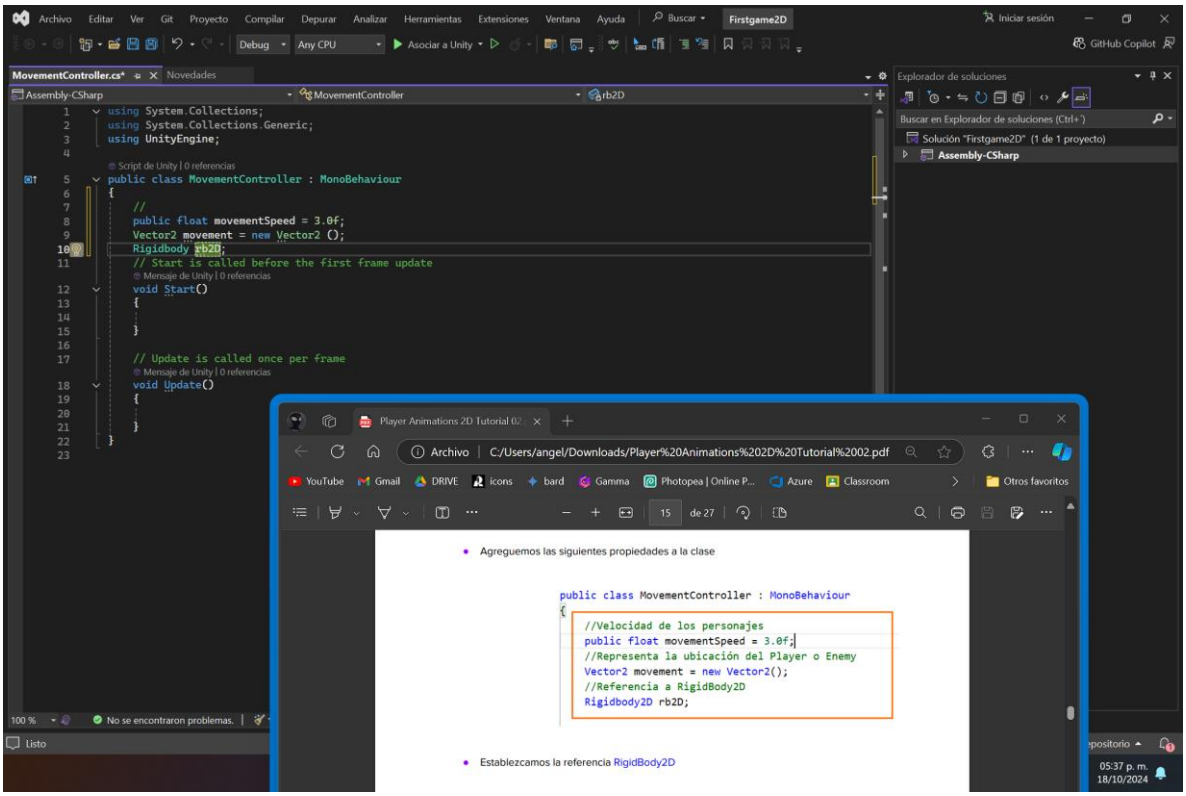

Firstgame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
Scene
Game
Animator
Inspector
Scripts (Default Asset)
Open
Player Animations 2D Tutorial 02
Archivo C:/Users/angel/Downloads/Player...
YouTube Gmail DRIVE icons bard Gamma
Otros favoritos
14 de 27
Seleccione nuestro PlayerObject Prefab y arrástrelo a la vista Hierarchy.
Desplácese hasta la parte inferior del Inspector y presione el botón Add Component. Escriba la palabra Script y seleccione "New Script" y nombrarlo como "MovementController".
Cree una nueva carpeta llamada "Scripts" en la vista Project. El nuevo script se habrá creado en la carpeta Assets de nivel superior en la vista Project. Arrastre el script MovementController a la carpeta Scripts y luego haga doble clic en él para abrirlo en Visual Studio.
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
public class MovementController : MonoBehaviour
{
// Start is called before the first frame update
void Start()
Project
Console
Favorites
Assets
Animations
Prefabs
Scenes
Scripts
Sprites
Enemies
Player
Packages
Assets > Scripts
Movemen...
Asset Labels
AssetBundle None None
Assets/Scripts
05:28 p. m.
18/10/2024


Archivo Editar Ver Git Proyecto Compilar Depurar Analizar Herramientas Extensiones Ventana Ayuda
Buscar
Firstgame2D
Iniciar sesión
GitHub Copilot
Debug
Any CPU
Asociar a Unity
MovementController.cs*
Novedades
Assembly-CSharp
MovementController
rb2D
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 MovementController : MonoBehaviour
{
//
public float movementSpeed = 3.0f;
Vector2 movement = new Vector2 ();
Rigidbody rb2D;
// 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 Tutorial 02
Archivo C:/Users/angel/Downloads/Player%20Animations%202D%20Tutorial%2002.pdf
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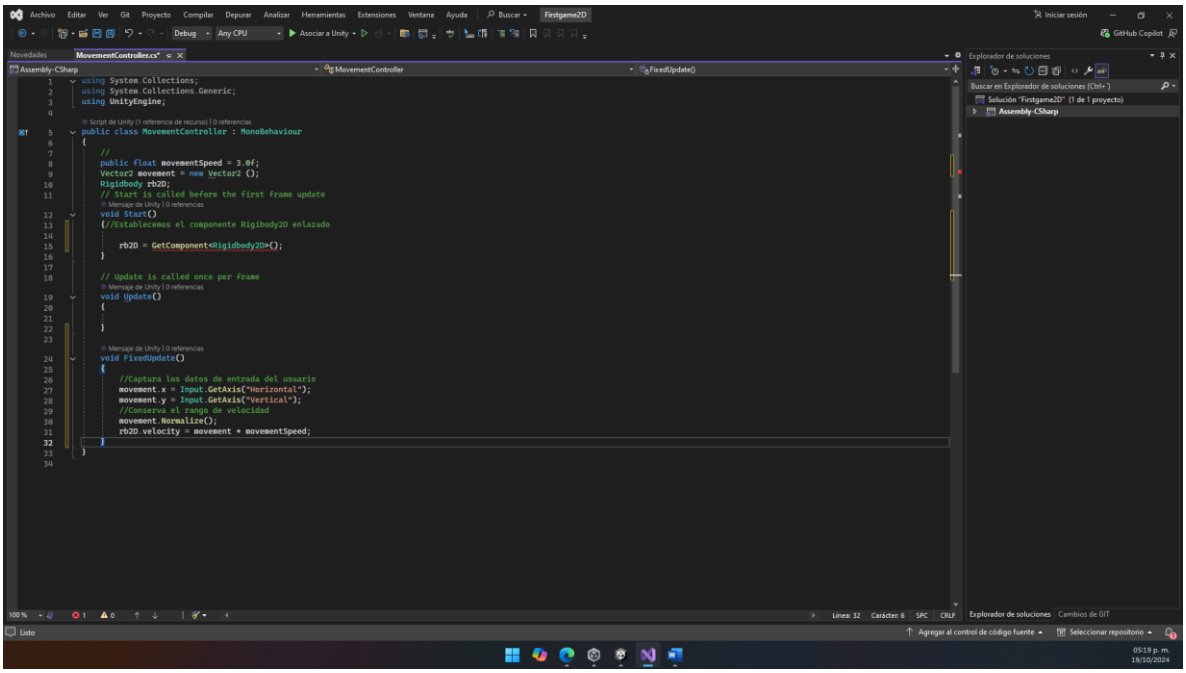
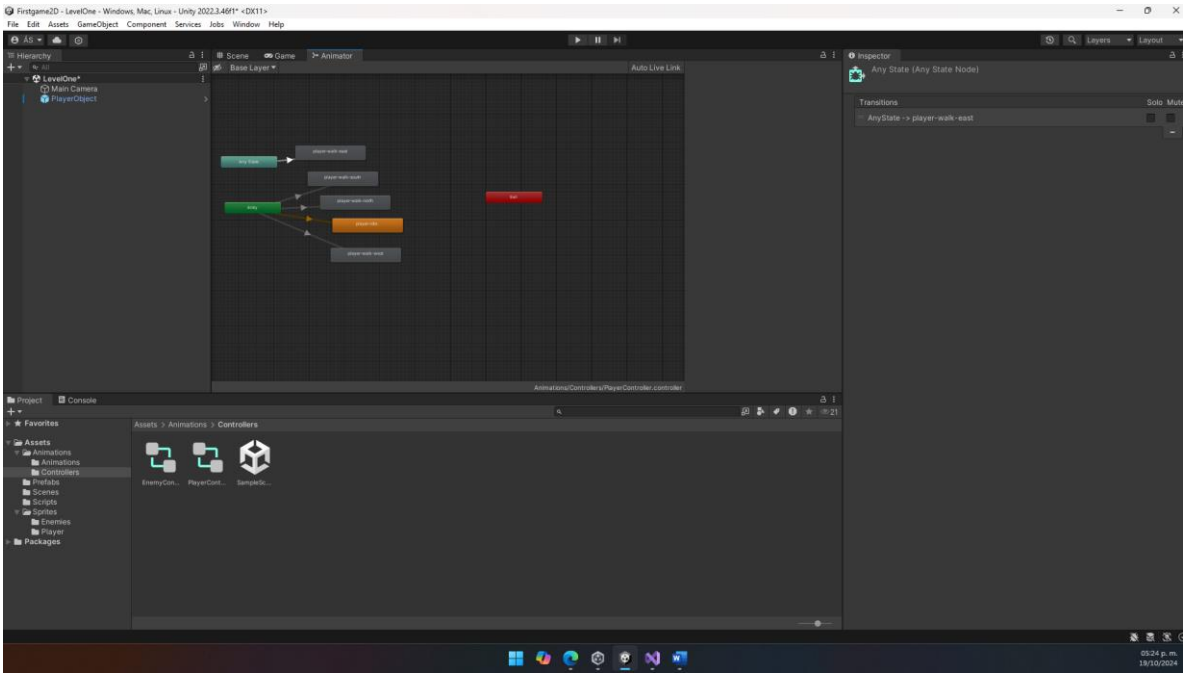
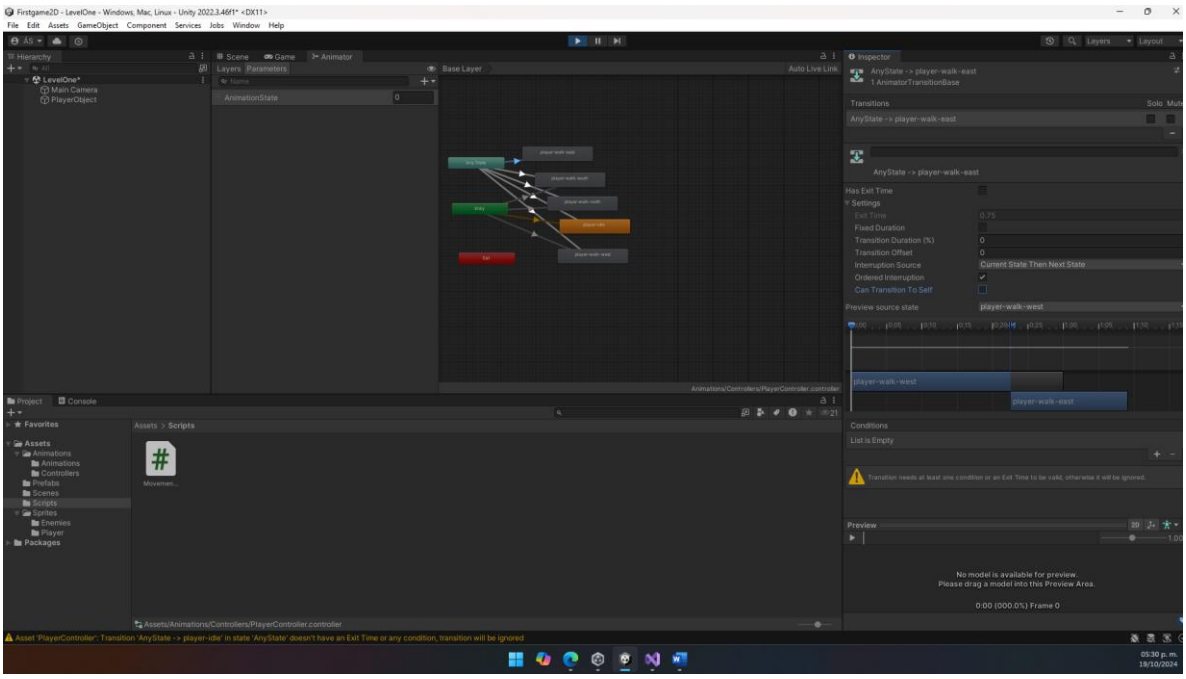
Otros favoritos
15 de 27
Agregue mos las siguientes propiedades a la clase
public class MovementController : MonoBehaviour
{
//Velocidad de los personajes
public float movementSpeed = 3.0f;
//Representa la ubicación del Player o Enemy
Vector2 movement = new Vector2();
//Referencia a RigidBody2D
Rigidbody2D rb2D;
Establezcamos la referencia RigidBody2D
100 %
No se encontraron problemas.
Listo
05:37 p. m.
18/10/2024



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

public class MovementController : MonoBehaviour
{
    //
    public float movementSpeed = 3.0f;
    Vector2 movement = new Vector2 ();
    Rigidbody rb2D;
    // Start is called before the first frame update
    void Start()
    {//Establecemos el componente Rigibody2D enlazado

        rb2D = GetComponent<Rigidbody2D>();
    }

    // Update is called once per frame
    void Update()
    {

    }

    void FixedUpdate()
    {
        //Captura los datos de entrada del usuario
        movement.x = Input.GetAxis("Horizontal");
        movement.y = Input.GetAxis("Vertical");
        //Conserva el rango de velocidad
        movement.Normalize();
        rb2D.velocity = movement * movementSpeed;
    }
}
```




Firstgame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
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Game
Animator
Layers
Parameters
Base Layer
AnimationState
Inspector
AnyState -> player-walk-east
1 AnimatorTransitionBase
Transitions
Has Exit Time
Settings
Fixed Duration
Transition Duration (%)
Transition Offset
Interruption Source
Current State Then Next State
Ordered Interruption
Can Transition To Self
Preview source state
player-walk-west
player-walk-east
Conditions
List is Empty
Transition needs at least one condition or an Exit Time to be valid, otherwise it will be ignored.
Preview
No model is available for preview.
Please drag a model into this Preview Area.
0:00 (000.0%) Frame 0
Project
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Scripts
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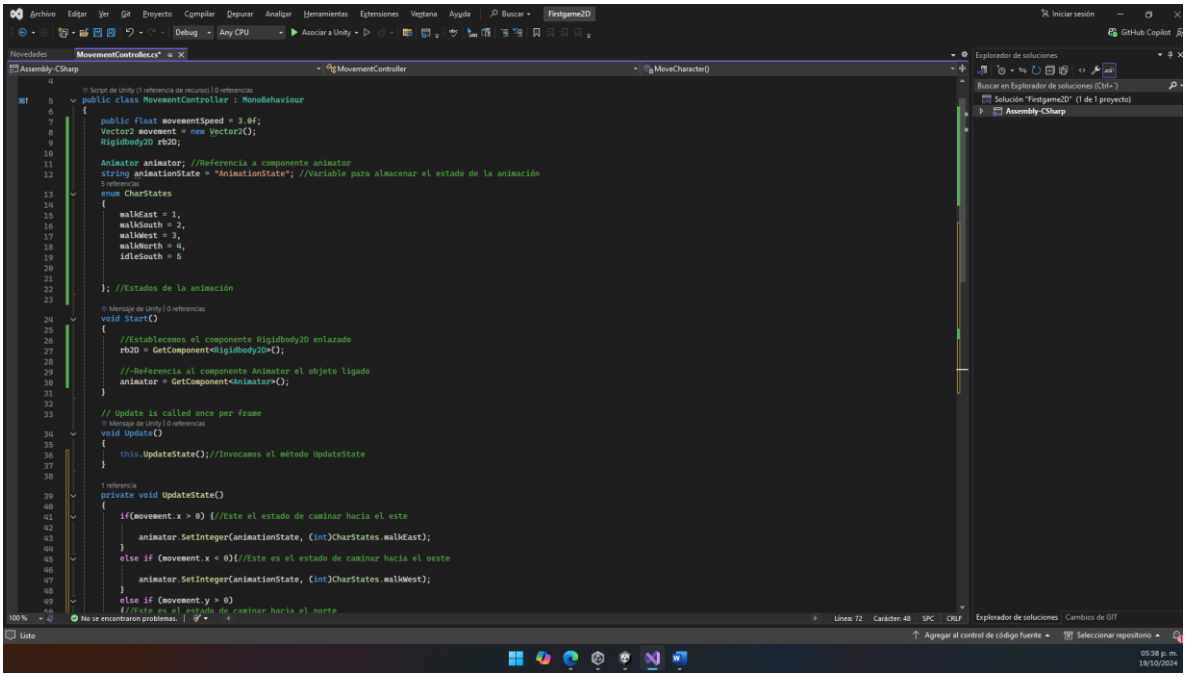
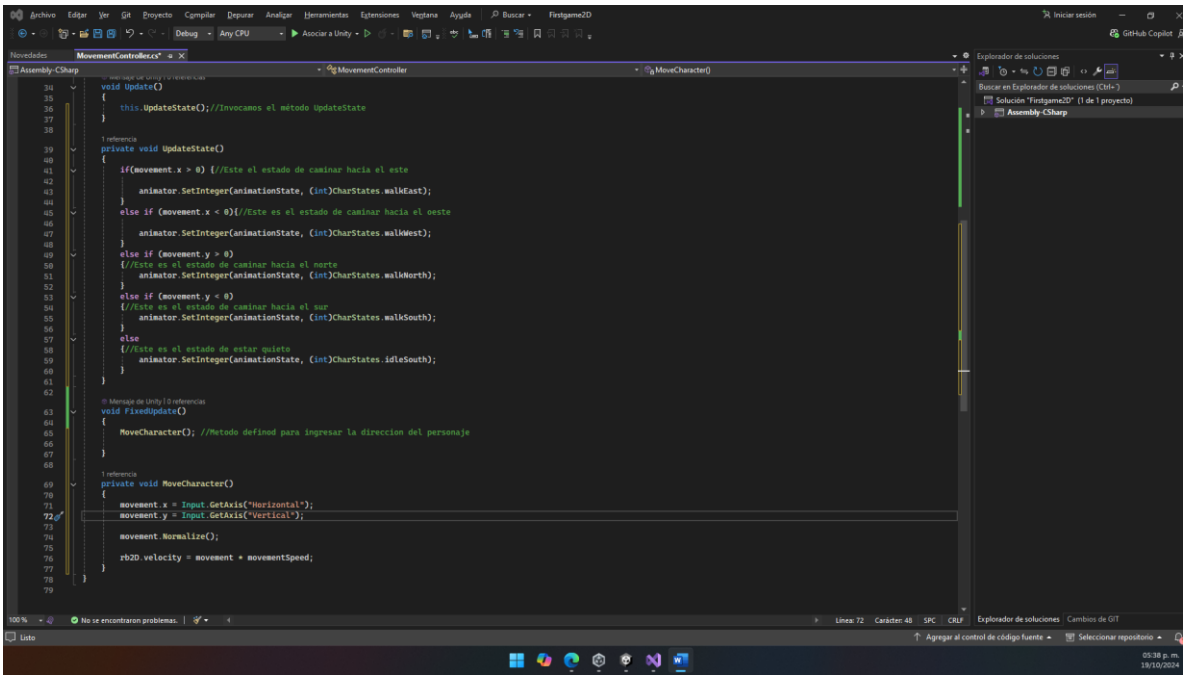
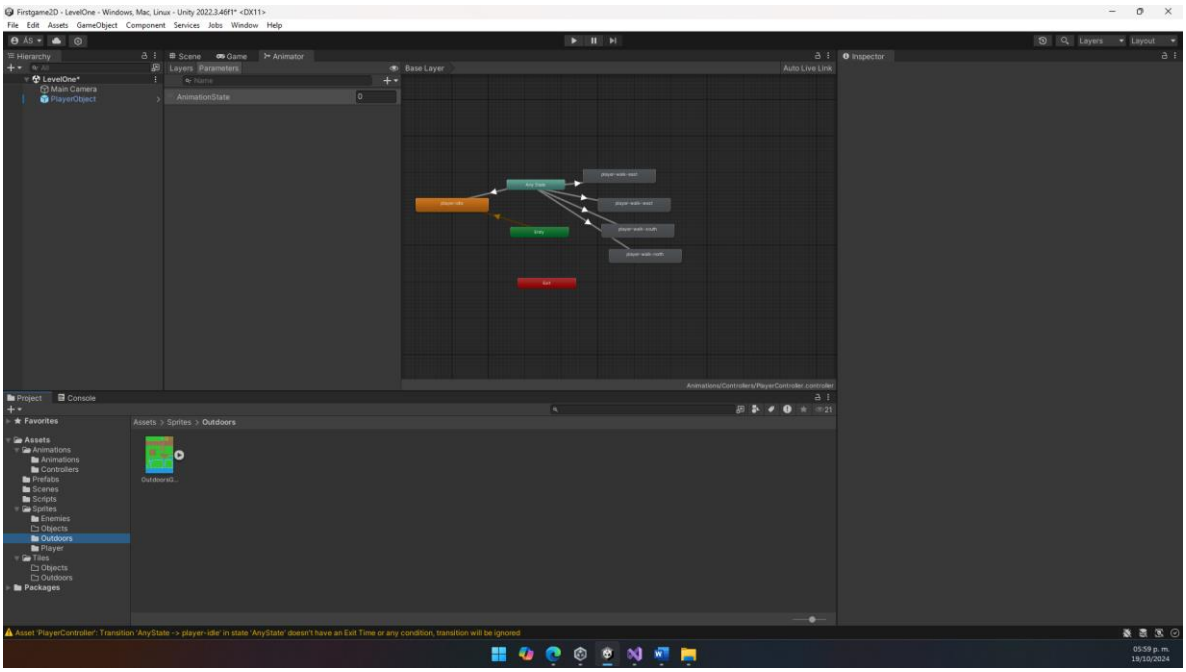
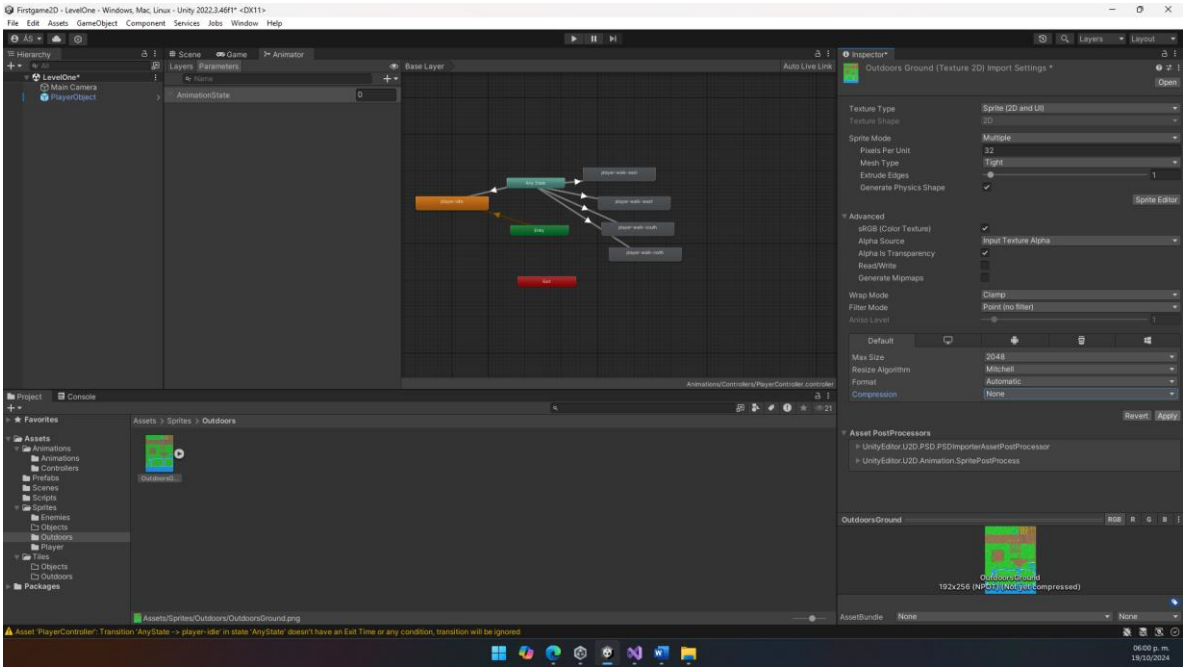
Enemies
Player
Packages
Assets > Scripts
Assets/Animations/Controllers/PlayerController.controller
Asset 'PlayerController': Transition 'AnyState -> player-idle' in state 'AnyState' doesn't have an Exit Time or any condition, transition will be ignored
05:30 p. m.
19/10/2024

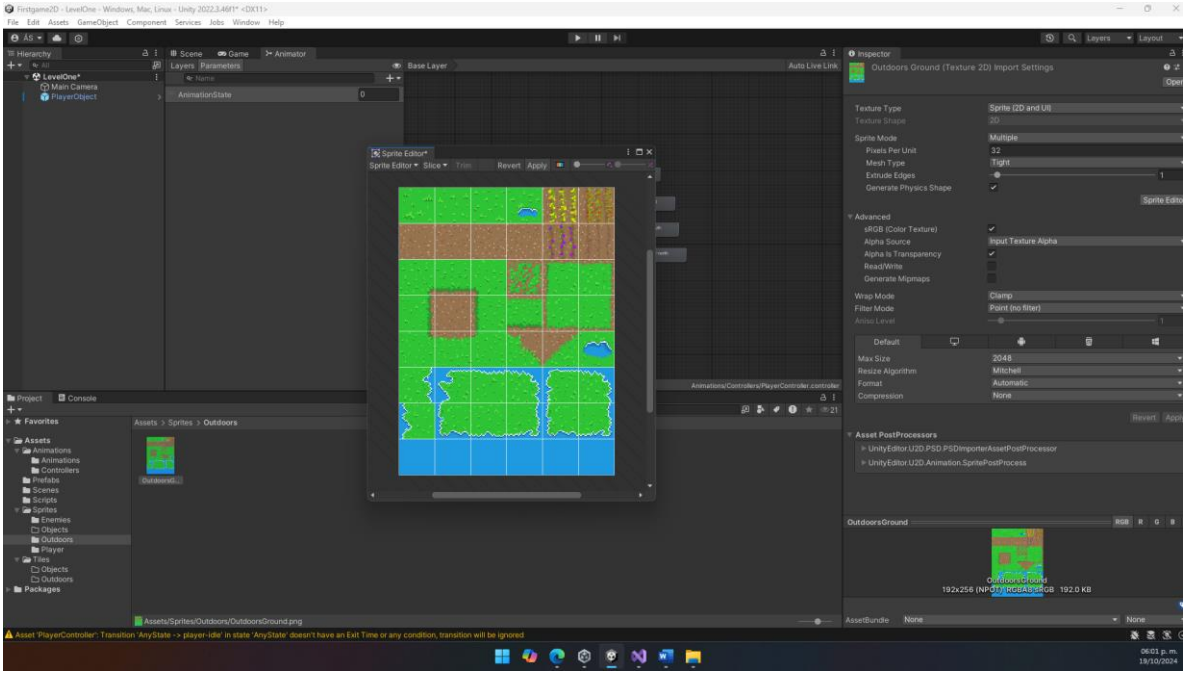

Archivo Editar Ver Git Proyecto Compilar Depurar Analizar Herramientas Extensiones Ventana Ayuda
Buscar
Firstgame2D
Iniciar sesión
Debug
Any CPU
Asociar a Unity
GitHub Copilot
Novedades
MovementController.cs*
Assembly-CSharp
MovementController
MoveCharacter()
Explorador de soluciones
Solución 'Firstgame2D' (1 de 1 proyecto)
Assembly-CSharp
Script de Unity (1 referencia de recurso) | 0 referencias
public class MovementController : MonoBehaviour
{
public float movementSpeed = 3.0f;
Vector2 movement = new Vector2();
Rigidbody2D rb2D;
Animator animator; //Referencia a componente animator
string animationState = "AnimationState"; //Variable para almacenar el estado de la animación
5 referencias
enum CharStates
{
walkEast = 1,
walkSouth = 2,
walkWest = 3,
walkNorth = 4,
idleSouth = 5
}; //Estados de la animación
Mensaje de Unity | 0 referencias
void Start()
{
//Establecemos el componente Rigidbody2D enlazado
rb2D = GetComponent<Rigidbody2D>();
//-Referencia al componente Animator el objeto ligado
animator = GetComponent<Animator>();
}
// Update is called once per frame
Mensaje de Unity | 0 referencias
void Update()
{
this.UpdateState();//Invocamos el método UpdateState
}
1 referencia
private void UpdateState()
{
if(movement.x > 0) {//Este el estado de caminar hacia el este
animator.SetInteger(animationState, (int)CharStates.walkEast);
}
else if (movement.x < 0){//Este es el estado de caminar hacia el oeste
animator.SetInteger(animationState, (int)CharStates.walkWest);
}
else if (movement.y > 0)
{//Este es el estado de caminar hacia el norte
100 %
No se encontraron problemas.
Línea: 72
Carácter: 48
SPC
CRLF
Explorador de soluciones
Cambios de GIT
Listo
Agregar al control de código fuente
Seleccionar repositorio
05:38 p. m.
19/10/2024

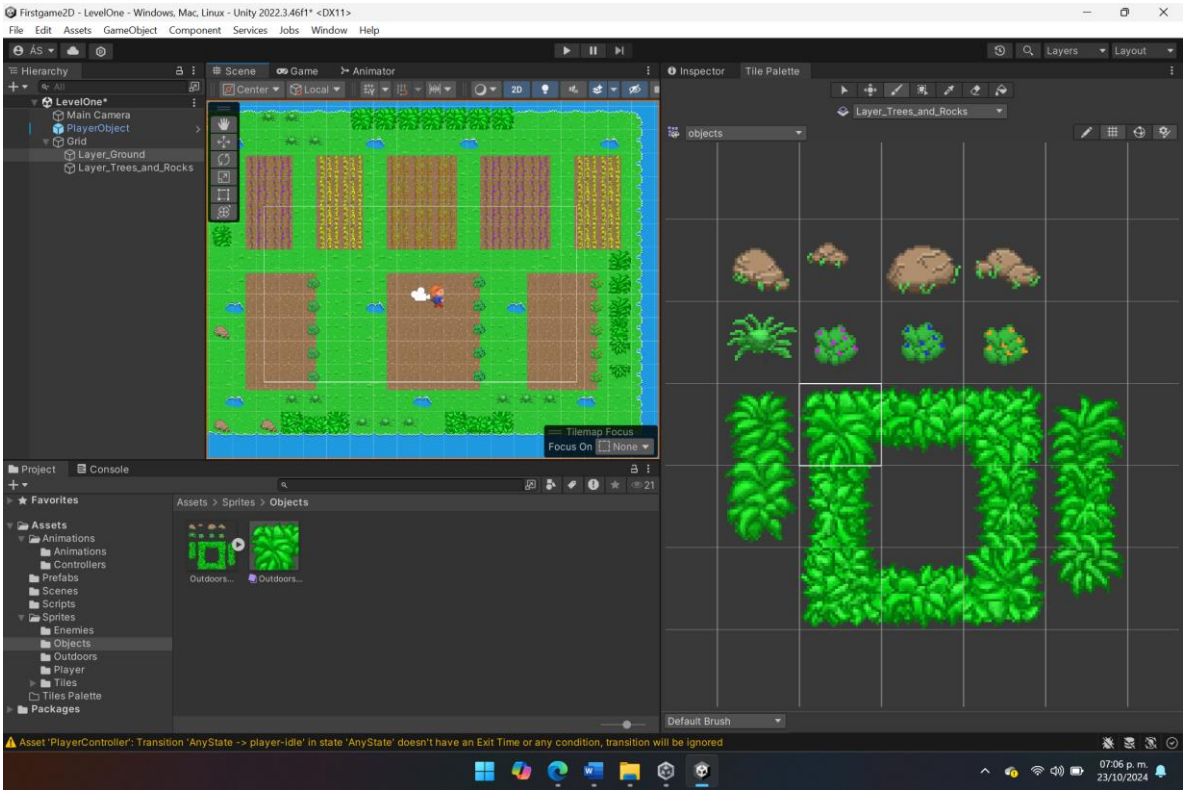


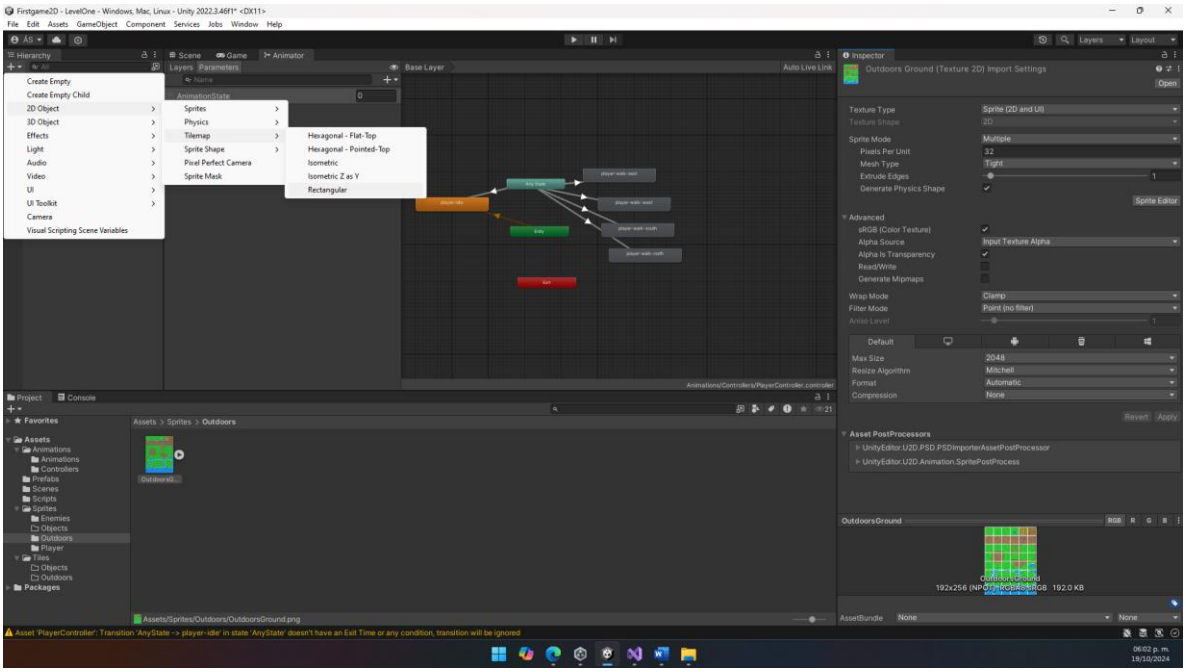
```
void Update()
{
    this.UpdateState();//Invocamos el método UpdateState
}

1 referencia
private void UpdateState()
{
    if(movement.x > 0) {//Este el estado de caminar hacia el este

        animator.SetInteger(animationState, (int)CharStates.walkEast);
    }
    else if (movement.x < 0){//Este es el estado de caminar hacia el oeste

        animator.SetInteger(animationState, (int)CharStates.walkWest);
    }
    else if (movement.y > 0)
    {//Este es el estado de caminar hacia el norte
        animator.SetInteger(animationState, (int)CharStates.walkNorth);
    }
    else if (movement.y < 0)
    {//Este es el estado de caminar hacia el sur
        animator.SetInteger(animationState, (int)CharStates.walkSouth);
    }
    else
    {//Este es el estado de estar quieto
        animator.SetInteger(animationState, (int)CharStates.idleSouth);
    }
}

Mensaje de Unity | 0 referencias
void FixedUpdate()
{
    MoveCharacter(); //Metodo definod para ingresar la direccion del personaje

}

1 referencia
private void MoveCharacter()
{
    movement.x = Input.GetAxis("Horizontal");
    movement.y = Input.GetAxis("Vertical");

    movement.Normalize();

    rb2D.velocity = movement * movementSpeed;
}
}
```

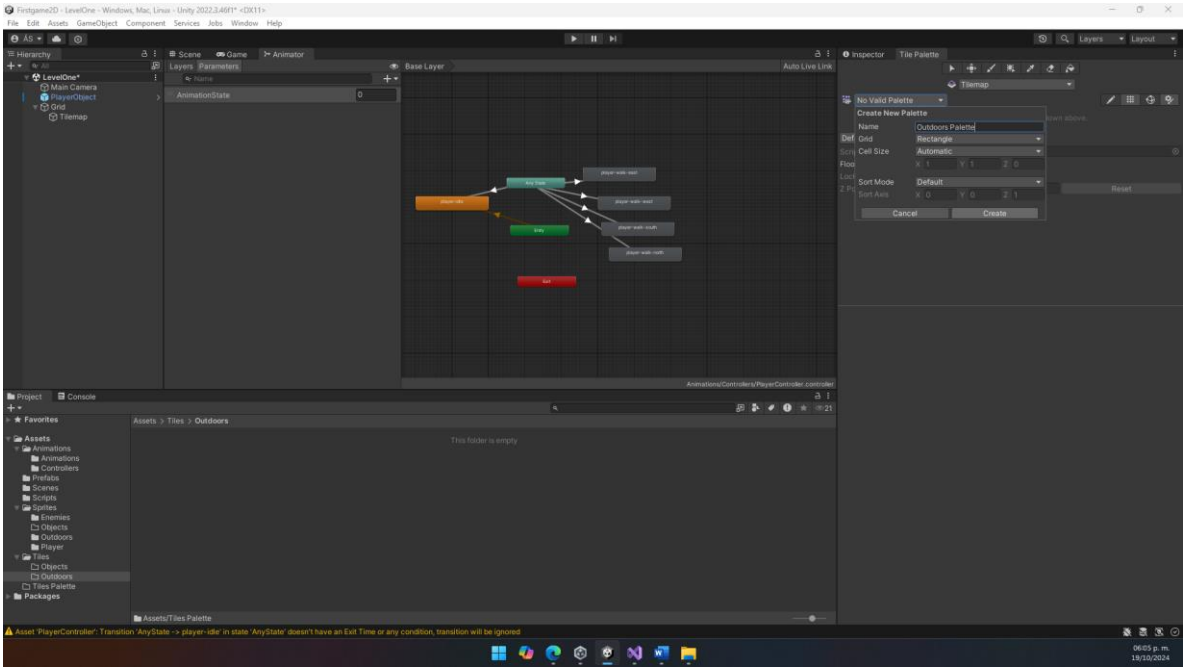


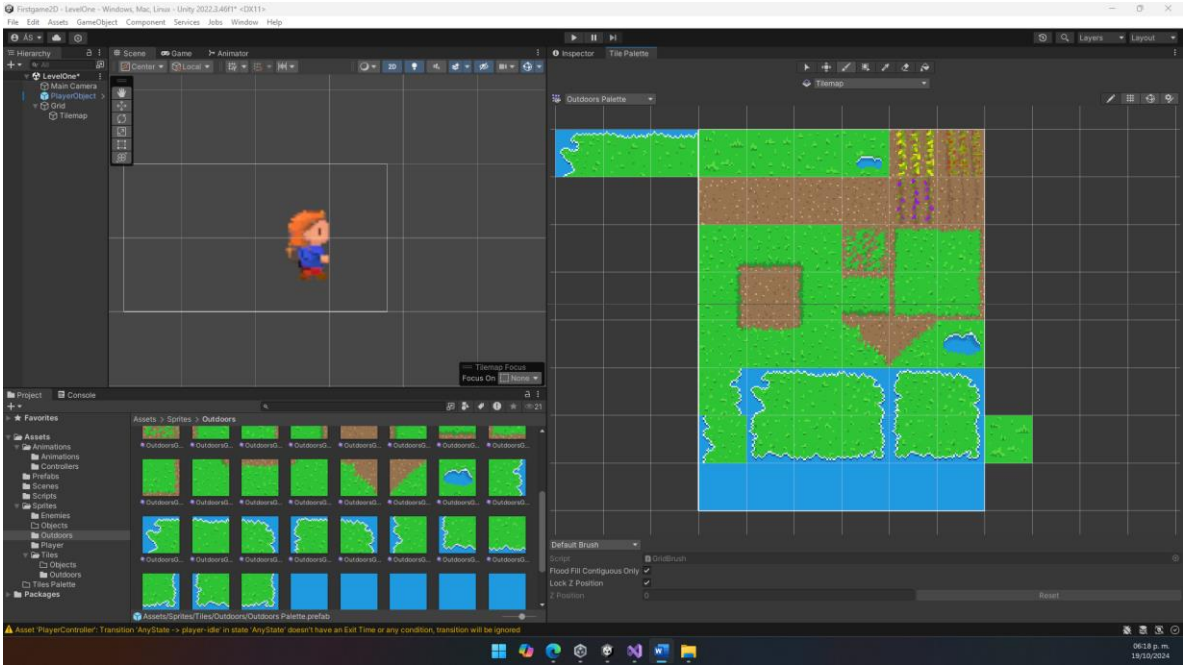


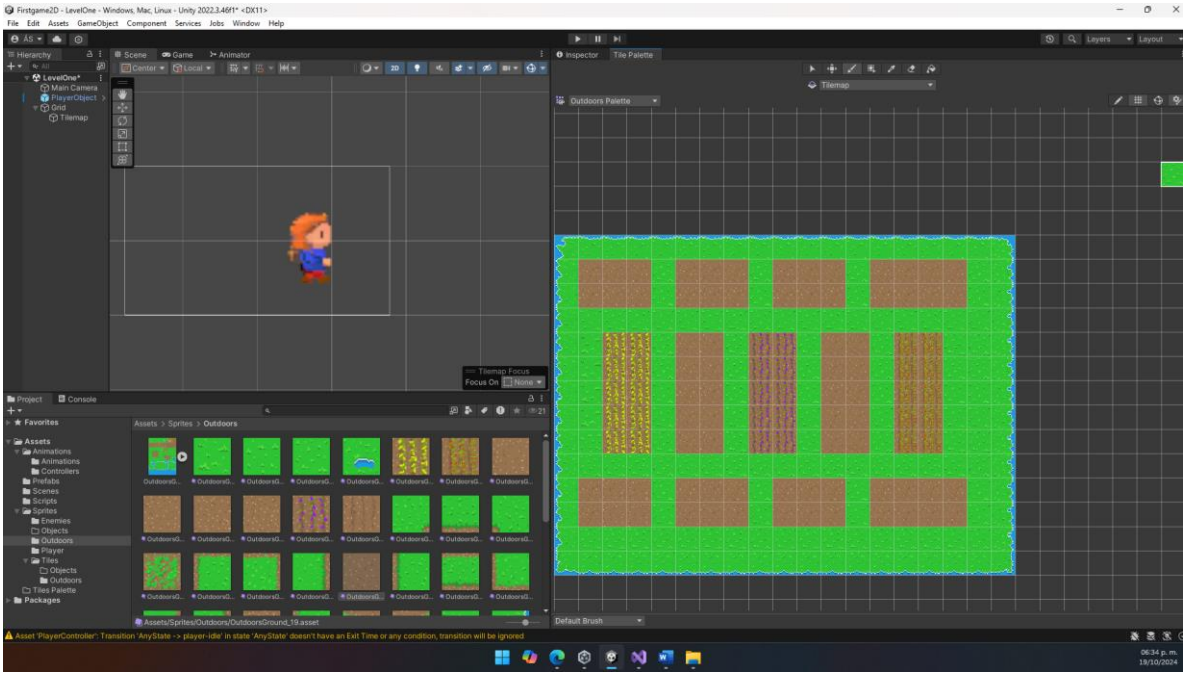


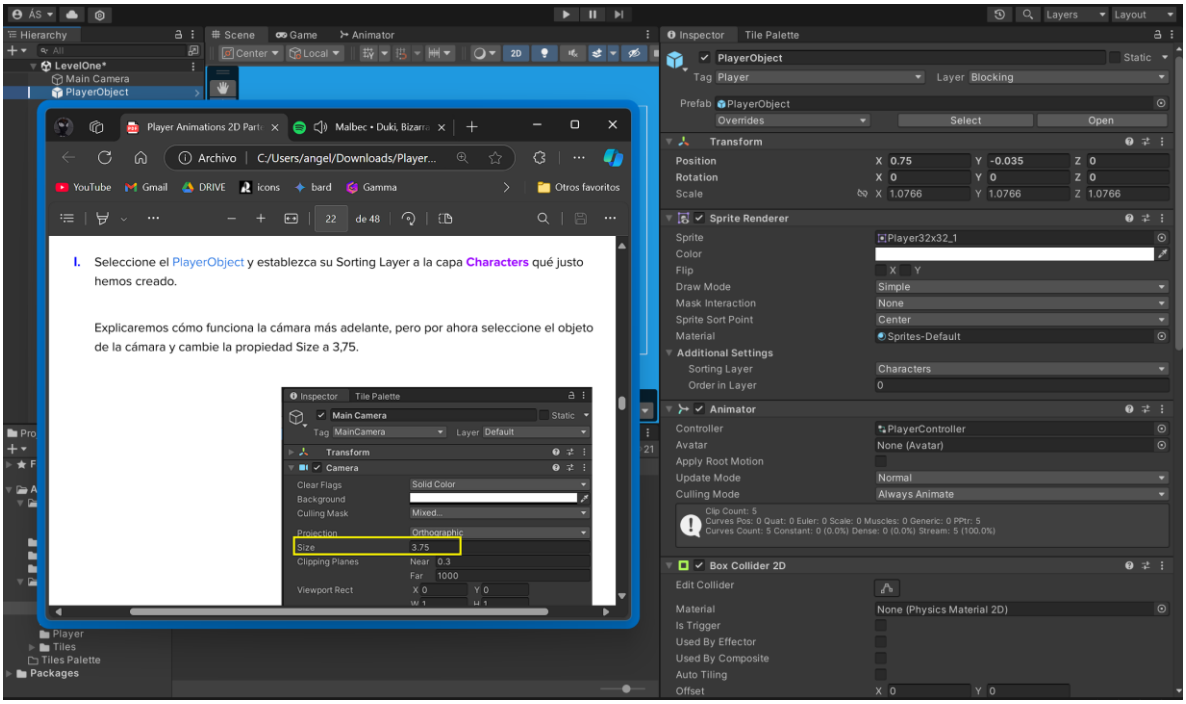

Firstgame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
Grid
Layer_Ground
Layer_Trees_and_Rocks
Scene
Game
Animator
Inspector
Tile Palette
Layer_Trees_and_Rocks
objects
Tilemap Focus
Focus On None
Project
Console
Favorites
Assets
Assets > Sprites > Objects
Animations
Controllers
Prefabs
Scenes
Scripts
Sprites
Enemies
Objects
Outdoors
Player
Tiles
Tiles Palette
Packages
Default Brush
Asset 'PlayerController': Transition 'AnyState -> player-idle' in state 'AnyState' doesn't have an Exit Time or any condition, transition will be ignored
07:06 p. m.
23/10/2024

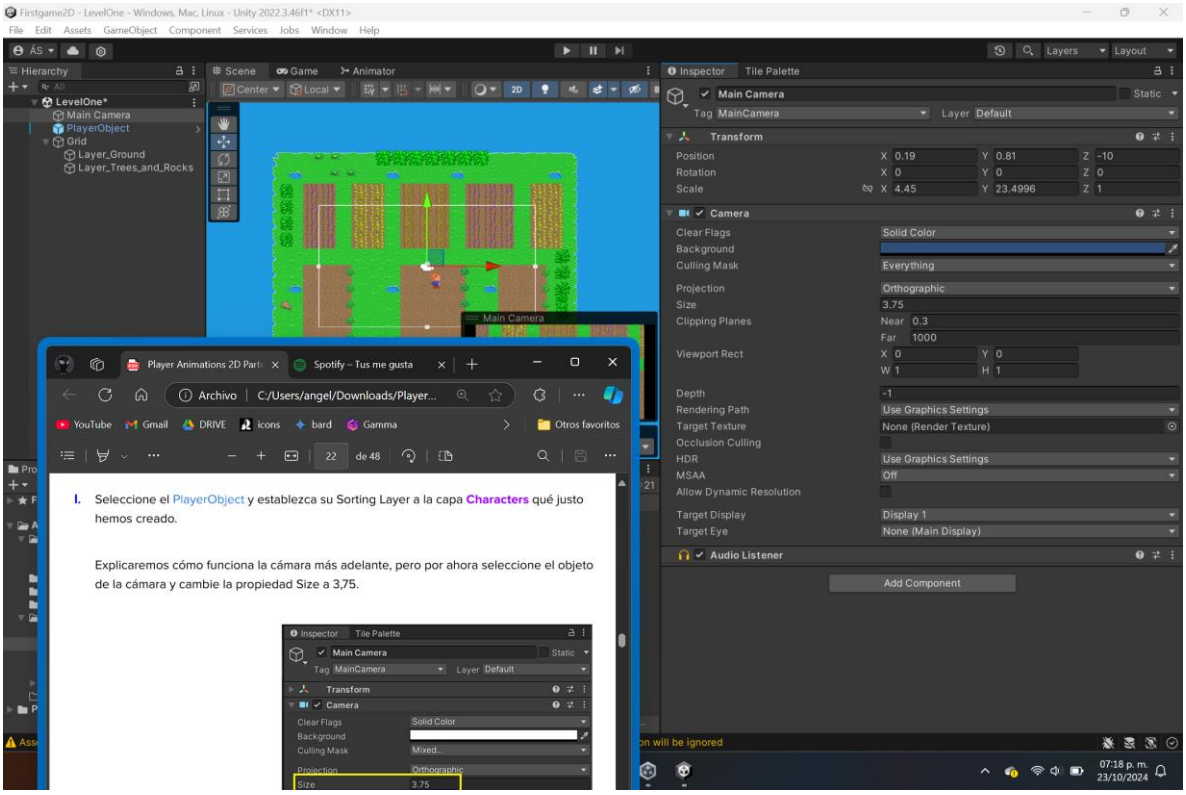

Create Empty
2D Object
3D Object
Effects
Light
Audio
Video
UI
UI Toolkit
Camera
Sprites
Physics
Tilemap
Sprite Shape
Pixel Perfect Camera
Sprite Mask
Hexagonal - Flat-Top
Hexagonal - Pointed-Top
Isometric
Isometric Z as Y
Rectangular
Outdoors Ground (Texture 2D) Import Settings
Texture Type
Sprite Mode
Pixels Per Unit
Mesh Type
Extrude Edges
Generate Physics Shape
Advanced
Wrap Mode
Filter Mode
Asset PostProcessors
Assets > Sprites > Outdoors
Asset 'PlayerController': Transition 'AnyState -> player-idle' in state 'AnyState' doesn't have an Exit Time or any condition, transition will be ignored
06:02 p. m.
19/10/2024

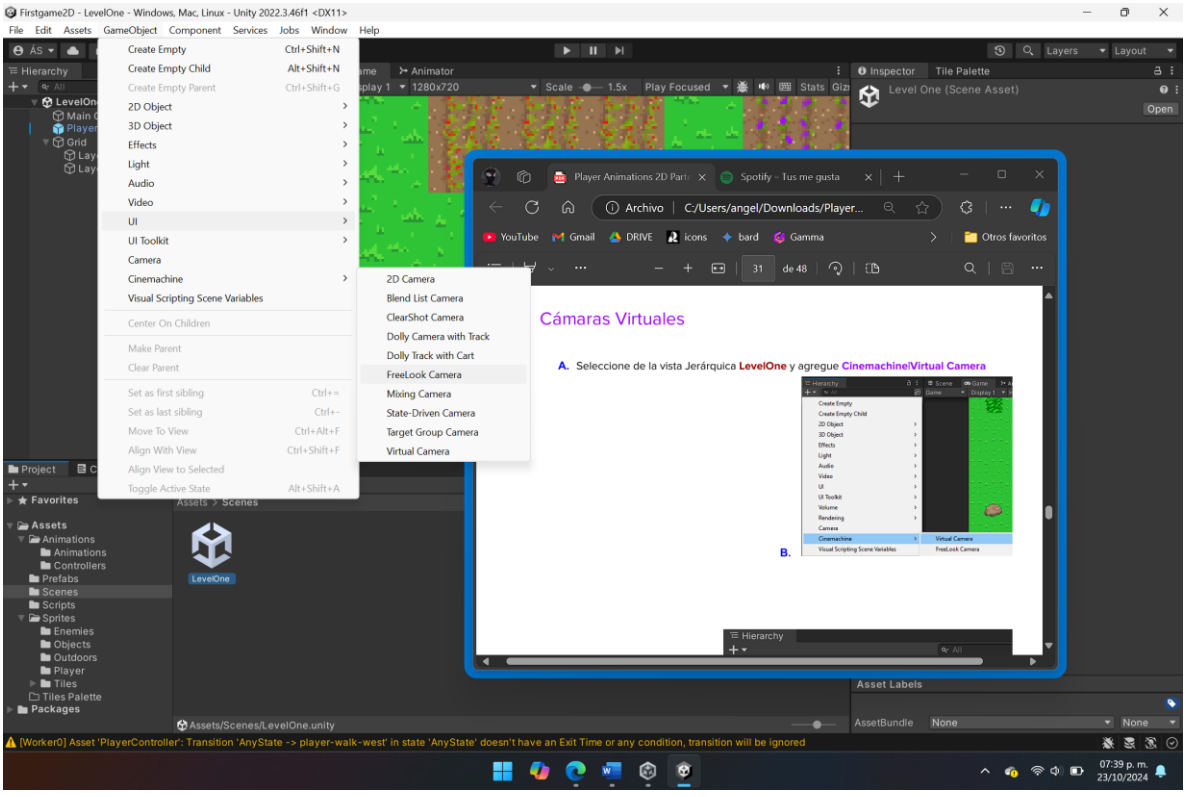

Create New Palette
Name
Outdoors Palette
Grid
Rectangle
Cell Size
Automatic
Sort Mode
Default
Cancel
Create
This folder is empty
Asset 'PlayerController': Transition 'AnyState -> player-idle' in state 'AnyState' doesn't have an Exit Time or any condition, transition will be ignored

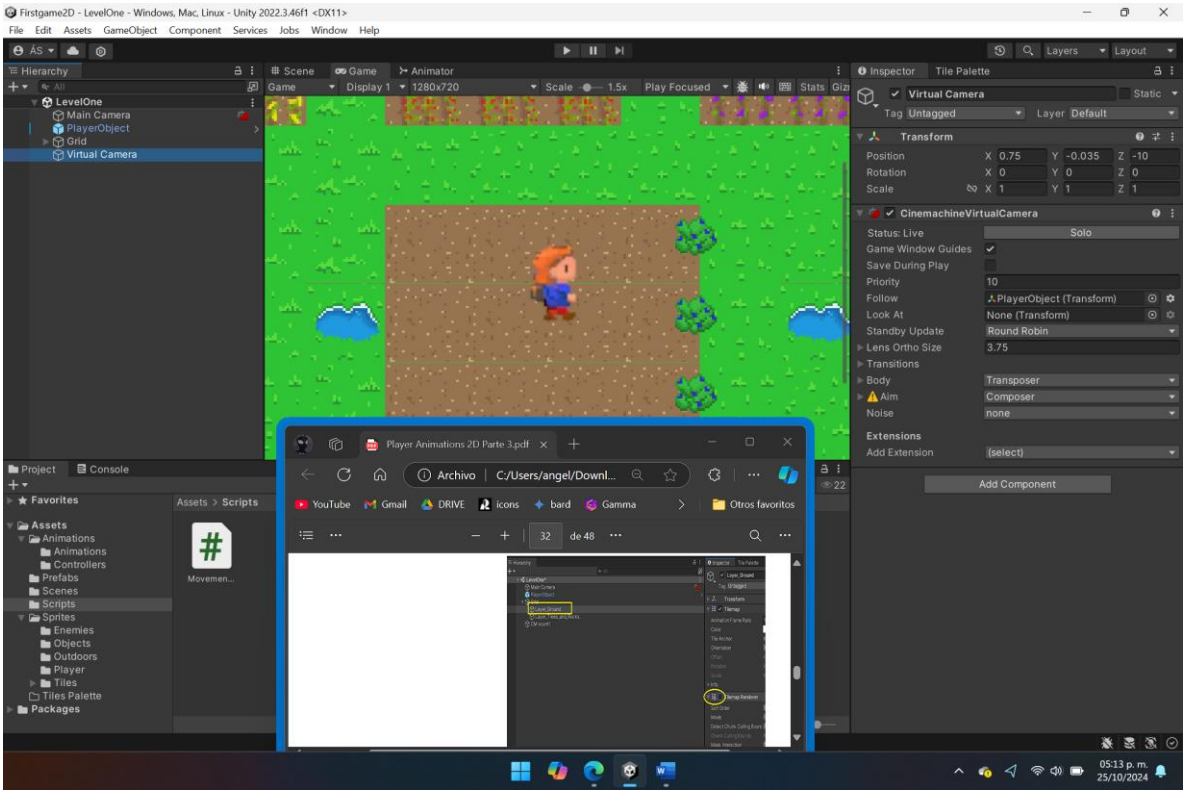

Outdoors Palette
Default Brush
Flood Fill Contiguous Only
Lock Z Position
Asset 'PlayerController': Transition 'AnyState -> player-idle' in state 'AnyState' doesn't have an Exit Time or any condition, transition will be ignored

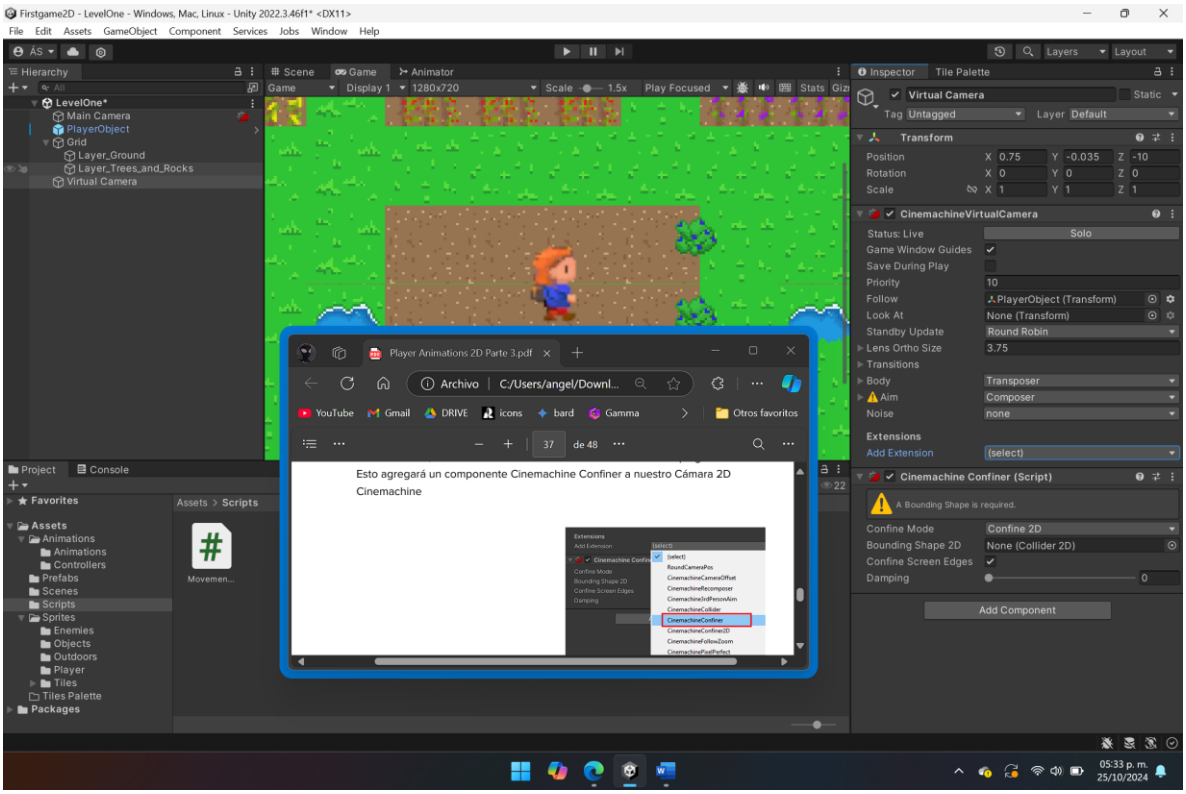


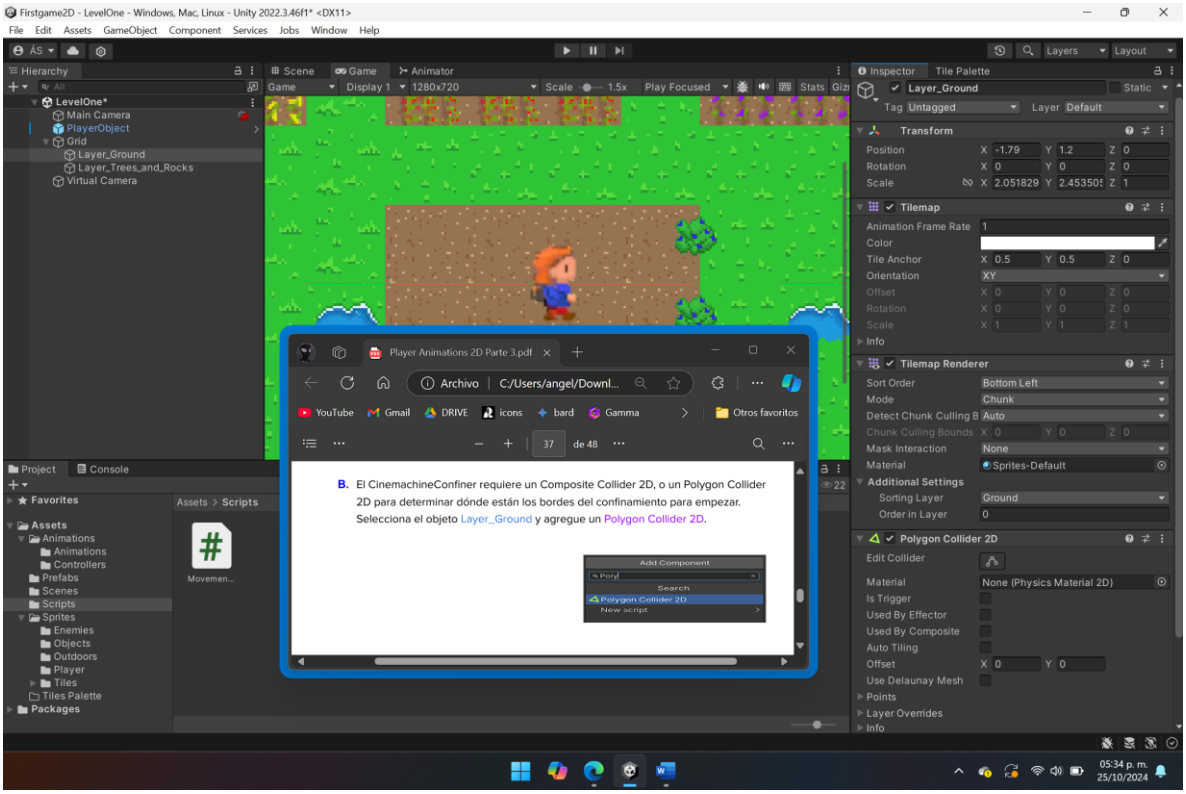

I. Seleccione el PlayerObject y establezca su Sorting Layer a la capa Characters qué justo hemos creado.
Explicaremos cómo funciona la cámara más adelante, pero por ahora seleccione el objeto de la cámara y cambie la propiedad Size a 3,75.

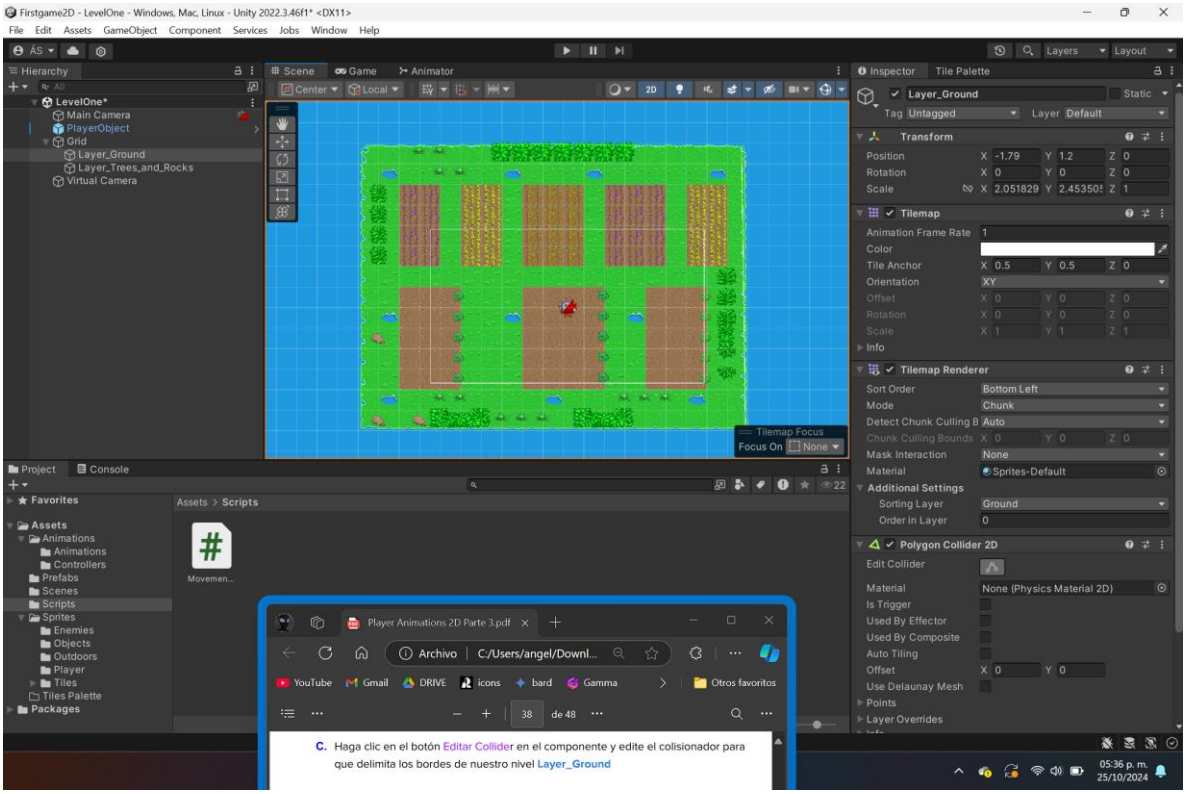

Firstgame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
Player Animations 2D Parti
Spotify – Tus me gusta
Archivo | C:/Users/angel/Downloads/Player...
I. Seleccione el PlayerObject y establezca su Sorting Layer a la capa Characters qué justo hemos creado.
Explicaremos cómo funciona la cámara más adelante, pero por ahora seleccione el objeto de la cámara y cambie la propiedad Size a 3,75.
Main Camera
Add Component

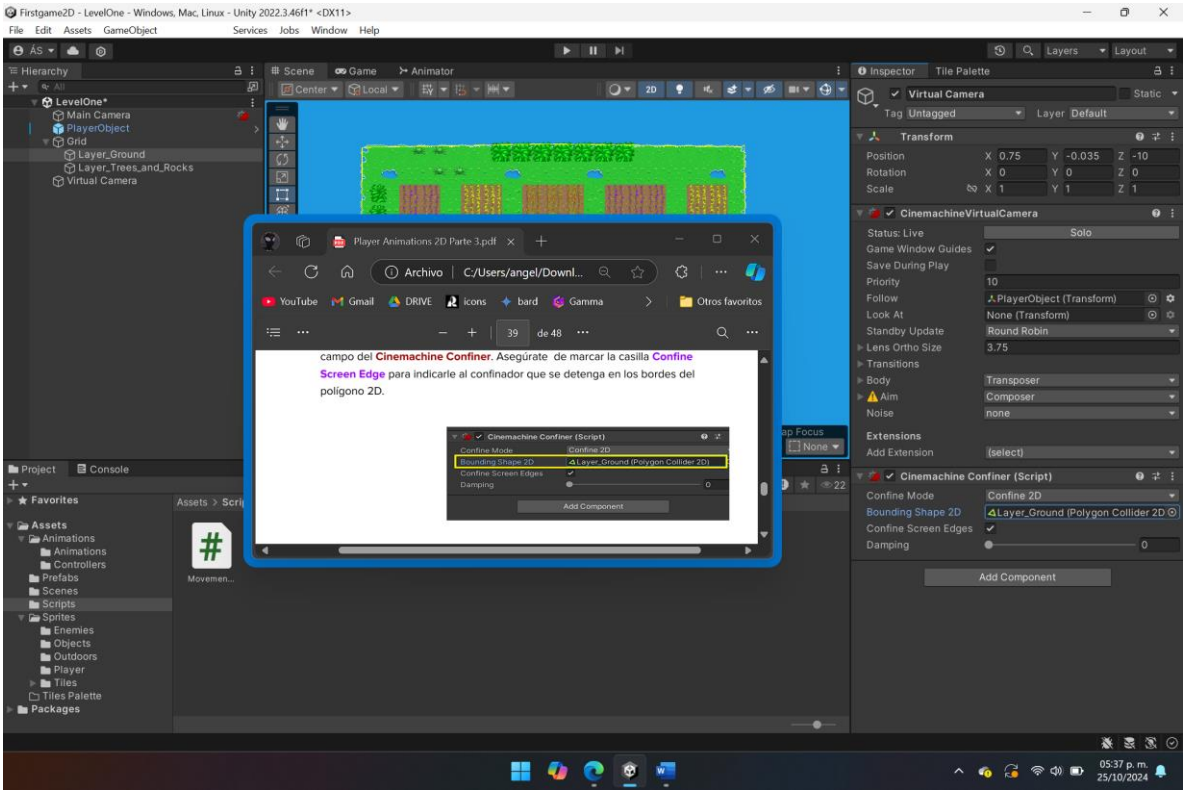

Firstgame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1 <DX11>
Create Empty
Create Empty Child
2D Object
3D Object
Effects
Light
Audio
Video
UI
UI Toolkit
Camera
Cinemachine
Visual Scripting Scene Variables
2D Camera
Blend List Camera
ClearShot Camera
Dolly Camera with Track
Dolly Track with Cart
FreeLook Camera
Mixing Camera
State-Driven Camera
Target Group Camera
Virtual Camera
Cámaras Virtuales
A. Seleccione de la vista Jerárquica LevelOne y agregue Cinemachine\Virtual Camera
B.
[Worker0] Asset 'PlayerController': Transition 'AnyState -> player-walk-west' in state 'AnyState' doesn't have an Exit Time or any condition, transition will be ignored

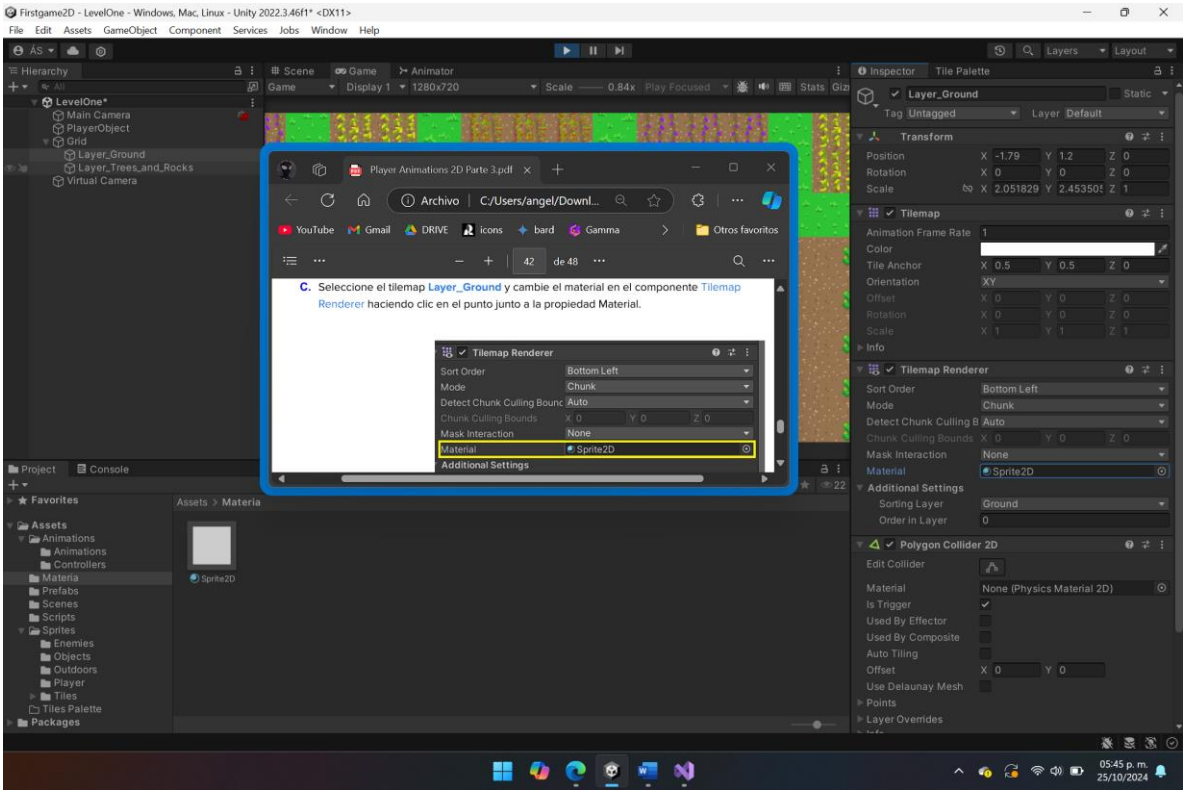

Firstgame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne
Main Camera
PlayerObject
Grid
Virtual Camera
Scene
Game
Animator
Display 1
1280x720
Scale
1.5x
Play Focused
Inspector
Tile Palette
Virtual Camera
Tag Untagged
Layer Default
Transform
Position
Rotation
Scale
CinemachineVirtualCamera
Status: Live
Solo
Game Window Guides
Save During Play
Priority
Follow
PlayerObject (Transform)
Look At
None (Transform)
Standby Update
Round Robin
Lens Ortho Size
3.75
Transitions
Body
Transposer
Aim
Composer
Noise
none
Extensions
Add Extension
(select)
Add Component
Player Animations 2D Parte 3.pdf
Archivo
C:/Users/angel/Downl...
YouTube
Gmail
DRIVE
icons
bard
Gamma
Otros favoritos
32
de 48
Project
Console
Favorites
Assets
Scripts
Animations
Controllers
Prefabs
Scenes
Sprites
Enemies
Objects
Outdoors
Player
Tiles
Tiles Palette
Packages
Movemen...
05:13 p. m.
25/10/2024

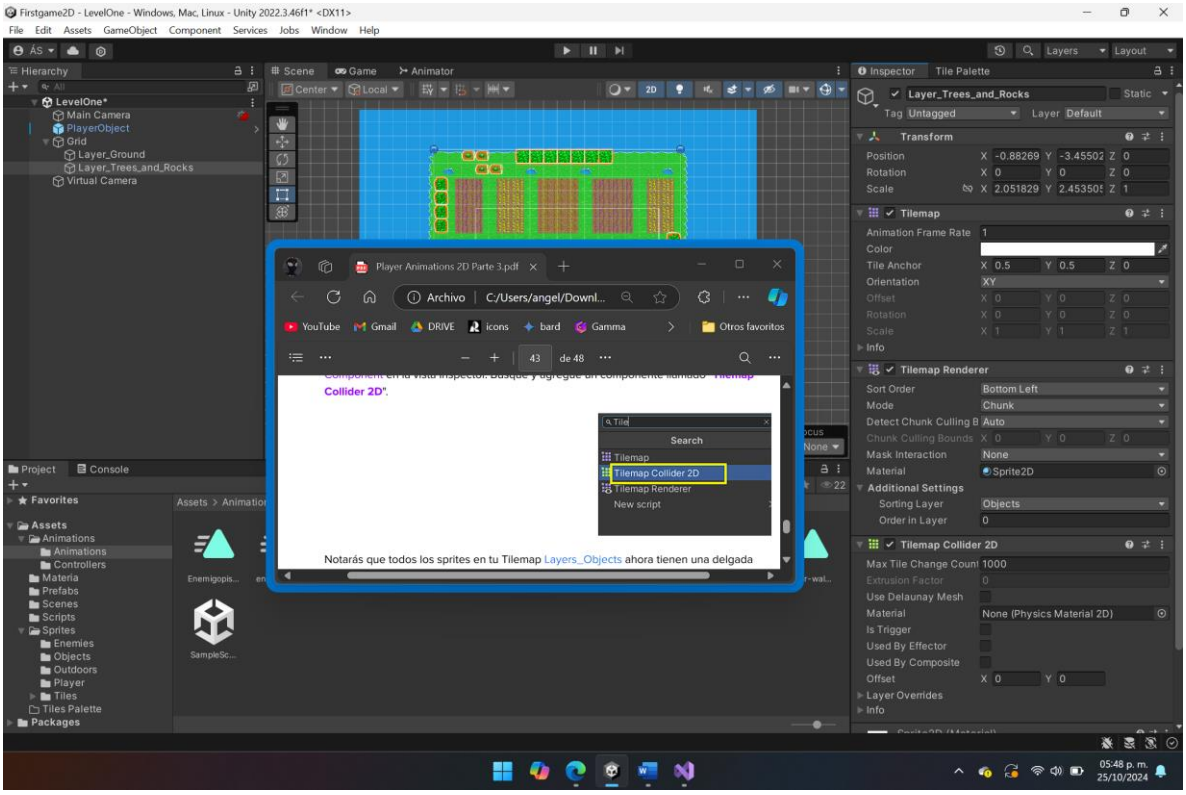

Firstgame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
Grid
Layer_Ground
Layer_Trees_and_Rocks
Virtual Camera
Scene
Game
Animator
Inspector
Tile Palette
Virtual Camera
Transform
CinemachineVirtualCamera
Status: Live
Solo
Priority
Follow
PlayerObject (Transform)
Look At
None (Transform)
Standby Update
Round Robin
Lens Ortho Size
3.75
Body
Transposer
Aim
Composer
Noise
none
Extensions
Add Extension
(select)
Cinemachine Confiner (Script)
A Bounding Shape is required.
Confine Mode
Confine 2D
Bounding Shape 2D
None (Collider 2D)
Confine Screen Edges
Damping
Add Component
Player Animations 2D Parte 3.pdf
Archivo
C:/Users/angel/Downl...
YouTube
Gmail
DRIVE
icons
bard
Gamma
Otros favoritos
37
de 48
Esto agregará un componente Cinemachine Confiner a nuestro Cámara 2D Cinemachine
CinemachineConfiner
Project
Console
Favorites
Assets
Scripts
Animations
Controllers
Prefabs
Scenes
Sprites
Enemies
Objects
Outdoors
Player
Tiles
Tiles Palette
Packages
Movemen...
05:33 p. m.
25/10/2024

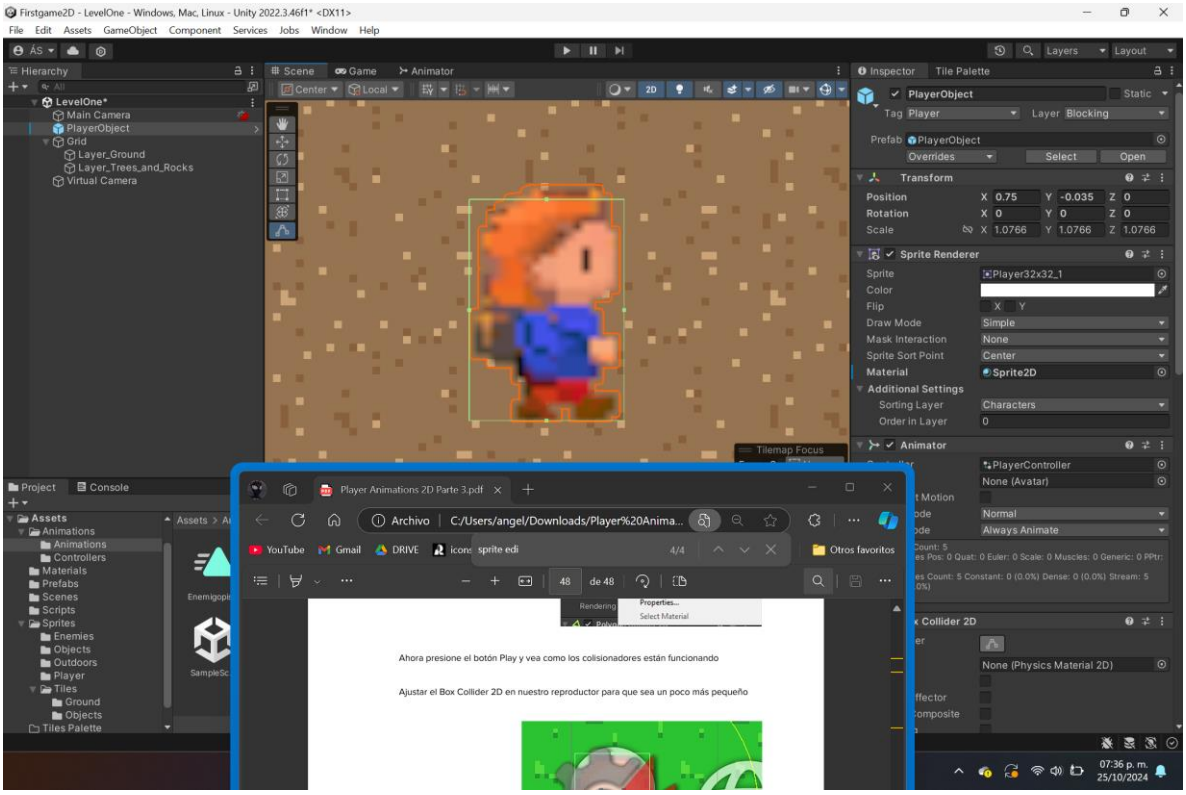

Firstgame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
Player Animations 2D Parte 3.pdf
Archivo | C:/Users/angel/Downl...
37 de 48
B. El CinemachineConfiner requiere un Composite Collider 2D, o un Polygon Collider 2D para determinar dónde están los bordes del confinamiento para empezar. Selecciona el objeto Layer_Ground y agregue un Polygon Collider 2D.
Add Component
Polygon Collider 2D
New script

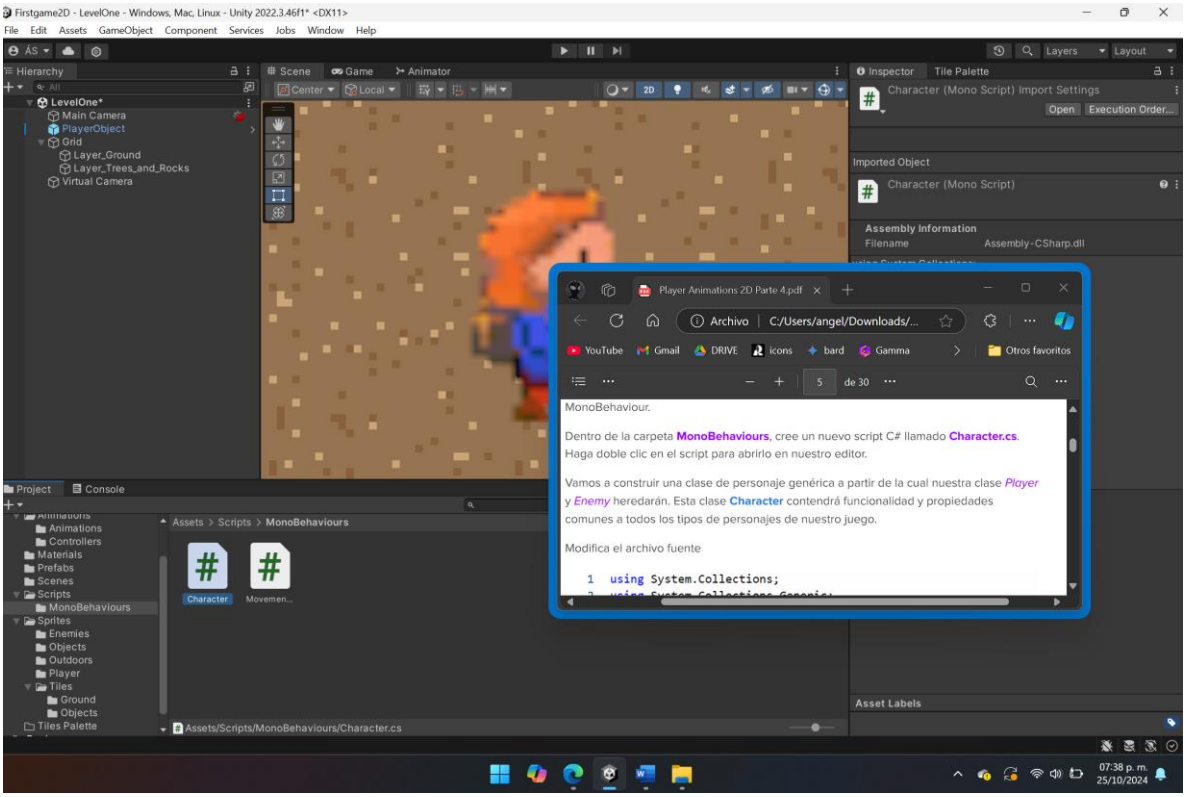

Firstgame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
Tilemap Focus
Focus On None
Player Animations 2D Parte 3.pdf
Archivo | C:/Users/angel/Downl...
38 de 48
C. Haga clic en el botón Editar Collider en el componente y edite el colisionador para que delimita los bordes de nuestro nivel Layer_Ground

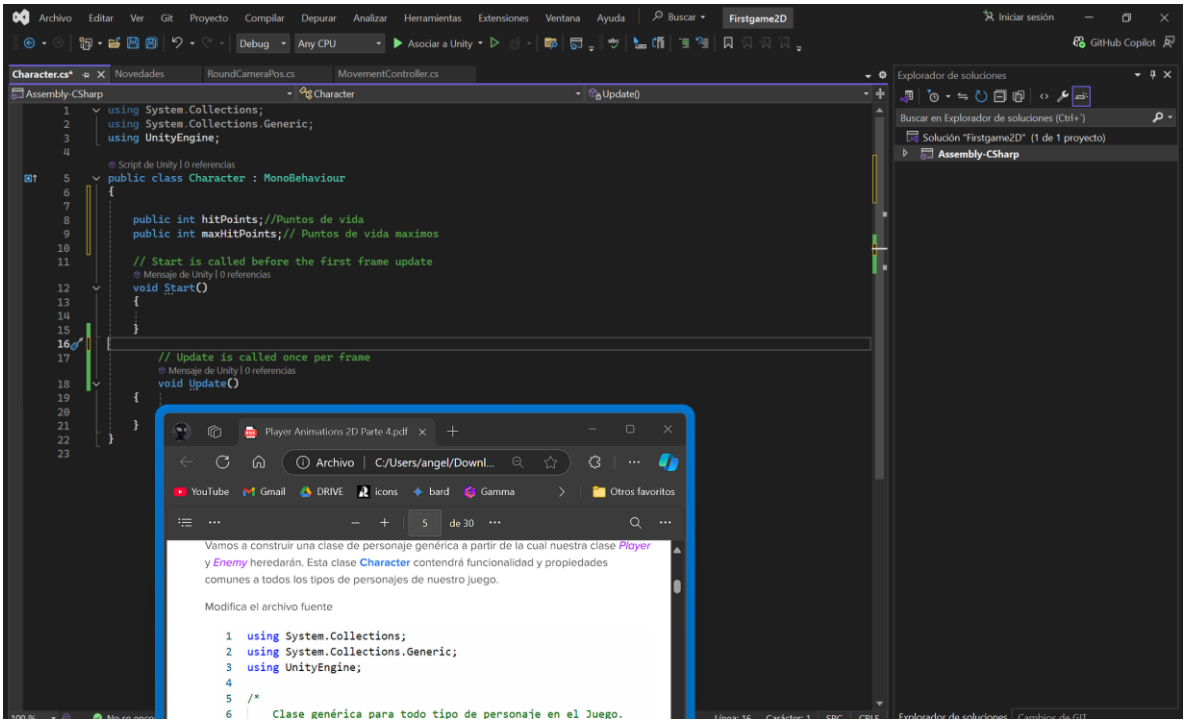

Firstgame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
Player Animations 2D Parte 3.pdf
campo del Cinemachine Confiner. Asegúrate de marcar la casilla Confine Screen Edge para indicarle al confinador que se detenga en los bordes del polígono 2D.
Cinemachine Confiner (Script)
Confine Mode
Bounding Shape 2D
Confine Screen Edges
Damping
Add Component

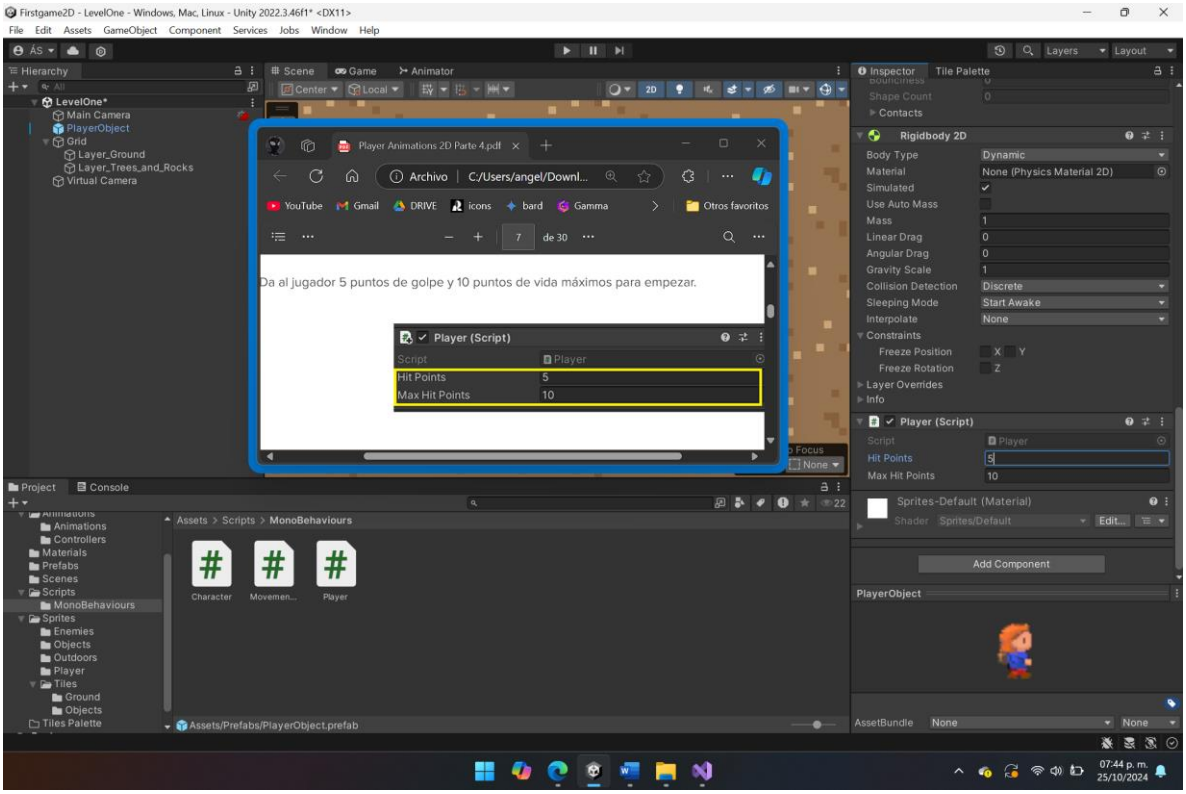

Firstgame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
Player Animations 2D Parte 3.pdf
C. Seleccione el tilemap Layer_Ground y cambie el material en el componente Tilemap Renderer haciendo clic en el punto junto a la propiedad Material.
Tilemap Renderer
Sort Order
Mode
Mask Interaction
Material
Additional Settings

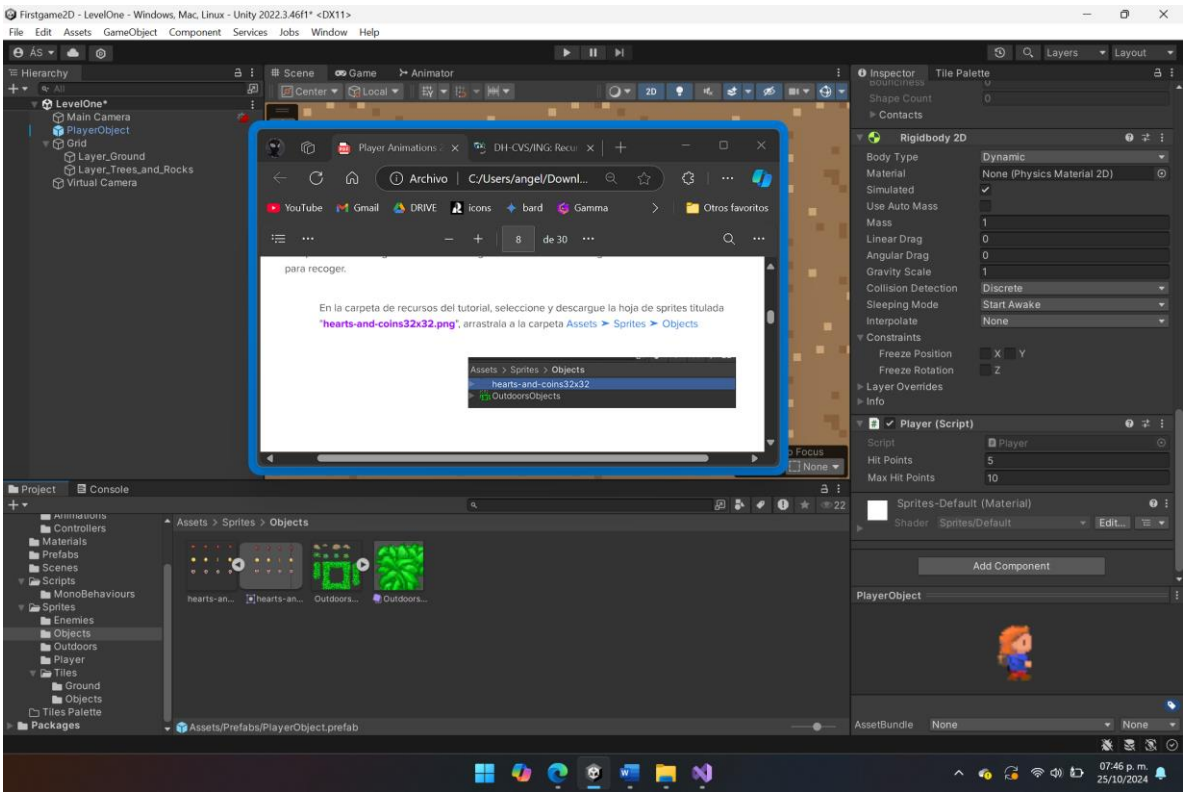

Firstgame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
Player Animations 2D Parte 3.pdf
Archivo | C:/Users/angel/Downl...
Collider 2D".
Search
Tilemap
Tilemap Collider 2D
Tilemap Renderer
New script
Notarás que todos los sprites en tu Tilemap Layers_Objects ahora tienen una delgada
Tilemap Collider 2D
Tilemap Renderer

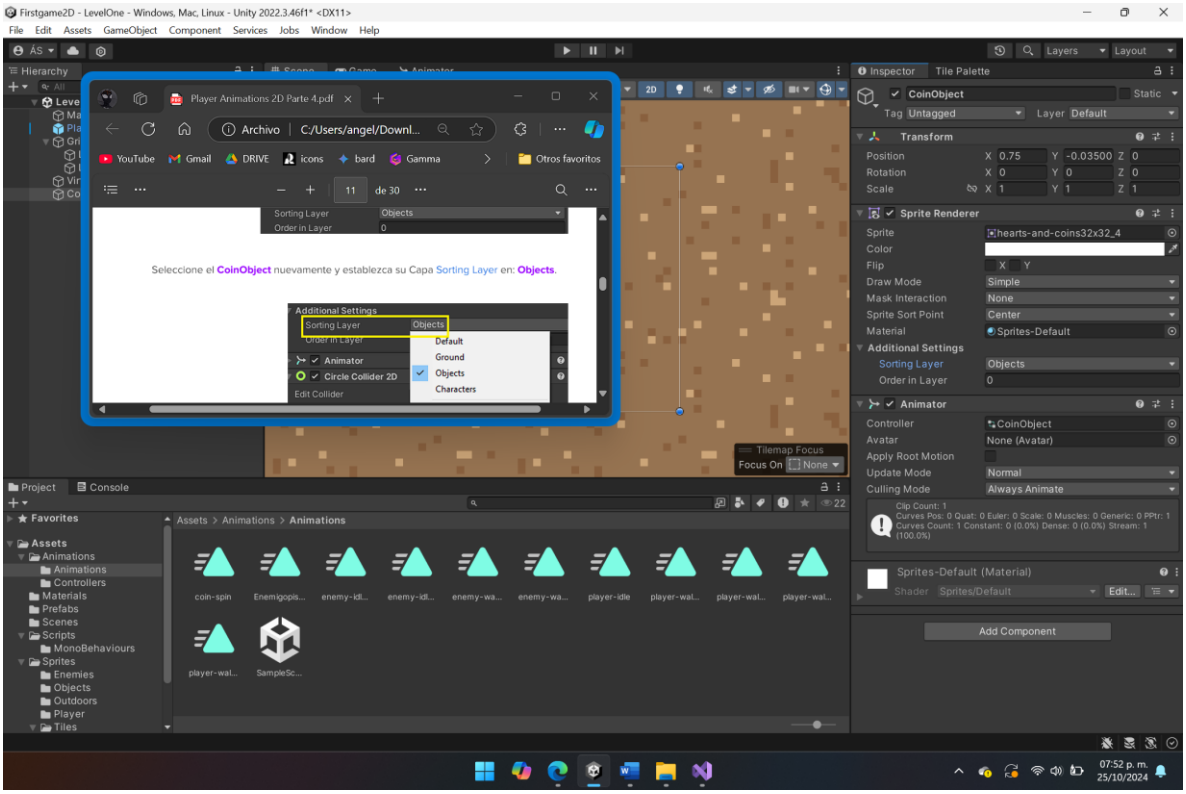

Firstgame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
Player Animations 2D Parte 3.pdf
Archivo | C:/Users/angel/Downloads/Player%20Anima...
Ahora presione el botón Play y vea como los colisionadores están funcionando
Ajustar el Box Collider 2D en nuestro reproductor para que sea un poco más pequeño
PlayerObject
Sprite Renderer
Animator
Box Collider 2D

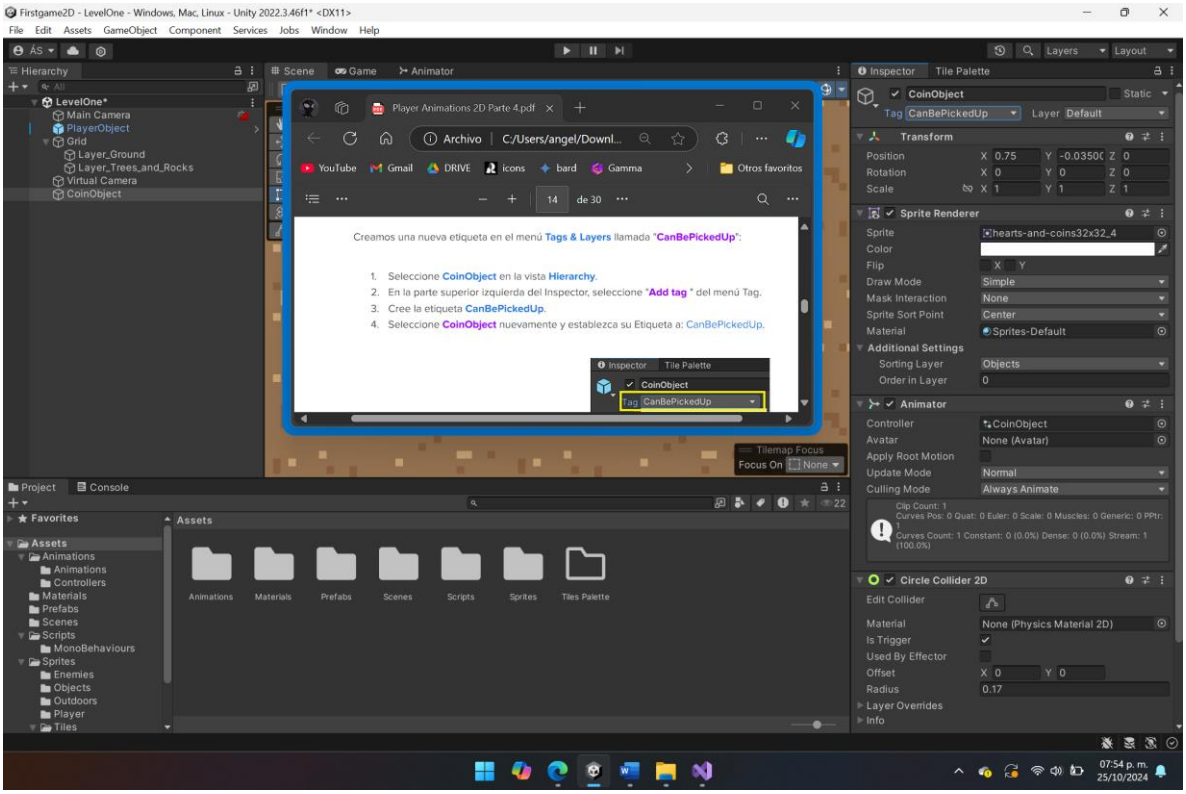

Firstgame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
Grid
Layer_Ground
Layer_Trees_and_Rocks
Virtual Camera
Scene
Game
Animator
Inspector
Tile Palette
Character (Mono Script) Import Settings
Open
Execution Order...
Imported Object
Character (Mono Script)
Assembly Information
Filename
Assembly-CSharp.dll
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;
Project
Console
Assets > Scripts > MonoBehaviours
Character
Movemen...
Assets/Scripts/MonoBehaviours/Character.cs
Asset Labels
07:38 p. m.
25/10/2024

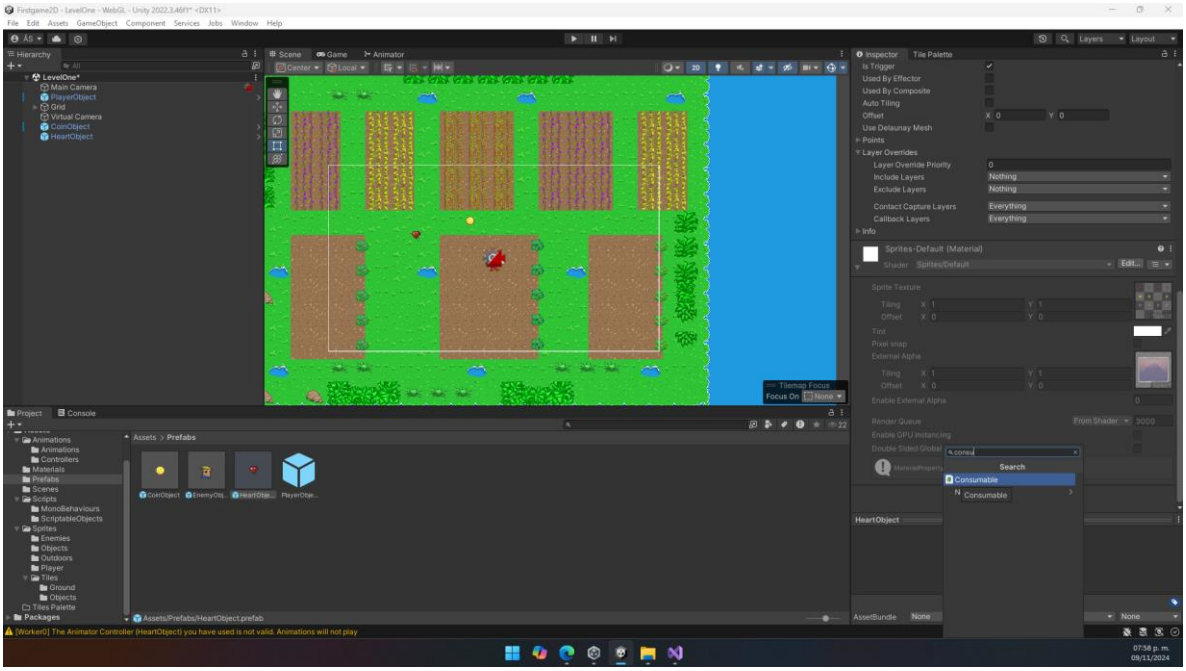

Archivo Editar Ver Git Proyecto Compilar Depurar Analizar Herramientas Extensiones Ventana Ayuda
Buscar
Firstgame2D
Iniciar sesión
GitHub Copilot
Debug
Any CPU
Asociar a Unity
Character.cs*
Novedades
RoundCameraPos.cs
MovementController.cs
Assembly-CSharp
Character
Update()
using System.Collections;
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()
{
}
}
Explorador de soluciones
Buscar en Explorador de soluciones (Ctrl+;)
Solución "Firstgame2D" (1 de 1 proyecto)
Assembly-CSharp
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
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
/*
Clase genérica para todo tipo de personaje en el Juego.

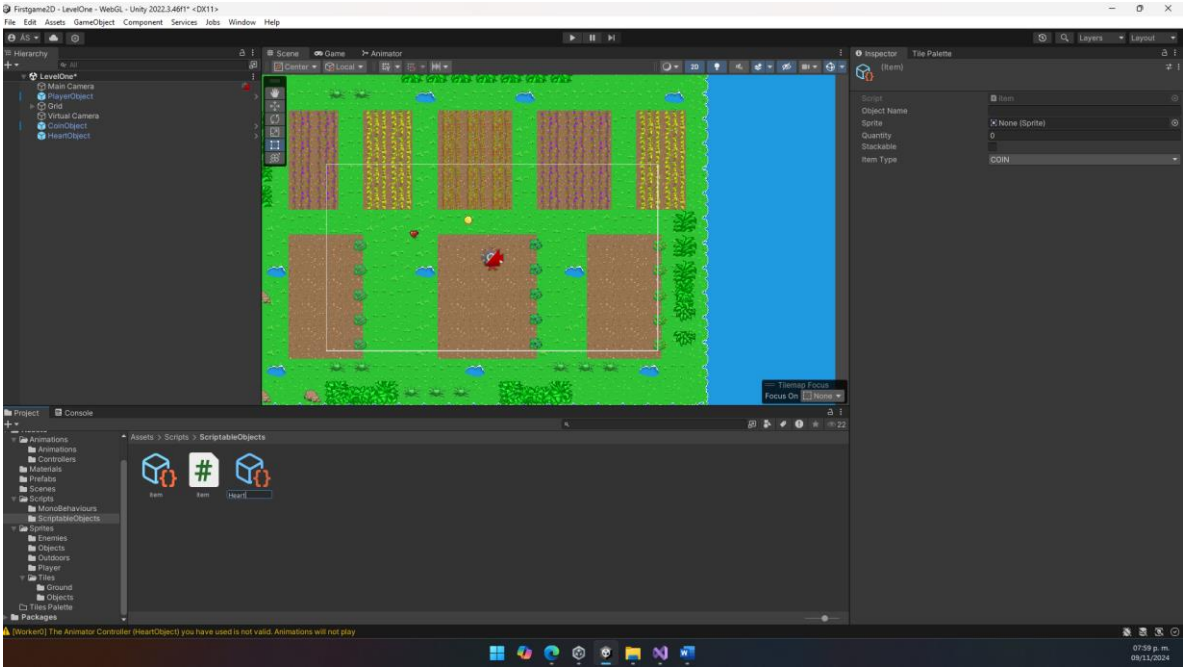

Firstgame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
Player Animations 2D Parte 4.pdf
Archivo C:/Users/angel/Downl...
Da al jugador 5 puntos de golpe y 10 puntos de vida máximos para empezar.
Player (Script)
Hit Points 5
Max Hit Points 10
Assets > Scripts > MonoBehaviours
Character
Movemen...
Player
Assets/Prefabs/PlayerObject.prefab
Rigidbody 2D
Player (Script)
Sprites-Default (Material)
Add Component
PlayerObject
07:44 p. m.
25/10/2024

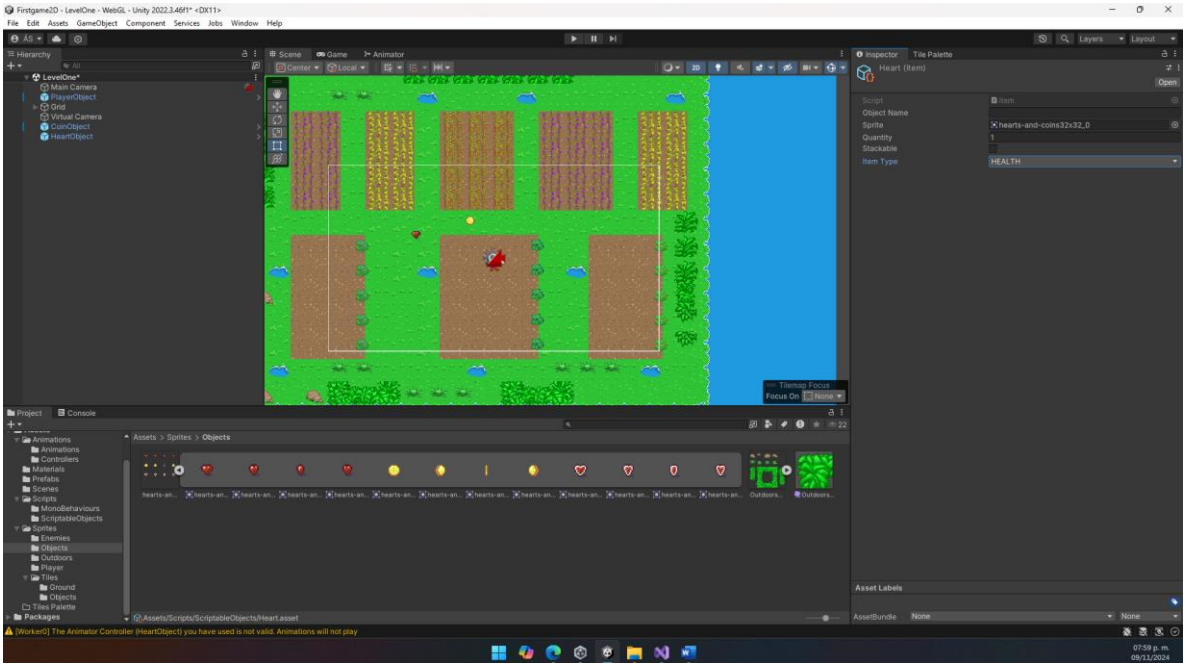

Firstgame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
Player Animations
DH-CVS/ING: Recu
Archivo C:/Users/angel/Downl...
para recoger.
En la carpeta de recursos del tutorial, seleccione y descargue la hoja de sprites titulada "hearts-and-coins32x32.png", arrástrala a la carpeta Assets ➤ Sprites ➤ Objects
Assets > Sprites > Objects
hearts-and-coins32x32
OutdoorsObjects
Assets > Sprites > Objects
Assets/Prefabs/PlayerObject.prefab
Rigidbody 2D
Player (Script)
Sprites-Default (Material)
Add Component
PlayerObject
07:46 p. m.
25/10/2024

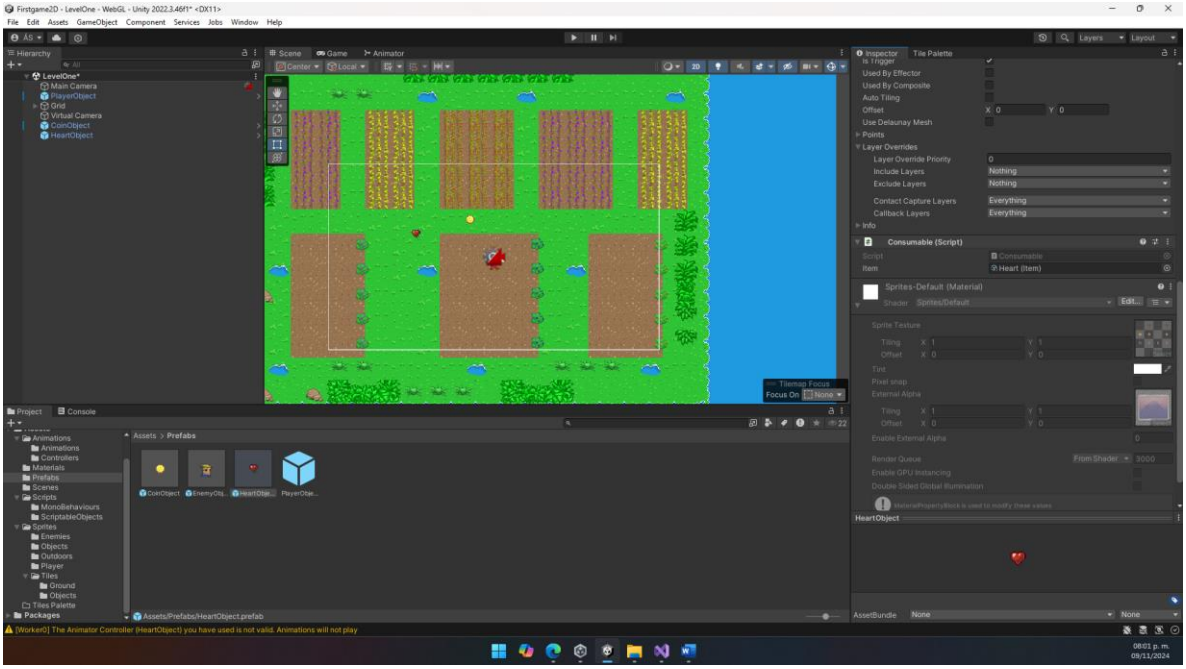

Player Animations 2D Parte 4.pdf
Archivo | C:/Users/angel/Downl...
11 de 30
Seleccione el CoinObject nuevamente y establezca su Capa Sorting Layer en: Objects.
Additional Settings
Sorting Layer
Objects
Default
Ground
Objects
Characters
Animator
Circle Collider 2D
Edit Collider
Inspector
Tile Palette
CoinObject
Transform
Sprite Renderer
Animator
Add Component
Project
Console
Assets > Animations > Animations

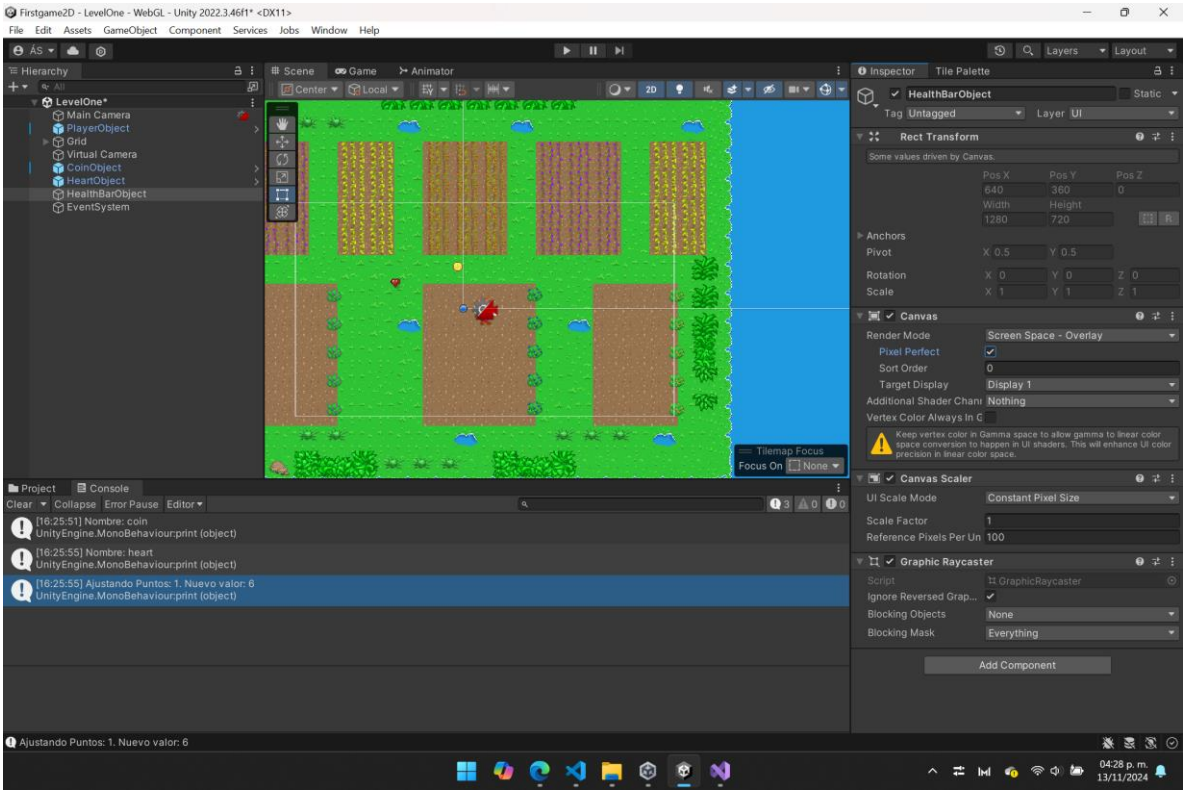

Player Animations 2D Parte 4.pdf
Archivo | C:/Users/angel/Downl...
14 de 30
Creamos una nueva etiqueta en el menú Tags & Layers llamada "CanBePickedUp":
1. Seleccione CoinObject en la vista Hierarchy.
2. En la parte superior izquierda del Inspector, seleccione "Add tag " del menú Tag.
3. Cree la etiqueta CanBePickedUp.
4. Seleccione CoinObject nuevamente y establezca su Etiqueta a: CanBePickedUp.
Inspector
Tile Palette
CoinObject
Tag CanBePickedUp
Transform
Sprite Renderer
Animator
Circle Collider 2D
Project
Console
Assets

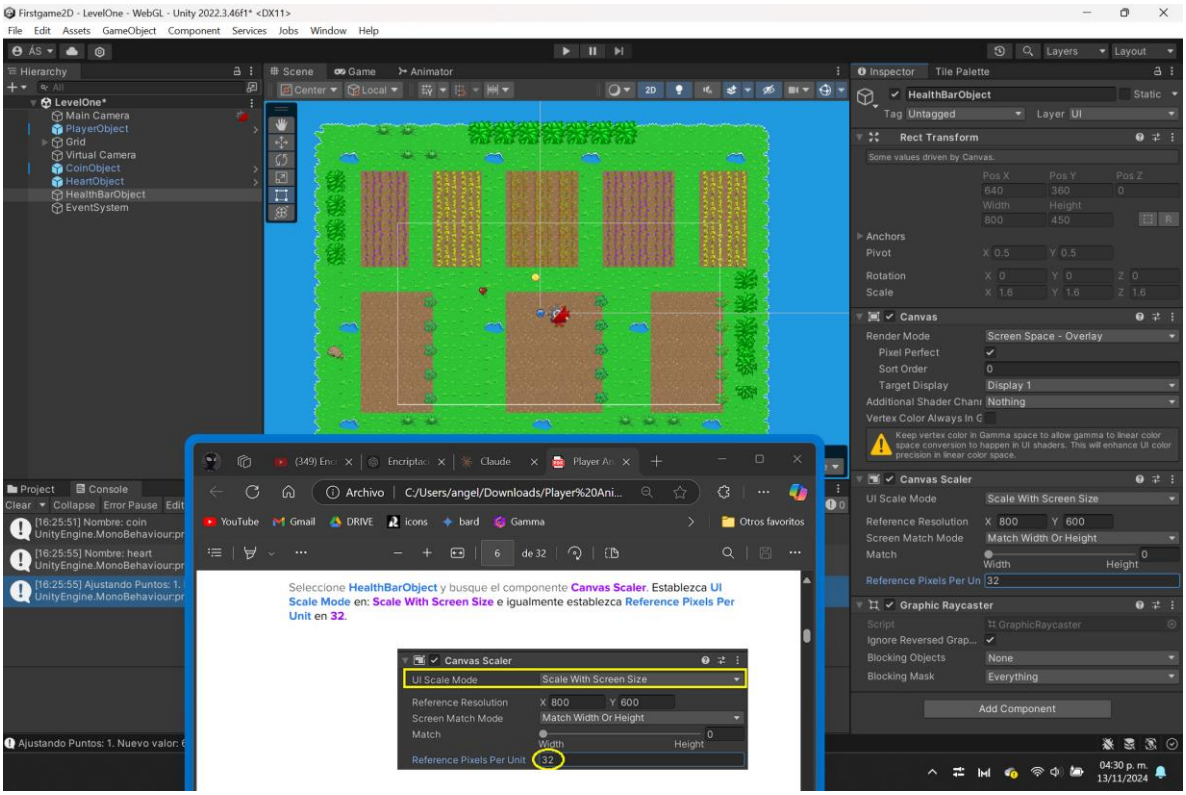


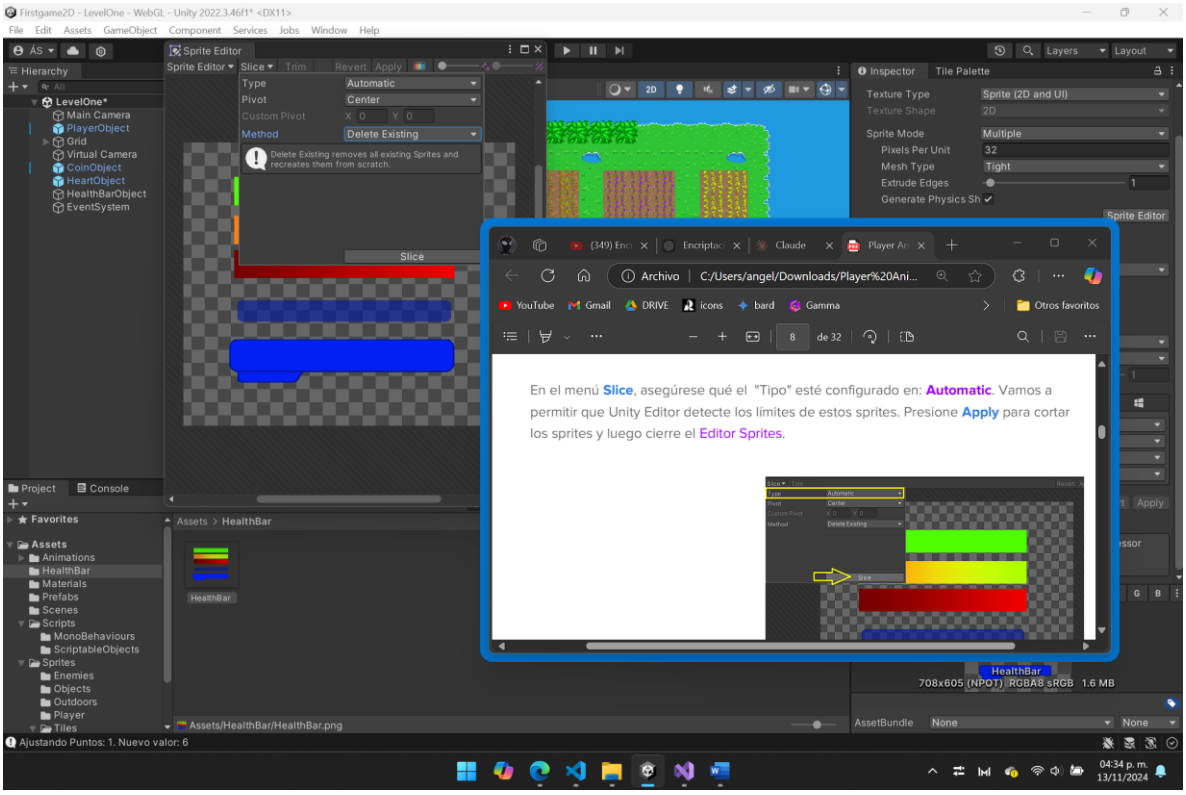


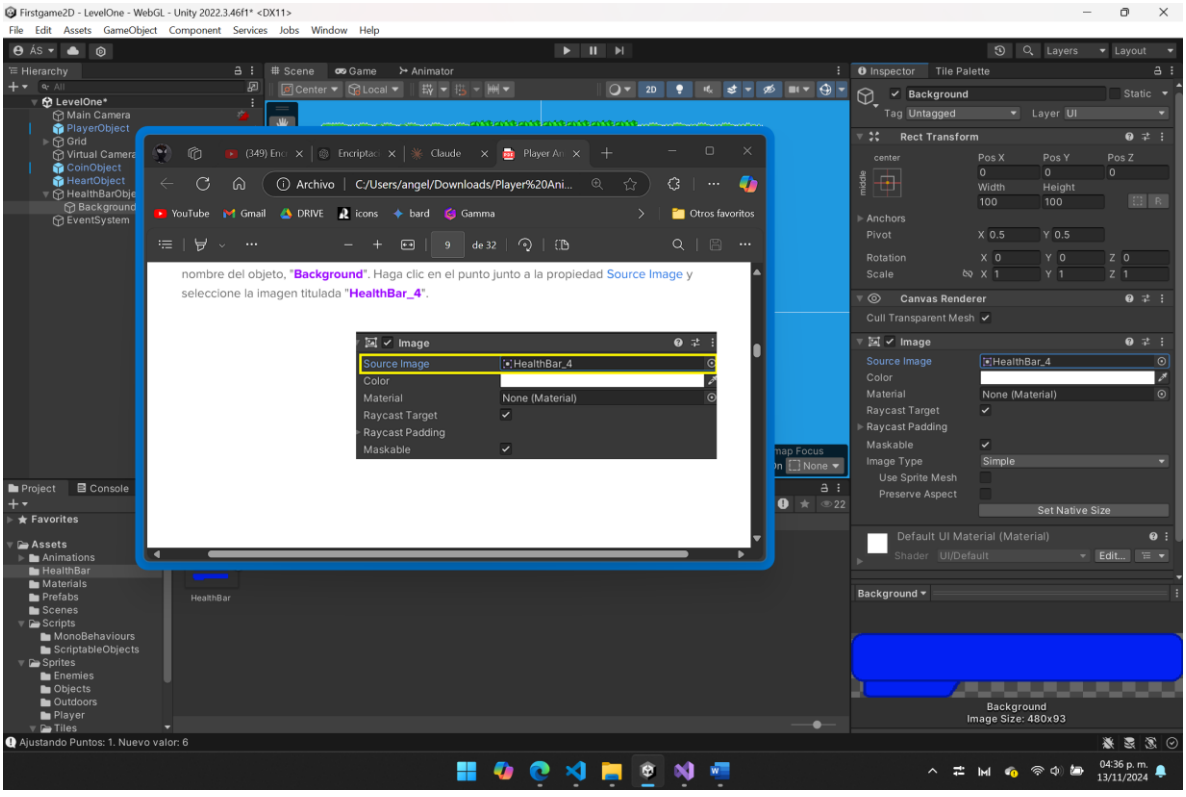


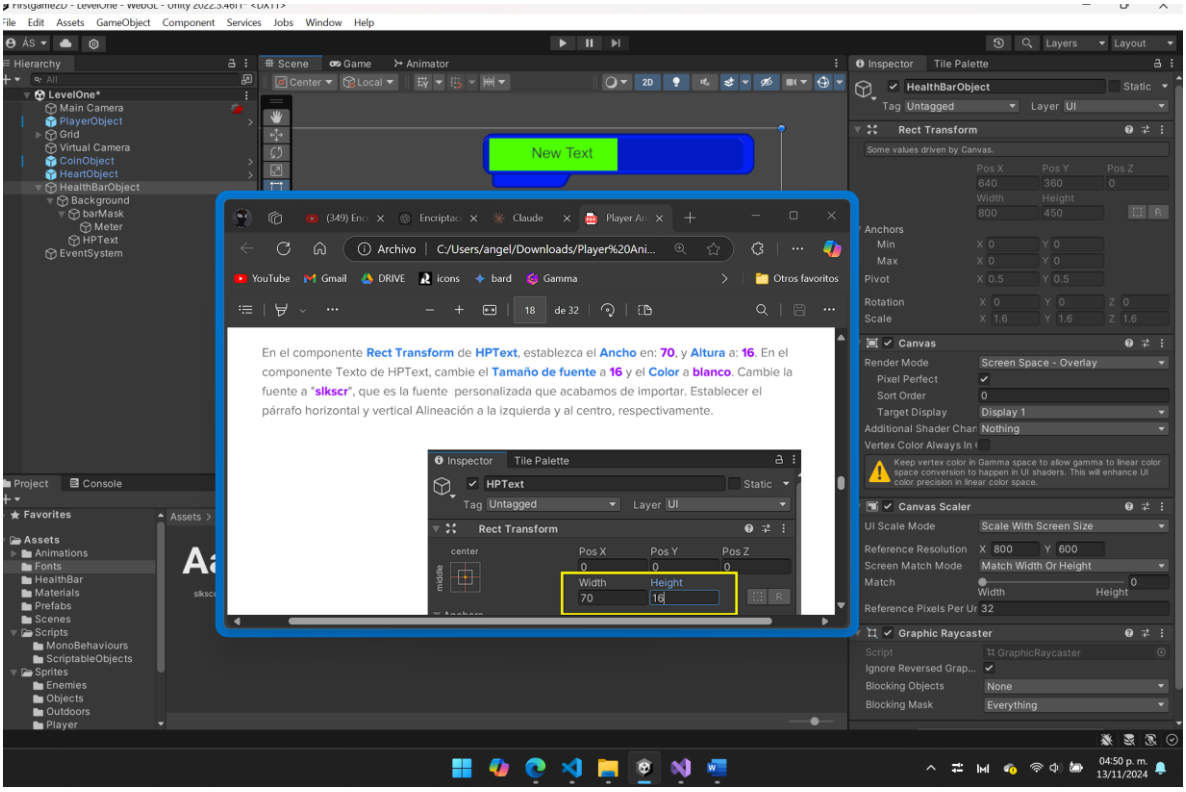


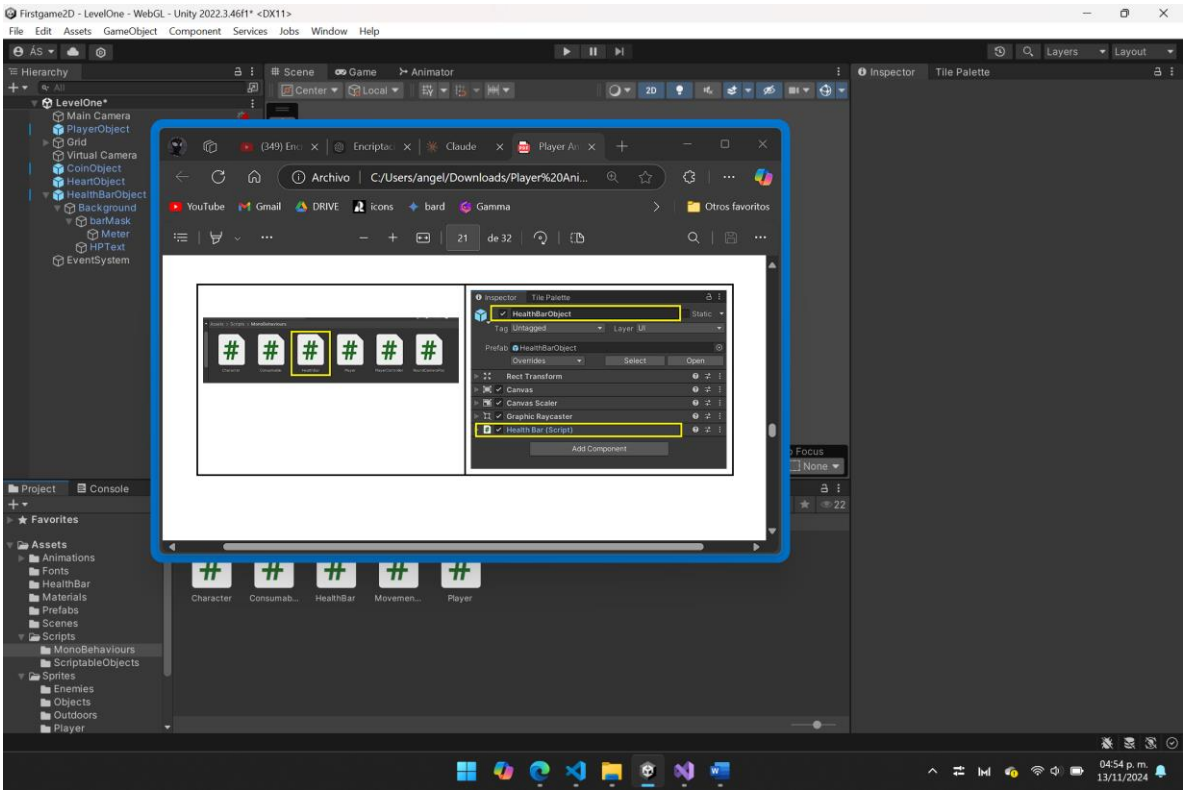

Firstgame2D - LevelOne - WebGL - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
Grid
Virtual Camera
CoinObject
HeartObject
HealthBarObject
EventSystem
Scene
Game
Animator
Inspector
Tile Palette
HealthBarObject
Tag 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
Scale
Canvas
Render Mode Screen Space - Overlay
Pixel Perfect
Sort Order 0
Target Display Display 1
Additional Shader Chann Nothing
Vertex Color Always In C
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
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
04:28 p. m.
13/11/2024

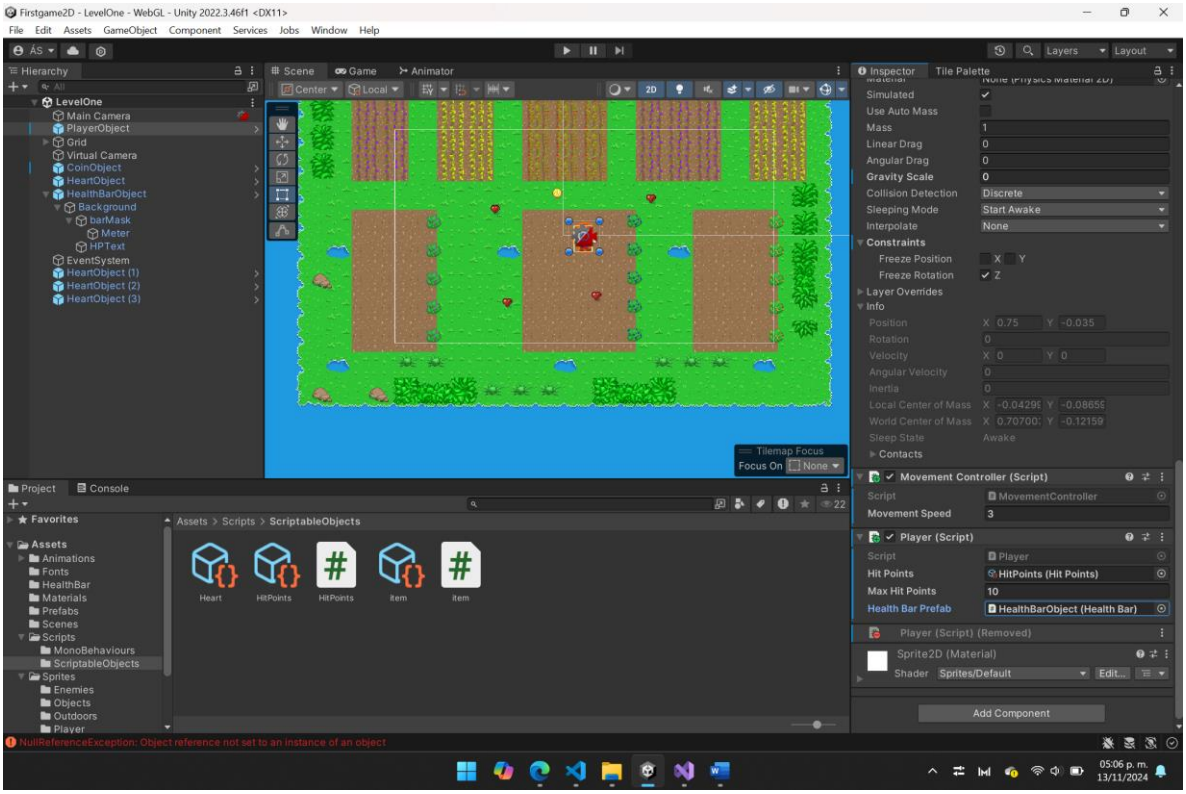

Firstgame2D - LevelOne - WebGL - Unity 2022.3.46f1* <DX11>
Archivo C:/Users/angel/Downloads/Player%20Ani...
YouTube Gmail DRIVE icons bard Gamma
Otros favoritos
6 de 32
Seleccione HealthBarObject y busque el componente Canvas Scaler. Establezca UI Scale Mode en: Scale With Screen Size e igualmente establezca Reference Pixels Per Unit en 32.
Canvas Scaler
UI Scale Mode Scale With Screen Size
Reference Resolution X 800 Y 600
Screen Match Mode Match Width Or Height
Match
Width Height
Reference Pixels Per Unit 32
Rect Transform
Some values driven by Canvas.
Pos X 640
Pos Y 360
Pos Z 0
Width 800
Height 450
Anchors
Pivot X 0.5 Y 0.5
Rotation
Scale X 1.6 Y 1.6 Z 1.6
Canvas
Render Mode Screen Space - Overlay
Pixel Perfect
Sort Order 0
Target Display Display 1
Additional Shader Chann Nothing
Vertex Color Always In C
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 Scale With Screen Size
Reference Resolution X 800 Y 600
Screen Match Mode Match Width Or Height
Match
Width Height
Reference Pixels Per Un 32
Graphic Raycaster
Script GraphicRaycaster
Ignore Reversed Grap...
Blocking Objects None
Blocking Mask Everything
Add Component
04:30 p. m.
13/11/2024

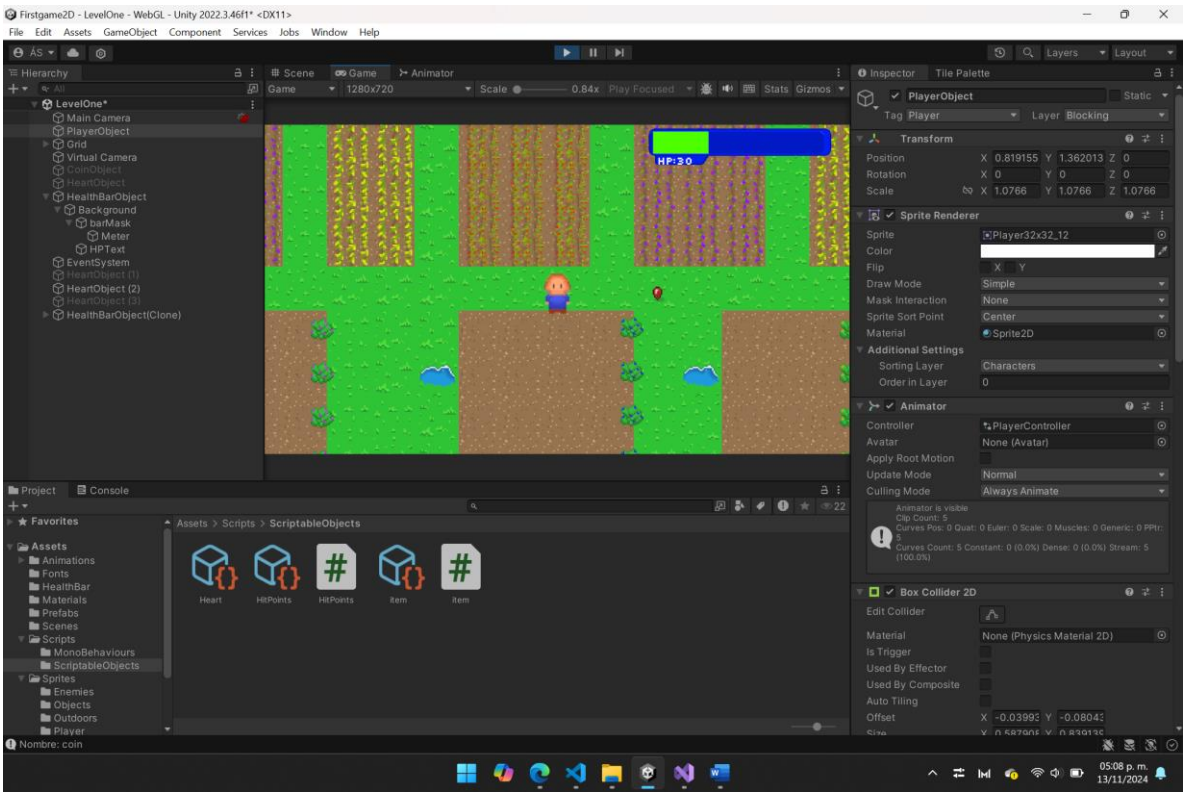

Firstgame2D - LevelOne - WebGL - Unity 2022.3.46f1* <DX11>
Sprite Editor
Type
Automatic
Pivot
Center
Method
Delete Existing
Slice
Archivo
C:/Users/angel/Downloads/Player%20Ani...
En el menú Slice, asegúrese qué el "Tipo" esté configurado en: Automatic. Vamos a permitir que Unity Editor detecte los límites de estos sprites. Presione Apply para cortar los sprites y luego cierre el Editor Sprites.
Inspector
Tile Palette
Texture Type
Sprite (2D and UI)
Sprite Mode
Multiple
Pixels Per Unit
32
Mesh Type
Tight
Extrude Edges
Generate Physics Sh
HealthBar
708x605 (NPOT) RGBA8 sRGB 1.6 MB
Assets/HealthBar/HealthBar.png
Ajustando Puntos: 1. Nuevo valor: 6
04:34 p. m.
13/11/2024

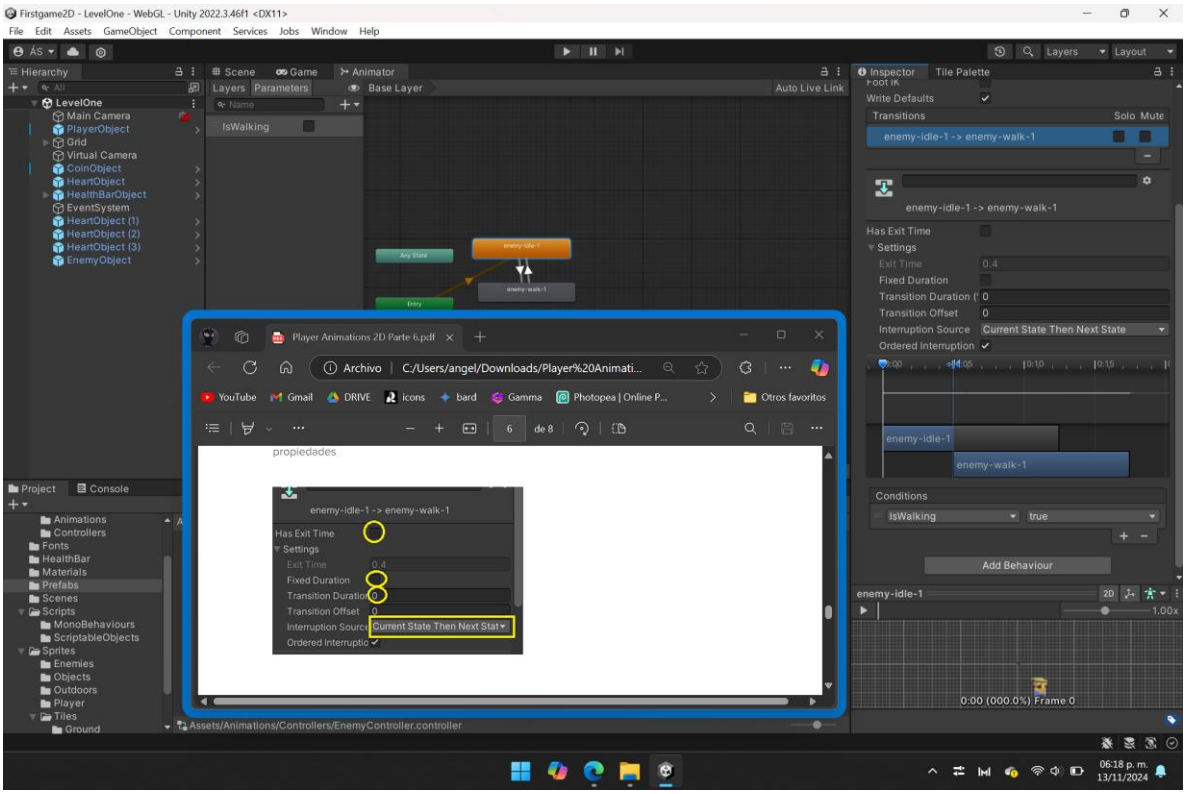

Firstgame2D - LevelOne - WebGL - Unity 2022.3.46f1* <DX11>
Archivo
C:/Users/angel/Downloads/Player%20Ani...
nombre del objeto, "Background". Haga clic en el punto junto a la propiedad Source Image y seleccione la imagen titulada "HealthBar_4".
Image
Source Image
HealthBar_4
Color
Material
None (Material)
Raycast Target
Raycast Padding
Maskable
Background
Tag
Untagged
Layer
UI
Rect Transform
Canvas Renderer
Cull Transparent Mesh
Image Type
Simple
Use Sprite Mesh
Preserve Aspect
Set Native Size
Default UI Material (Material)
Background
Image Size: 480x93
Ajustando Puntos: 1. Nuevo valor: 6
04:36 p. m.
13/11/2024

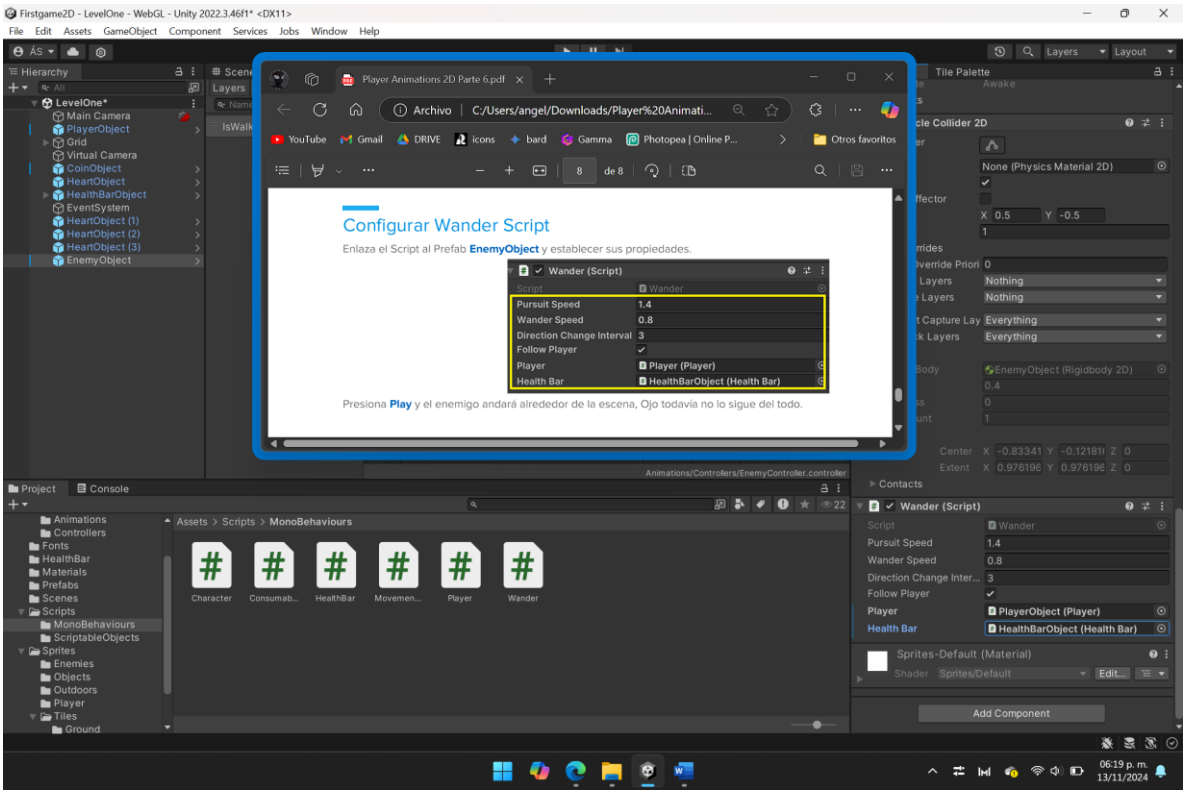

File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
Grid
Virtual Camera
CoinObject
HeartObject
HealthBarObject
Background
barMask
Meter
HPText
EventSystem
Scene
Game
Animator
New Text
Archivo | C:/Users/angel/Downloads/Player%20Ani...
YouTube Gmail DRIVE icons bard Gamma
Otros favoritos
18 de 32
En el componente Rect Transform de HPText, establezca el Ancho en: 70, y Altura a: 16. En el componente Texto de HPText, cambie el Tamaño de fuente a 16 y el Color a blanco. Cambie la fuente a "slkscr", que es la fuente personalizada que acabamos de importar. Establecer el párrafo horizontal y vertical Alineación a la izquierda y al centro, respectivamente.
Inspector
Tile Palette
HPText
Tag Untagged
Layer UI
Rect Transform
Pos X
Pos Y
Pos Z
Width
Height
70
16
Project
Console
Favorites
Assets
Animations
Fonts
HealthBar
Materials
Prefabs
Scenes
Scripts
MonoBehaviours
ScriptableObjects
Sprites
Enemies
Objects
Outdoors
Player
HealthBarObject
Static
Tag Untagged
Layer UI
Rect Transform
Anchors
Min
Max
Pivot
Rotation
Scale
Canvas
Render Mode
Screen Space - Overlay
Pixel Perfect
Sort Order
Target Display
Display 1
Canvas Scaler
UI Scale Mode
Scale With Screen Size
Reference Resolution
Screen Match Mode
Match Width Or Height
Match
Graphic Raycaster
Blocking Objects
None
Blocking Mask
Everything
04:50 p. m.
13/11/2024


Firstgame2D - LevelOne - WebGL - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Archivo | C:/Users/angel/Downloads/Player%20Ani...
YouTube Gmail DRIVE icons bard Gamma
Otros favoritos
21 de 32
Character
Consumab...
HealthBar
Movemen...
Player
Add Component
04:54 p. m.
13/11/2024


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
Background
barMask
Meter
HPText
EventSystem
HeartObject (1)
HeartObject (2)
HeartObject (3)
Scene
Game
Animator
Tilemap Focus
Focus On None
Inspector
Tile Palette
Simulated
Use Auto Mass
Mass 1
Linear Drag 0
Angular Drag 0
Gravity Scale 0
Collision Detection Discrete
Sleeping Mode Start Awake
Interpolate None
Constraints
Freeze Position
Freeze Rotation
Layer Overrides
Info
Contacts
Movement Controller (Script)
Movement Speed 3
Player (Script)
Hit Points
Max Hit Points 10
Health Bar Prefab HealthBarObject (Health Bar)
Player (Script) (Removed)
Sprite2D (Material)
Shader Sprites/Default
Add Component
Project
Console
Favorites
Assets
Animations
Fonts
HealthBar
Materials
Prefabs
Scenes
Scripts
MonoBehaviours
ScriptableObjects
Sprites
Enemies
Objects
Outdoors
Player
Assets > Scripts > ScriptableObjects
Heart
HitPoints
HitPoints
Item
Item
NullReferenceException: Object reference not set to an instance of an object
05:06 p. m.
13/11/2024


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
Background
barMask
Meter
HPText
EventSystem
HeartObject (1)
HeartObject (2)
HeartObject (3)
HealthBarObject(Clone)
Scene
Game
Animator
Game 1280x720 Scale 0.84x Play Focused Stats Gizmos
HP:30
Inspector
Tile Palette
PlayerObject
Static
Tag Player
Layer Blocking
Transform
Position X 0.819155 Y 1.362013 Z 0
Rotation X 0 Y 0 Z 0
Scale X 1.0766 Y 1.0766 Z 1.0766
Sprite Renderer
Sprite Player32x32_12
Color
Flip
Draw Mode Simple
Mask Interaction None
Sprite Sort Point Center
Material Sprite2D
Additional Settings
Sorting Layer Characters
Order in Layer 0
Animator
Controller PlayerController
Avatar None (Avatar)
Apply Root Motion
Update Mode Normal
Culling Mode Always Animate
Box Collider 2D
Edit Collider
Material None (Physics Material 2D)
Is Trigger
Used By Effector
Used By Composite
Auto Tiling
Offset
Project
Console
Favorites
Assets
Animations
Fonts
HealthBar
Materials
Prefabs
Scenes
Scripts
MonoBehaviours
ScriptableObjects
Sprites
Enemies
Objects
Outdoors
Player
Assets > Scripts > ScriptableObjects
Heart
HitPoints
HitPoints
Item
Item
Nombre: coin
05:08 p. m.
13/11/2024


Player Animations 2D Parte 6.pdf
propiedades
enemy-idle-1 -> enemy-walk-1
Has Exit Time
Settings
Exit Time
Fixed Duration
Transition Duration
Transition Offset
Interruption Sourc
Current State Then Next Stat
Ordered Interruptic
Add Behaviour


Player Animations 2D Parte 6.pdf
Configurar Wander Script
Enlaza el Script al Prefab EnemyObject y establecer sus propiedades.
Wander (Script)
Pursuit Speed 1.4
Wander Speed 0.8
Direction Change Interval 3
Follow Player
Player Player (Player)
Health Bar HealthBarObject (Health Bar)
Presiona Play y el enemigo andará alrededor de la escena, Ojo todavía no lo sigue del todo.
Add Component