Click

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

public class GameManager : MonoBehaviour
{
   public static GameManager Instance;
   public GameObject prefabcirculo , prefabcuadrado;
   private int rebotes;

   // Start is called before the first frame update
   void Start()
   {
      Time.timeScale = 1;
   }

   private void Awake()
   {
      // Singleton estructura

      if(Instance == null)
      {
         Instance = this;
         DontDestroyOnLoad(gameObject);
      }
      else
      {
         Destroy(gameObject);
      }
   }

   // Update is called once per frame
   void Update()
   {
      darleclickpantalla();
   }

   void darleclickpantalla()
   {
      if (Input.GetKeyDown(KeyCode.Mouse0))
      {

         Vector3 posRaton = Camera.main.ScreenToWorldPoint(Input.mousePosition);
         posRaton.z = transform.position.z;

         GameObject clone;

         if (Random.Range(0,2) == 0)
         {
            clone = Instantiate(prefabcirculo);
         }
         else
         {
            clone = Instantiate(prefabcuadrado);
         }
         clone.transform.position = posRaton;

         //GameObject pelotaclone = Instantiate(prefabcirculo);
         //pelotaclone.transform.position = posRaton;

      }


   }

   public void reiniciar()
   {

      SceneManager.LoadScene(SceneManager.GetActiveScene().name);

   }

   public void incrementarrebotes()
   {
      rebotes ++;
   }

   public int ObtenerRebotes()
   {
      return rebotes;
   }

}
```

movimiento

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


public class Movimento_pelota : MonoBehaviour
{
   //Declaro Variables


   float tiempo = 0;
   int rebotes = 0;
   public TMP_Text texto_tiempo, texto_Rebote,texto_reporte;
   public GameObject pantalla_perdiste;

   Rigidbody2D rb;


   void Start()
   {
      rb = GetComponent<Rigidbody2D>();

      //rb.velocity = new Vector3(5, 0, 0); --- rb.velocity = transform.up * 5;

      transform.eulerAngles= new Vector3(0, 0, Random.Range(0f, 360f));

      rb.velocity = transform.up * 5;
   }

   // Update is called once per frame
   void Update()
   {
      tiempo += Time.deltaTime;
      Actualizacion_Interfaz();
      fin();
   }

   void Actualizacion_Interfaz()
   {
      texto_tiempo.text = "TIEMPO:" + tiempo;
      texto_Rebote.text = "REBOTE:" + GameManager.Instance.ObtenerRebotes();
   }

   void fin()
   {
      if (GameManager.Instance.ObtenerRebotes() >= 10)
      {
         Time.timeScale = 0;
         texto_reporte.text = "Has aguantado" + tiempo + "segundo.";
         pantalla_perdiste.SetActive(true);

      }
   }

   private void OnCollisionEnter2D(Collision2D collision)
   {
      if (collision.gameObject.tag == "Obstaculo")
      {
         rb.velocity = rb.velocity * 1.1f;
      }
      if (collision.gameObject.tag == "Pared")
      {
         GameManager.Instance.incrementarrebotes();
      }

   }
}
```

Obstaculo

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

public class Obstaculo : MonoBehaviour
{
   // Start is called before the first frame update

   float timer = 3;
   void Start()
   {

   }

   // Update is called once per frame
   void Update()
   {
      tiempo_para_eliminar();
   }

   private void OnCollisionEnter2D(Collision2D collision)
   {
      if (collision.gameObject.tag == "Aron")
      {
         Destroy(gameObject);
      }
   }

   void tiempo_para_eliminar()
   {
      timer -= Time.deltaTime;

      if (timer <= 0)
      {
         Destroy(gameObject);
      }
   }
}
```

Movimiento

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

public class Control_naruto : MonoBehaviour
{

    public float velocidad = 1;
    public GameObject rasengan;
    public float Tiempo_para_hacer_rasengan,TiempoDeEspaera;

    private int puntuacion;
    public Text puntuaciontext;

    public int vida;
    public Text VidaNaruto;

    public GameObject panelVictoria, PanelDerrota;


    Rigidbody2D rb;
    // Start is called before the first frame update
    void Start()
    {
        rb = GetComponent<Rigidbody2D>();
        puntuacion = 0;
        ActualizarPuntuacion();
        vida = 10;
    }

    // Update is called once per frame
    void Update()
    {
        //Movimientos();
        MovimientoRB();
        Disparo();
        CondicionVictoria();
        Tiempo_para_hacer_rasengan -= Time.deltaTime;
        VidaNaruto.text = "Vida: " + vida.ToString();
    }

    //void Movimientos()
    //{
    //    if (Input.GetKey(KeyCode.D))
    //    {
    //        transform.position += new Vector3(velocidad, 0, 0);
    //    }
    //    if (Input.GetKey(KeyCode.W))
    //    {
    //        transform.position += new Vector3(0, velocidad, 0);
    //    }
    //    if (Input.GetKey(KeyCode.S))
    //    {
    //        transform.position += new Vector3(0, -velocidad, 0);
    //    }
    //    if (Input.GetKey(KeyCode.A))
    //    {
    //        transform.position += new Vector3(-velocidad, 0, 0);
    //    }
    //}

    void MovimientoRB()
    {
        float x = 0, y = 0;
        if (Input.GetKey(KeyCode.D))
        {
            x += 1;
        }
        if (Input.GetKey(KeyCode.W))
        {
            y += 1;
        }
        if (Input.GetKey(KeyCode.S))
        {
            y -= 1;
        }
        if (Input.GetKey(KeyCode.A))
        {
            x -= 1;
        }
        rb.velocity = new Vector2(x, y) * velocidad;
    }

    void Disparo()
    {
        if (Input.GetKeyDown(KeyCode.Space) && Tiempo_para_hacer_rasengan <=0)
        {
            Instantiate(rasengan,transform.position, Quaternion.Euler(0,0,90) );
            Tiempo_para_hacer_rasengan = TiempoDeEspaera;
        }


    }

    private void OnTriggerEnter2D(Collider2D other)
    {
        if (other.CompareTag("Enemy"))
        {
            vida--;
            Debug.Log(vida);
            if (vida < 0) {

            Destroy(gameObject);
            }
        }
    }

    public void IncrementarPuntuacion(int puntos)
    {

        puntuacion += puntos;
        ActualizarPuntuacion();
    }

    void ActualizarPuntuacion()
    {
        puntuaciontext.text = "Puntos: " + puntuacion.ToString();

    }

    void CondicionVictoria()
    {
        if (puntuacion == 3)
        {
            panelVictoria.SetActive(true);
            Time.timeScale = 0;

        }

        if (vida == 0)
        {
            PanelDerrota.SetActive(true);
            Time.timeScale = 0;
        }
    }
}
```

generador_pains

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

public class Generador_pain : MonoBehaviour
{
    public GameObject pain;
    public float tiempoEntreSpawns = 2f; // Tiempo entre cada spawn en segundos

    // Start is called before the first frame update
    void Start()
    {
        // Comienza la corrutina para generar pain
        StartCoroutine(tiempo_crear_pain());
    }

    // Método para generar un pain
    void CrearPain()
    {
        GameObject pains = Instantiate(pain) as GameObject;
        pains.transform.position = new Vector3(Random.Range(8,-8),4 , 0);
    }

    // Corrutina para generar pain cada cierto tiempo
    IEnumerator tiempo_crear_pain()
    {
        while (true) // Repetir indefinidamente
        {
            CrearPain(); // Generar un pain
            yield return new WaitForSeconds(tiempoEntreSpawns); // Esperar el tiempo especificado
        }
    }
}
```

Enemigo

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

public class Pain : MonoBehaviour
{
   public float Velocidad_bajada;
   public int vida;

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

      if (vida <= 0)
      {
         Control_naruto controlNaruto = FindObjectOfType<Control_naruto>(); // Buscar el objeto Control_naruto en la escena
         if (controlNaruto != null)
         {
            controlNaruto.IncrementarPuntuacion(1);
         }
         Destroy(gameObject);
         Debug.Log("Pain muerto");
      }
   }

   void movimiento_pain()
   {
      transform.position += new Vector3(0, Velocidad_bajada * Time.deltaTime, 0);
   }
}
```

Rasengar

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

public class Rasengan : MonoBehaviour
{
   public float velocidad;

   // Start is called before the first frame update
   void Start()
   {
      Destroy(gameObject, 2f);
   }

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

   }

   void movimiento_rasengan()
   {
      transform.position += new Vector3(0, velocidad * Time.deltaTime, 0);
   }

   private void OnTriggerEnter2D(Collider2D other)
   {
     if(other.CompareTag("Enemy"))
      {
         other.gameObject.GetComponent<Pain>().vida -= 1;
         Destroy(gameObject);
      }
   }
}
```

Resrt

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

public class Reset : MonoBehaviour
{
   // Start is called before the first frame update
   void Start()
   {

   }

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

   }

   public void reiniciarjuego()
   {
      SceneManager.LoadScene("Naruto");
   }

}
```

Desactivar_boton_plataforma

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

public class Game_Manager : MonoBehaviour
{
    // Start is called before the first frame update

    public GameObject plataforma_amarilla;
    void Start()
    {
        Desactivar_Button();
        plataforma_amarilla.SetActive(true);
    }

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

    }

    public void Desactivar_Button()
    {
        plataforma_amarilla.SetActive(false);
    }
}
```

Movimiento_independiente

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

public class movimiento_personaje : MonoBehaviour
{
    // Start is called before the first frame update
    Rigidbody2D rb;

    public float velocidad = 5f;
    private bool Moverse = false;
    //public float moveDistance = 2f;

    void Start()
    {
        rb = GetComponent<Rigidbody2D>();
        rb.velocity = Vector2.zero;
        //movimiento();
    }

    // Update is called once per frame
    void Update()
    {
        if (Moverse)
        {
            rb.velocity = new Vector2(velocidad, rb.velocity.y); // Mover el personaje a la derecl
        }
        else
        {
            rb.velocity = Vector2.zero; // Mantener el personaje quieto
        }

}

    public void movimiento()
    {
        Moverse = true;
        //rb.velocity = new Vector2(velocidad, rb.velocity.y);
        //rb.velocity = transform.up * 5;
        //rb.MovePosition(rb.position + Vector2.right * moveDistance);
        //rb.velocity = new Vector2(velocidad, rb.velocity.y);
    }



    private void OnCollisionEnter2D(Collision2D collision)
    {
        if (collision.gameObject.tag == "Puerta_Roja")
        {
            Debug.Log("ENTRE A LA PUERTA ROJA");
        }
        if (collision.gameObject.tag == "Puerta_azul")
        {
            Debug.Log("ENTRE A LA PUERTA AZUl");
        }


    }
}
```

Movimiento_Verde

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

public class Movimiento_Verde : MonoBehaviour
{
    public float velocidad = 5f;
    private Vector3 destino;

    void Start()
    {
        destino = transform.position;
    }

    void Update()
    {
        MoverHaciaClick();
    }

    void MoverHaciaClick()
    {
        if (Input.GetKeyDown(KeyCode.Mouse0))
        {
            Vector3 posRaton = Camera.main.ScreenToWorldPoint(Input.mousePosition);
            posRaton.z = transform.position.z;
            destino = posRaton;
        }

        // Mover el objeto hacia el destino
        transform.position = Vector3.MoveTowards(transform.position, destino, velocidad * Time.deltaTime);
    }
}
```

Astronauta

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

public class Astronauta : MonoBehaviour
{
    Rigidbody2D rb;
    public float velocidad = 5, fuerzaSalto = 5, DistanciaRayo =0.25f;
    public bool grounded = false;
    public Transform SensorSuelo,PuntoDisparo;
    public LayerMask MascaraSuelo;
    Animator animator;
    public GameObject bala;


    void Start()
    {
        rb = GetComponent<Rigidbody2D>();
        animator = GetComponent<Animator>();
    }

    // Update is called once per frame
    void Update()
    {
        if (Time.timeScale > 0)
        {
            Salto();
            Encarar();
            DetectarSuelo();
            Disparo();
        }
    }
    private void FixedUpdate()
    {
        if (Time.timeScale > 0)
        {
            Movimiento();
            //Salto();


        }
    }

    void Movimiento()
    {
        float x = 0;
        if (Input.GetKey(KeyCode.D))
        {
            x++;
            //transform.eulerAngles = new Vector3(0, 0, 0);
        }
        if (Input.GetKey(KeyCode.A))
        {
            x--;
            //transform.eulerAngles = new Vector3(0, 180, 0);
        }

        rb.velocity = new Vector2(x * velocidad, rb.velocity.y);

        if (x == 0)
            animator.SetBool("movx", false);
        else
            animator.SetBool("movx", true);
    }
    void Encarar()
    {
        Vector3 posRaton = Camera.main.ScreenToWorldPoint(Input.mousePosition);
        posRaton.z = transform.position.z;
        if(posRaton.x > transform.position.x)
            transform.eulerAngles = new Vector3(0,0, 0);
        else
            transform.eulerAngles = new Vector3(0,180,0);
    }
    void Salto()
    {
        if(Input.GetKeyDown(KeyCode.W) && grounded)
            rb.velocity = new Vector2(rb.velocity.x,fuerzaSalto);
    }
    void DetectarSuelo()
    {
        grounded = Physics2D.Raycast(SensorSuelo.position, SensorSuelo.up, DistanciaRayo , MascaraSuelo);
        animator.SetBool("grounded", grounded);
        Debug.DrawRay(SensorSuelo.position, SensorSuelo.up * DistanciaRayo, Color.red);
    }
    void Disparo()
    {
        if (Input.GetKeyDown(KeyCode.Space))
        {
            GameObject frontal = Instantiate(bala);
            //frontal.transform.position = transform.position + new Vector3(0, 2.5f, 0);
            frontal.transform.position = PuntoDisparo.position /*+ transform.up * 2.5f*/;
            frontal.transform.eulerAngles = PuntoDisparo.eulerAngles + new Vector3(0, 0, 180);
        }
    }
    private void OnTriggerEnter2D(Collider2D collision)
    {
        if (collision.tag == "Moneda")
        {
            Destroy(collision.gameObject);// destruccion de lo que te colisiona
            DatosGlobales.Puntuacion += 10;
        }
    }
}
```

apuntar

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

public class Apuntar : MonoBehaviour
{
    // Start is called before the first frame update
    void Start()
    {

    }

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

        Vector3 posRaton = Camera.main.ScreenToWorldPoint(Input.mousePosition);
        posRaton.z = transform.position.z;
        Vector3 direccion = posRaton - transform.position;
        transform.up = direccion;


        /*if (Input.GetKeyDown(KeyCode.Mouse1))
        {
            print(Input.mousePosition);
            Vector3 posRaton = Camera.main.ScreenToWorldPoint(Input.mousePosition);
            posRaton.z = transform.position.z;
            print(posRaton);

            Vector3 direccion = posRaton - transform.position;
            transform.up= direccion;
        } */
    }
}
```