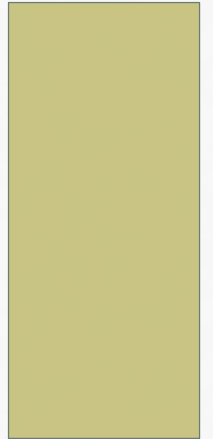


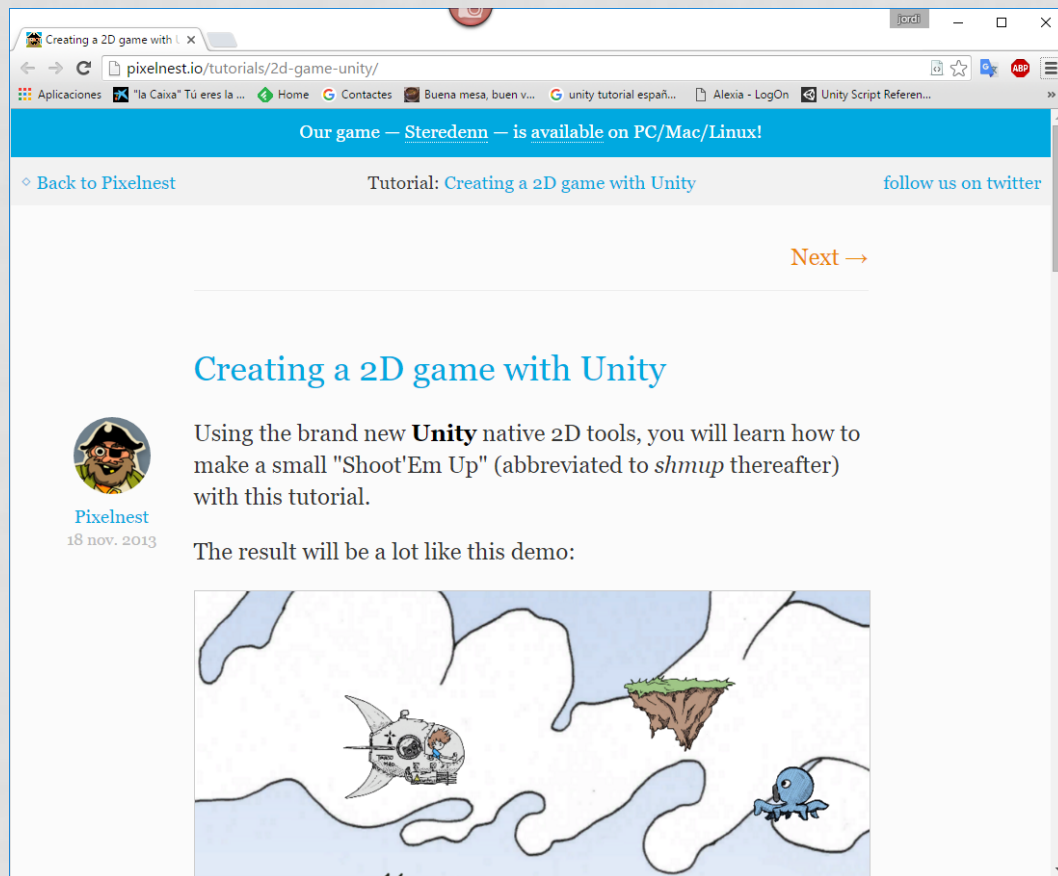
UNITY

PULPI – JOC 2D PER ANDROID



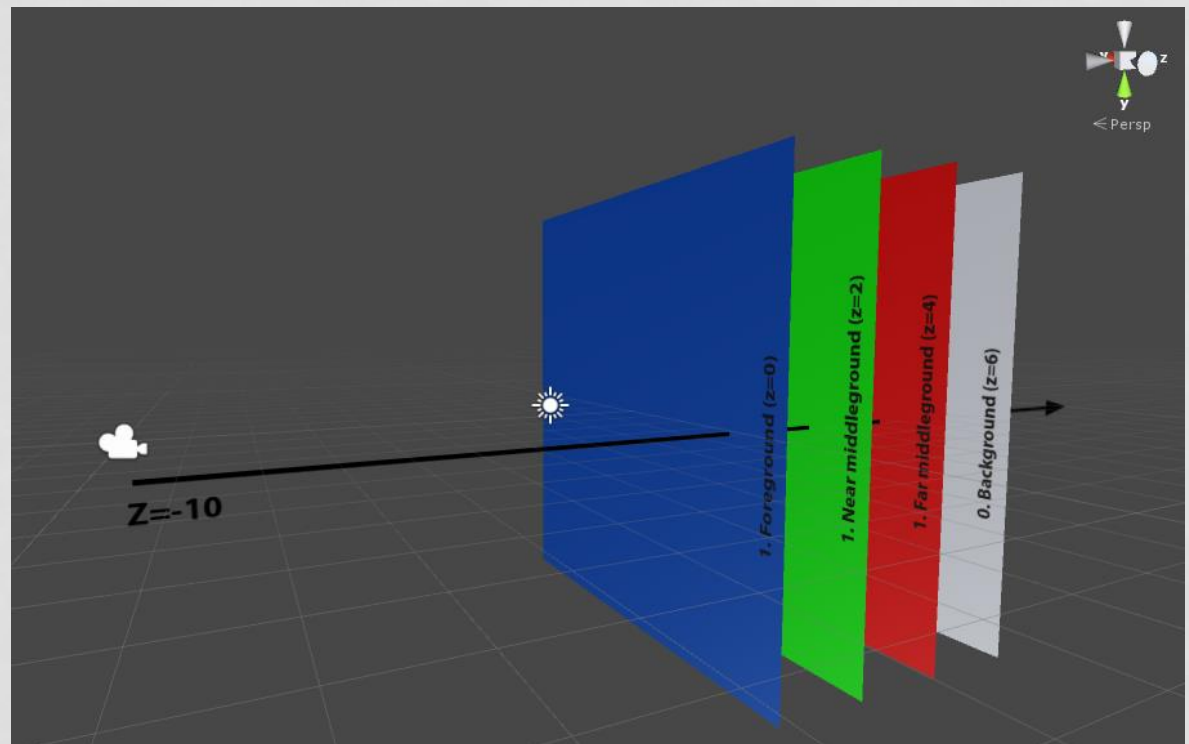
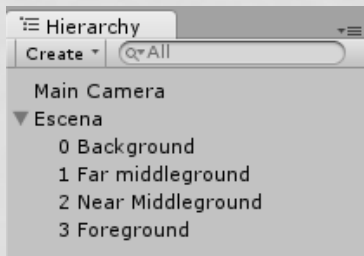
FONT ORIGINAL

<http://pixelnest.io/tutorials/2d-game-unity/>



PREPARACIÓ ESCENA

- Creem projecte **2D** i configurem per Android
- Creem la següent estructura. Establirem valors en el eix Z que garanteixin una visualització correcte



PREPARACIÓ ESCENA

- Importem **background.png**. Verifiquem **Texture Type i Max Size**. Tenint-lo seleccionat, MENU → GO → 2D Object → **Sprite**. Renombrem i posem a *0 Background*
- Creem prefab
- Dupliquem i desplacem 20,48 (2048 px/ **Pixels per Unit**)

PREPARACIÓ ESCENA

- El **Size** de la càmera a 10,24

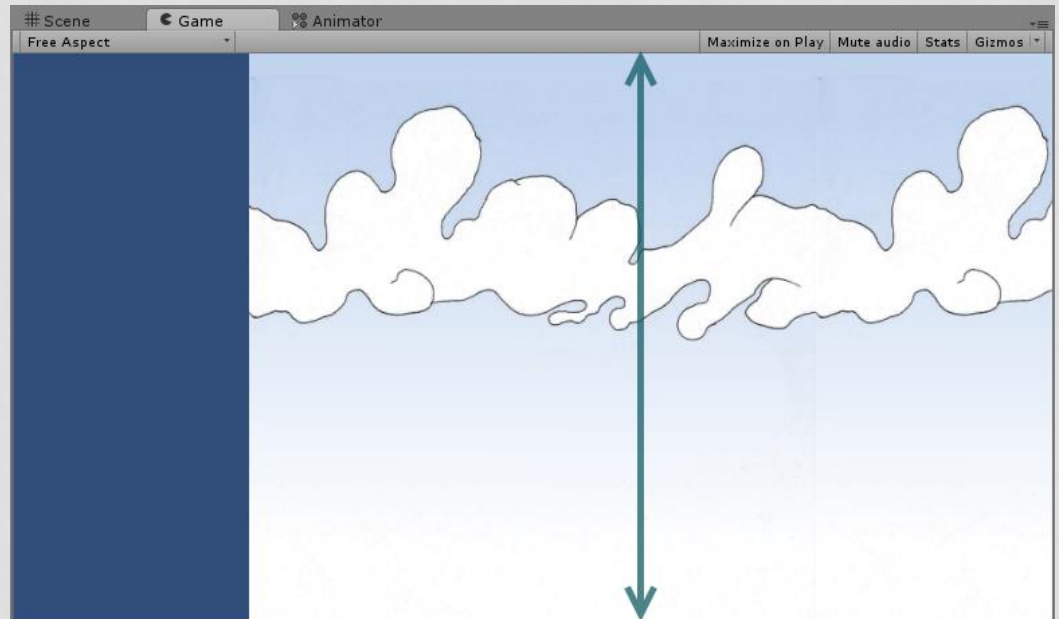
Camera.orthographicSize

SWITCH TO MANUAL

public float **orthographicSize**;

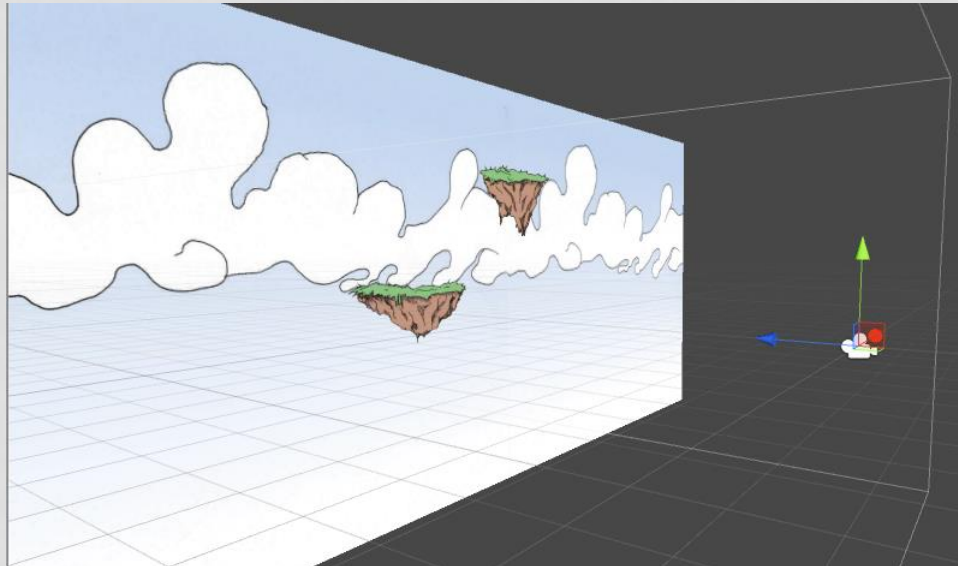
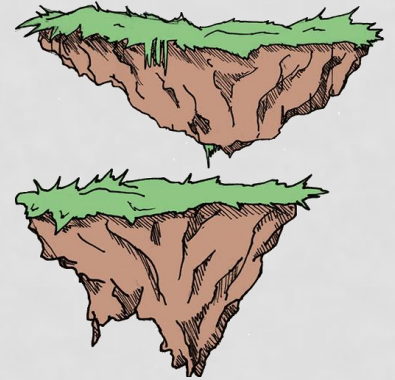
Description

Camera's half-size when in orthographic mode.



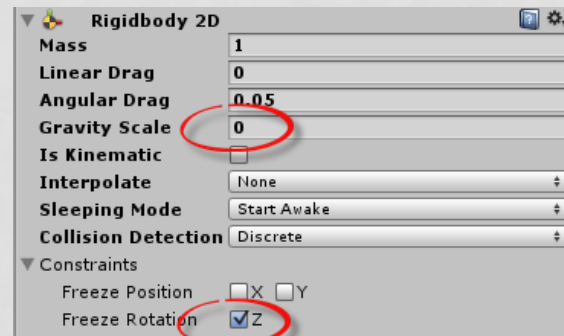
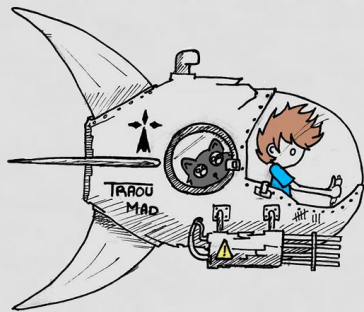
PREPARACIÓ ESCENA

- Afegim **platforms.png**, i la fem **Multiple**. Copiem en 1 Far middleground
- Establim eix Z de les capes: valors més grans a les més allunyades (la càmera està en -10)



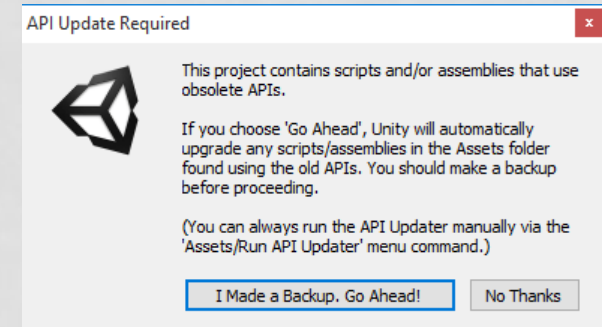
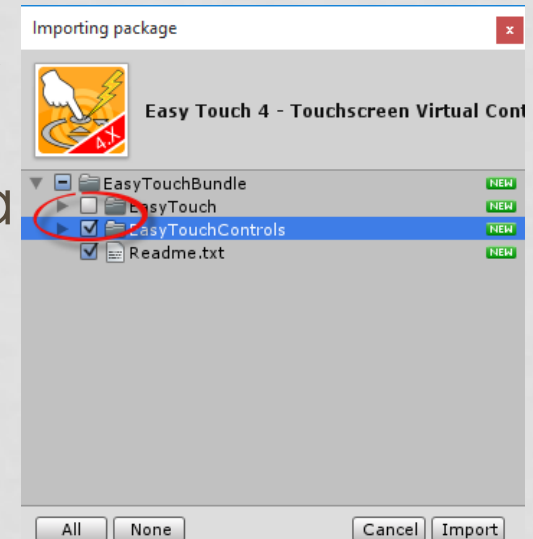
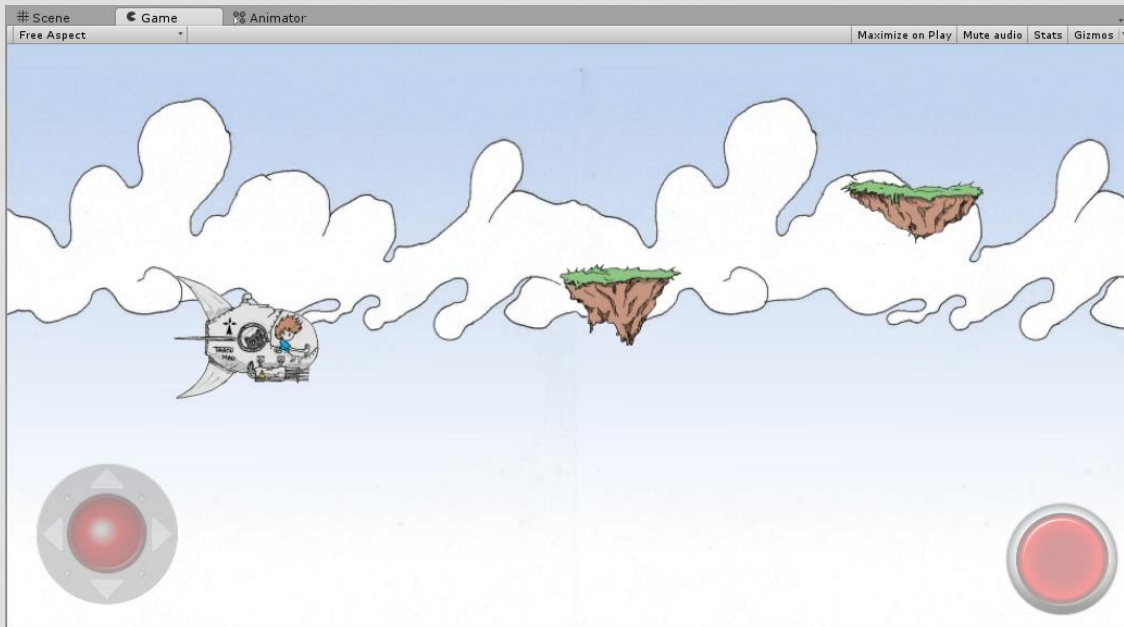
PREPARACIÓ ESCENA

- Importem **player.png**, i arrosseguem a **3 Foreground** (crearà **Sprite** automàticament). El convertim en **prefab**.
- Afegim un **Box collider 2D** (**player hitbox**)
- Afegim **Rigid body 2D** (**Gravity Scale 0 & Freeze Rotation Z**)



CONTROL DE LA NAU

- Afegim el package (només Controls), i ubiquem un joystick a l'escena
- Modifiquem elements per obtenir una escena semblant a la imatge



CONTROL DE LA NAU

- Script per moure-la ([ScrPlayer.cs.v1.txt](#))

```
public float velocidad = 10f;           // velocidad de la nave

Vector2 movi = new Vector2();           // para calcular movimiento
Rigidbody2D rb;                          // para acceder al componente Rigidbody

void Start () {
    rb = GetComponent<Rigidbody2D>(); // Damos valor a rb
}

void Update () {
    movi.x = ETCInput.GetAxis("Horizontal") * velocidad; // Leemos joystick
    movi.y = ETCInput.GetAxis("Vertical") * velocidad;
}

void FixedUpdate ()
{
    rb.velocity = movi; //Aplicamos velocidad. No usar Translate (usamos fisicas!)
}
```

DISPARANT (PROTOTIPUS)

- Versió 1: dispara 1 projectil cada fotograma

```
void Update () {  
    ...  
    if (ETCInput.GetButton("Shot")) Dispara(); // Shot ha de coincidir amb el nom!  
}  
  
void Dispara() {  
    print ("X");  
}
```

DISPARANT (PROTOTIPUS)

- Versió 3: cool down (temps de recuperació).
Dispara amb cadència

```
const float cadencia=0.5f; // disparará cada 5 décimas de segundo
float crono=0f;           // para contar el tiempo que tiene que estar sin disparar

void Update () {
    ...
    if (ETCInput.GetButton("Shot") && crono<=0) Dispara();
    // la siguiente linea permite disparo rápido con múltiples clicks
    if (ETCInput.GetButtonUp("Shot")) crono = 0f;
    crono-=Time.deltaTime;    ...
}

void Dispara() {
    crono=cadencia;
    print ("X");
}
```

CREEM ENEMICS

- Importem **pulpi & more.png** i retallem
- Afegim a la capa **3 Foreground**
- Afegim **BoxCollider2D** i **RigidBody2D**
- Creem script per moure'l



MOVEM ENEMICS V2

- Primera versió: es mou en línia recta (**ScrPulpi.cs.v1.txt**)

```
public float velX=-5f;
Vector2 movimiento = new Vector2();
Rigidbody2D rb;

void Start () {
    rb = GetComponent<Rigidbody2D> ();
    movimiento.x = velX;
    movimiento.y = 0;
}

void Update () {
}

void FixedUpdate()
{
    rb.velocity = movimiento;
}
```

VARIES IA

Primero explicarlo sin aleatoriedad, y cuando ya tengamos varias funciones, se define

```
Rigidbody2D rb;
```

```
// Establece cómo debe moverse el pulpo. Si es 0, elegirá la forma aleatoriamente
```

```
public int tipoIA = 1;
```

```
int totalIA = 4;
```

```
void Start () {
```

```
    rb = GetComponent<Rigidbody2D> ();
```

```
    if (tipoIA == 0) tipoIA = Random.Range (1, totalIA + 1);
```

```
}
```

```
void FixedUpdate()
```

```
{
```

```
    CalculaMovimiento (tipoIA);
```

```
    rb.velocity = movimiento;
```

```
}
```

```
public static int Range(int min, int max);
```

Description

Returns a random integer number between min [inclusive] and max [exclusive] (Read Only).

Note that max is exclusive, so using Random.Range(0, 10) will return values between 0 and 9. If max equals min, min will be returned.

VARIES IA

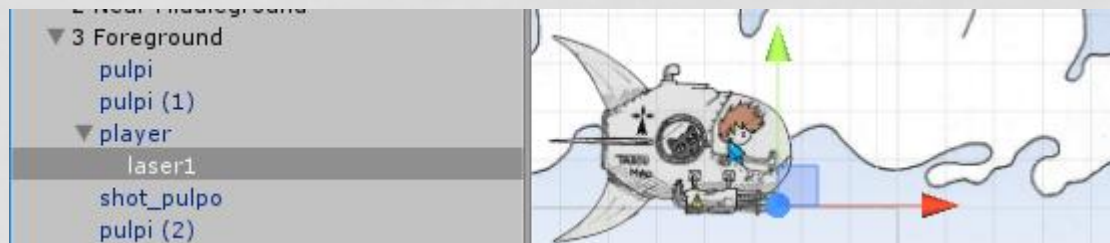
```
void CalculaMovimiento (int tipo)
{
    switch (tipo) {
        case 1: // a velocidad X
            movimiento.x = velX;
            movimiento.y = 0f;
            break;
        case 2: // la mitad de rápido que el anterior
            movimiento.x = velX/2;
            movimiento.y=0;
            break;
        case 3: // velocidad entre 1 y 10, y además en ascenso
            movimiento.x = Random.Range (-10,-1); // ATENCIÓN!! Cómo hacer que no cambie cada fotograma??
            movimiento.y=1;
            break;
        case 4: // movimiento sinusoidal
            float freq = 3f;
            float amplitud = 10f;
            movimiento.x = velX;
            movimiento.y = Mathf.Sin (Time.time*freq) * amplitud;
            break;
    }
}
```

IMPLEMENTAR TRETETS

- Triem sprite
- Afegim Box Collider 2D i fem Trigger
- Creem i associem script **ScrShot.cs**
- Associem el tag **shot1_player**
- Creem prefab

```
public float vel = 20f;  
void Update () {  
    transform.Translate(vel * Time.deltaTime,0,0); }
```

- Per definir d'on sortiran els projectils, creem un Empty GameObject fill de la nau



IMPLEMENTANT TRETETS

- Modifiquem ScrPlayer.cs perquè generi projectils

```
public Transform disparo; // elemento a instanciar. Arrastramos bala
public Transform arma;    // De donde sale el proyectil

void Dispara() {
    crono=cadencia;
    Instantiate(disparo, arma.position, arma.rotation);
}
```

- Per evitar que s'acumulin els projectils, dins **ScrShot.cs**:

```
void Start () {
    Destroy(gameObject,4); // per si no col·lisiona amb res
}

void Destruye() {
    Destroy(gameObject); // quan col·lisioni
}
```

MÚLTIPLES CANONS

- Dupliquem 2 vegades l'Empty GameObject del canó, i girem 20° i -20° en el eix de les Z. També desplaçem lleugerament perquè no surtin de la mateixa banda
- Canviem armes per un array, i la funció **Dispara()**;

```
public Transform[] armas;
...
void Dispara() {
    foreach (Transform arma in armas)
    {
        if (arma.gameObject.activeSelf)
            Instantiate(disparo, arma.position, arma.rotation);
    }
}
```

COM ACTIVAR / DESACTIVAR

- Si volem que una arma desactivada s'activi quan passi alguna cosa:

```
if (passa_alguna_cosa) armas[0].gameObject.SetActive(true);
```

Ex: que s'activin els lassers superior i inferior als 5 segons de joc. A **ScrPlayer.cs** escriuriem:

```
if (Time.time>5) {  
    armas [0].gameObject.SetActive (true);  
    armas [2].gameObject.SetActive (true);  
}
```

A la funcio **Dispara**:

```
if (arma.gameObject.activeSelf) . . .
```

DETECTANT COL·LISIONS

- A tot allò que pugui infringir mal a un altre objecte li associarem l'script **ScrDanyo.cs**, que determina amb quina força li farà

```
public float danyo=1f; // quant mal fa
```

- L'associem a les bales i al pop

RECORDAR ANAR ACTUALITZANT ELS PREFABS!!

DETECTANT COL·LISIONS

- **OnTriggerEnter2D** (**Collider2D** otherCollider): només funciona si un dels objectes té un rigidBody connectat. També un dels 2 ha de tenir un collider amb **IsTrigger** activat
- **OnCollisionEnter2D** (**Collision2D** info): per aquells casos en els que hi ha col·lisió real (els objectes s'empenyen entre si). Un dels dos ha de tenir un rigidBody no cinemàtic associat

DETECTANT COL·LISIONS

Creem script **ScrControlVida.cs**, que aplicariem a tot allò que poguem destruir

```
public float vitalidad=2f; // cuánta fuerza tiene. Los disparos la disminuyen

void OnTriggerEnter2D(Collider2D otro) {
    if (otro.tag == "shot1_player") { // Es un disparo del player
        float danyo = otro.GetComponent<ScrDanyo>().danyo; // qué daño causa?
        vitalidad -= danyo; // disminuimos la fuerza
        if (vitalidad <= 0) Destruye(); // si fin de vida, lo destruye
        Destroy(otro.gameObject); // destruimos el disparo
    }
}

void Destruye()
{
    Destroy(gameObject);
}
```

DETECTANT COL·LISIONS

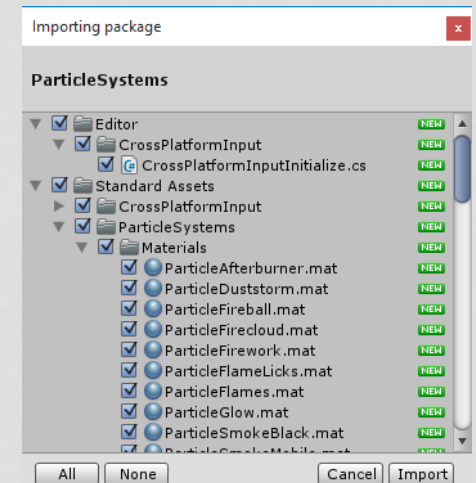
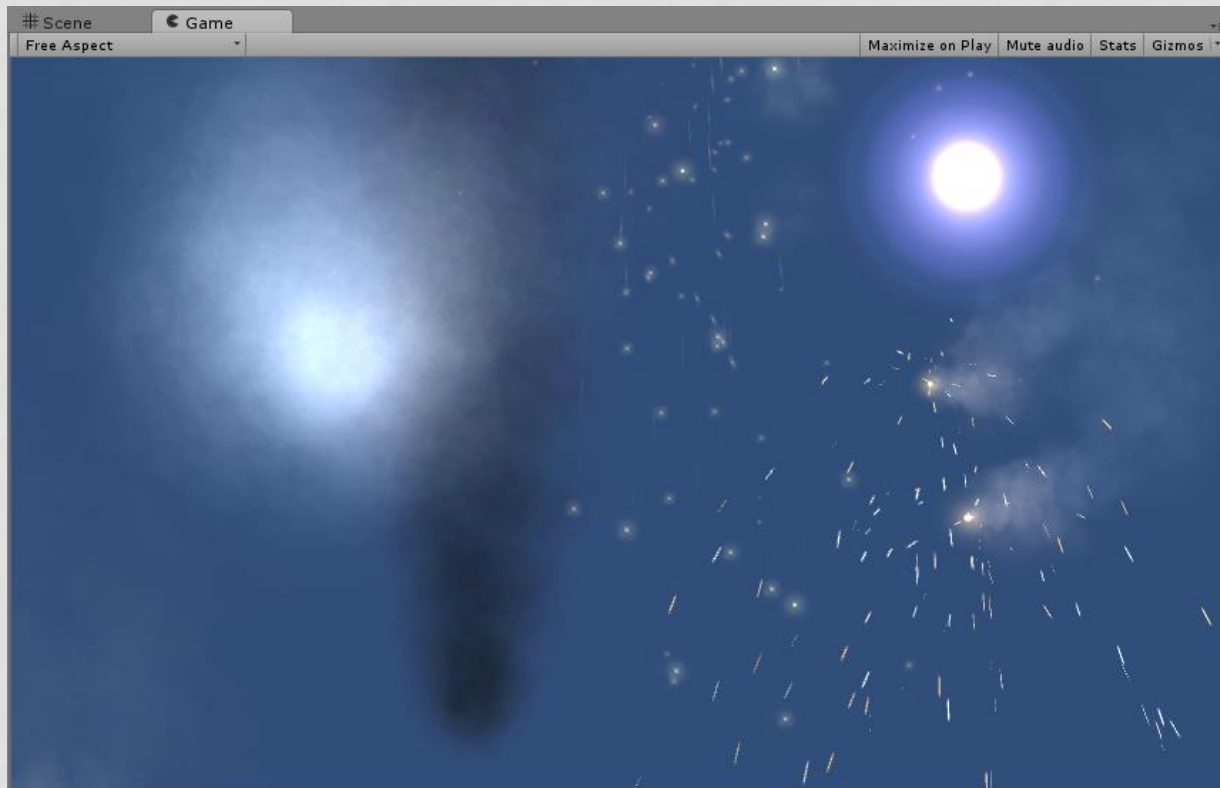
Ara fa desaparèixer el projectil. Però que passa si hi ha diferents tipus de projectils, i cadascú té una forma diferent de destruir-se?

```
// Destroy(otro.gameObject); destruimos el disparo  
otro.SendMessage("Destruye", SendMessageOptions.DontRequireReceiver);
```

SendMessage: busca entre tots els scripts de l'objecte la funció Destruye i l'executa.

EXPLOSIONS

MENU → Assets → Import Package → ParticleSystems



EXPLOSIONS

Simple Particle Pack

♥ Add to Wish List

Category: Particle Systems
Publisher: Unity Technologies
Rating: ★★★★★ (317)
Price: Free

Open in Unity



Requires Unity 4.2.1 or higher.

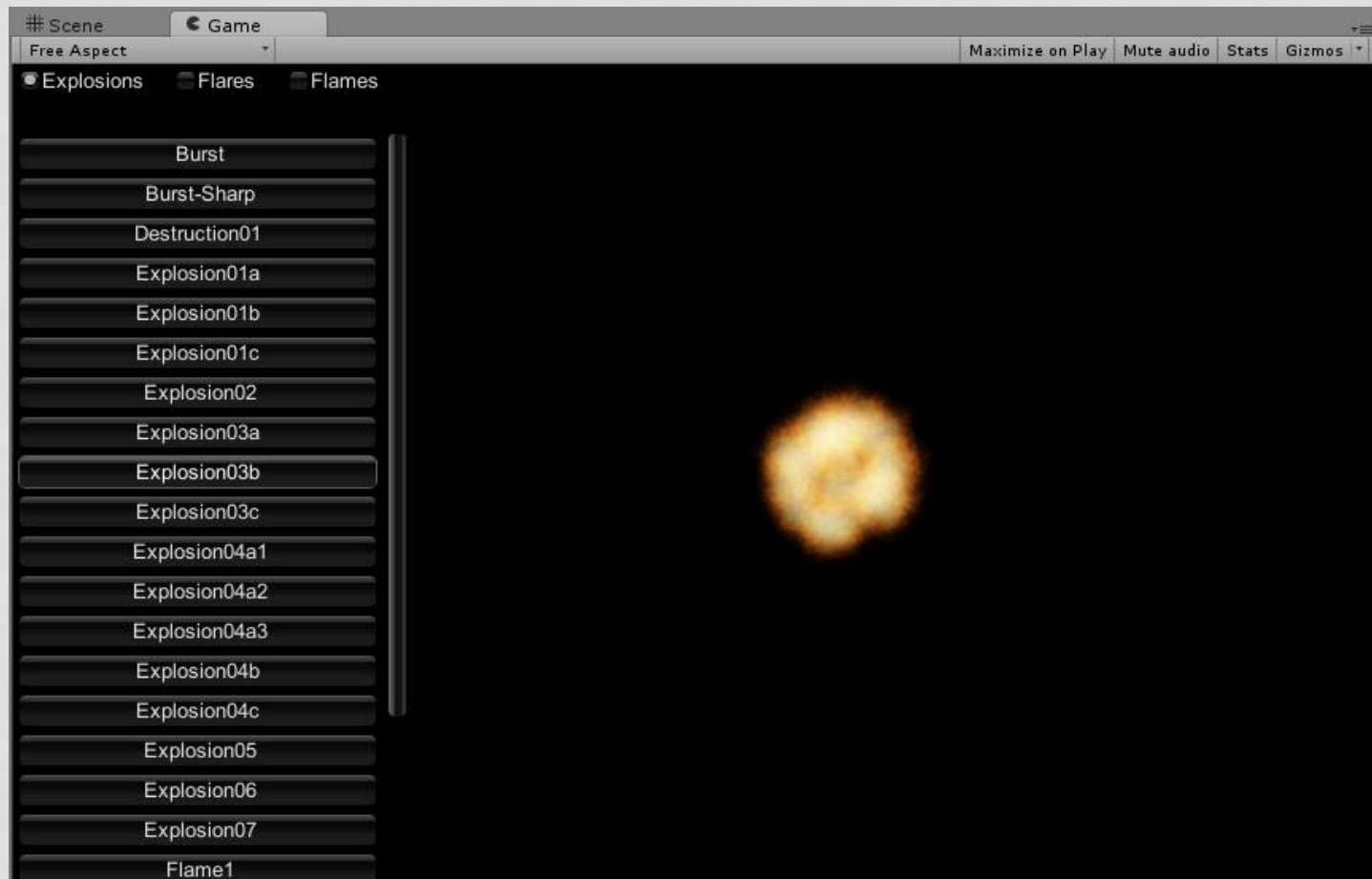
A simple particle pack using Shuriken particles from Unity Technologies, this package contains a collection of small explosions, flares and flames.

Primarily intended as a part of the Unity Technologies Live Training Program, this pack is fully functional and free to use in any of your games.

Preview and test the full range of effects by clicking on this link.



EXPLOSIONS



EXPLOSIONS

Dynamic Elements Effect Pack

♥ Add to Wish List

Category: Particle Systems/Magic

Publisher: Kalamona

Rating: ★★★★★ (170)

Price: \$30

Buy \$30



Requires Unity 3.5.7 or higher.

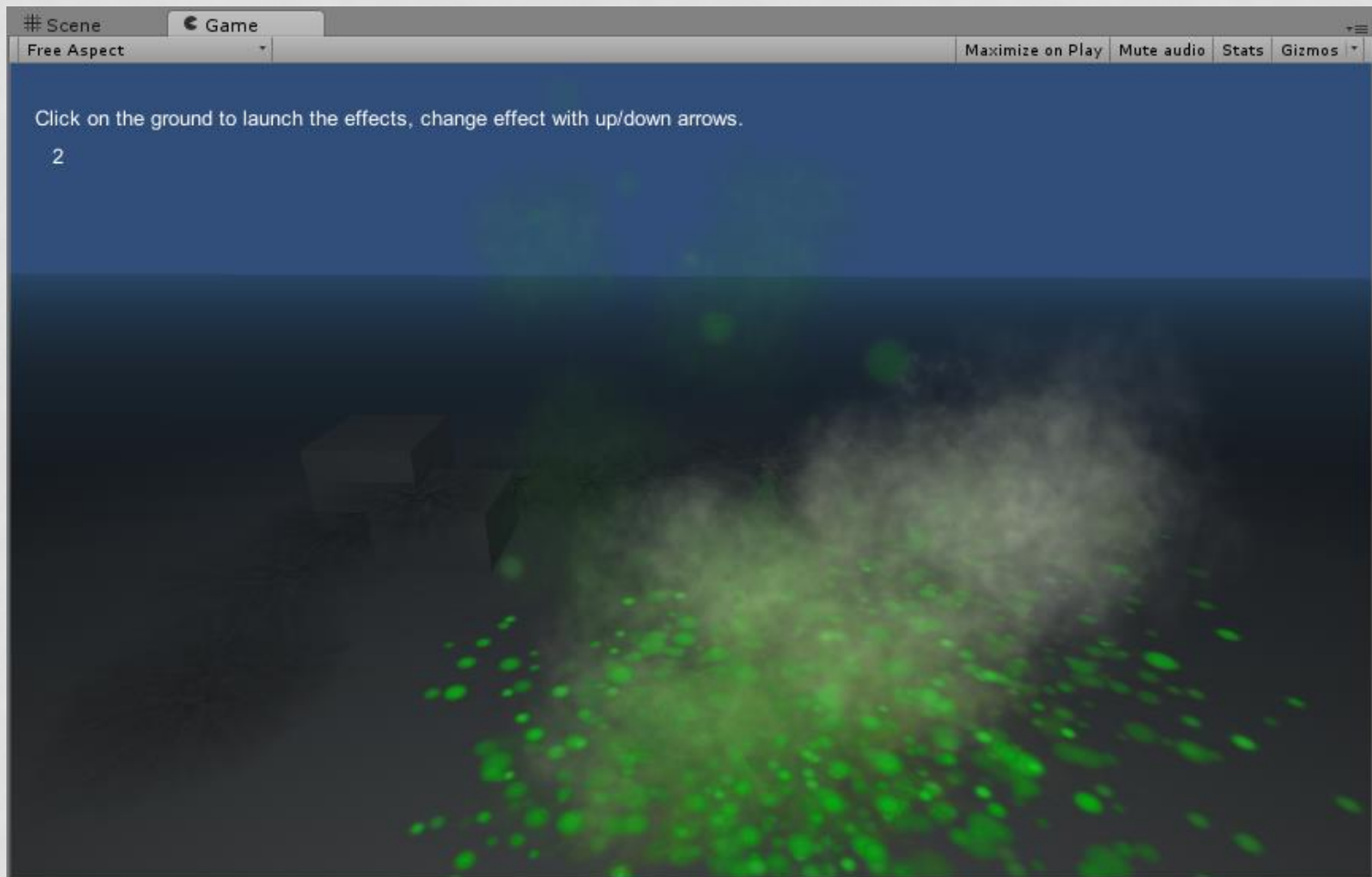
More than 40 dynamic, sophisticated effect prefabs. Each effect consists at least 3-4 individual particle systems, some have additional scripting and 3d models. The effects use "realistic" scaling, the figure in the demo is about 2m tall.

INTERACTIVE DEMO

Simply create the prefab with the Instantiate command (example scene added), and the effect plays and destroys itself. It is a great out-of-the-box solution for any RPG, MMO, or even strategy and FPS game!



EXPLOSIONS



EXPLOSIONS

Cartoon FX Pack

♥ Add to Wish List

Category: Particle Systems
Publisher: Jean Moreno (JMO)
Rating: ★★★★★ (1672)
Price: \$20

Buy \$20



Requires Unity 4.2.1 or higher.

50+ high quality stylized special effects prefabs! (110+ including variants)

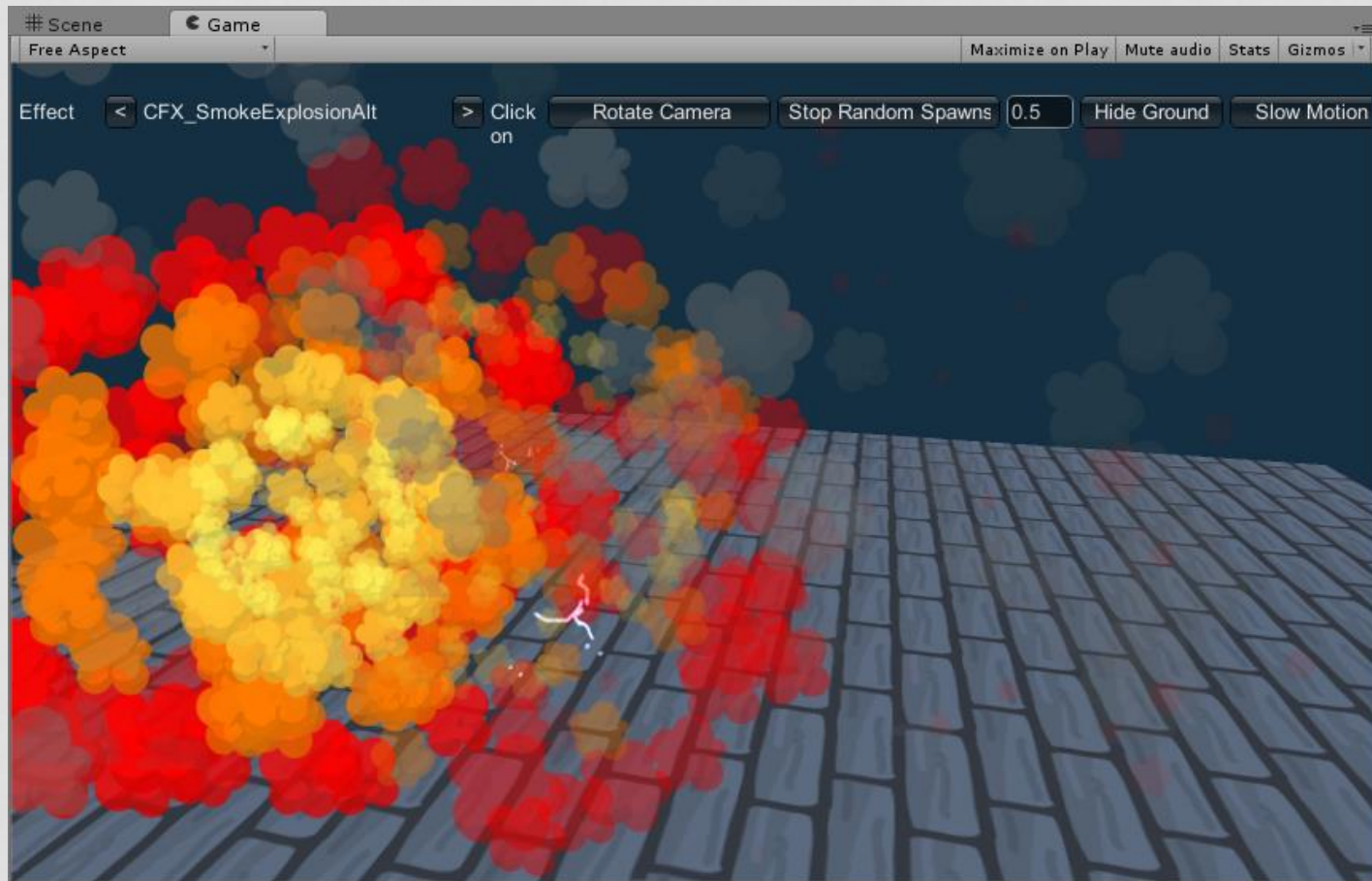
×× INTERACTIVE WEBPLAYER DEMO ××

- Works with **2D** and **3D**!
- Includes **mobile-optimized versions** of all the prefabs!
- Includes **Cartoon FX Easy Editor**!
- Includes **CFX Spawn System** to preload your effects and recycle them (avoiding the use of Instantiate which is costly for mobile platforms)

Other Cartoon FX packs:
Cartoon FX 2



EXPLOSIONS



EXPLOSIONS

Toon Effects Volume 1

♥ Add to Wish List

Category: Particle Systems
Publisher: Hedgehog Team
Rating: ★★★★★ (18)
Price: \$10

Buy \$10



Requires Unity 3.5.3 or higher.

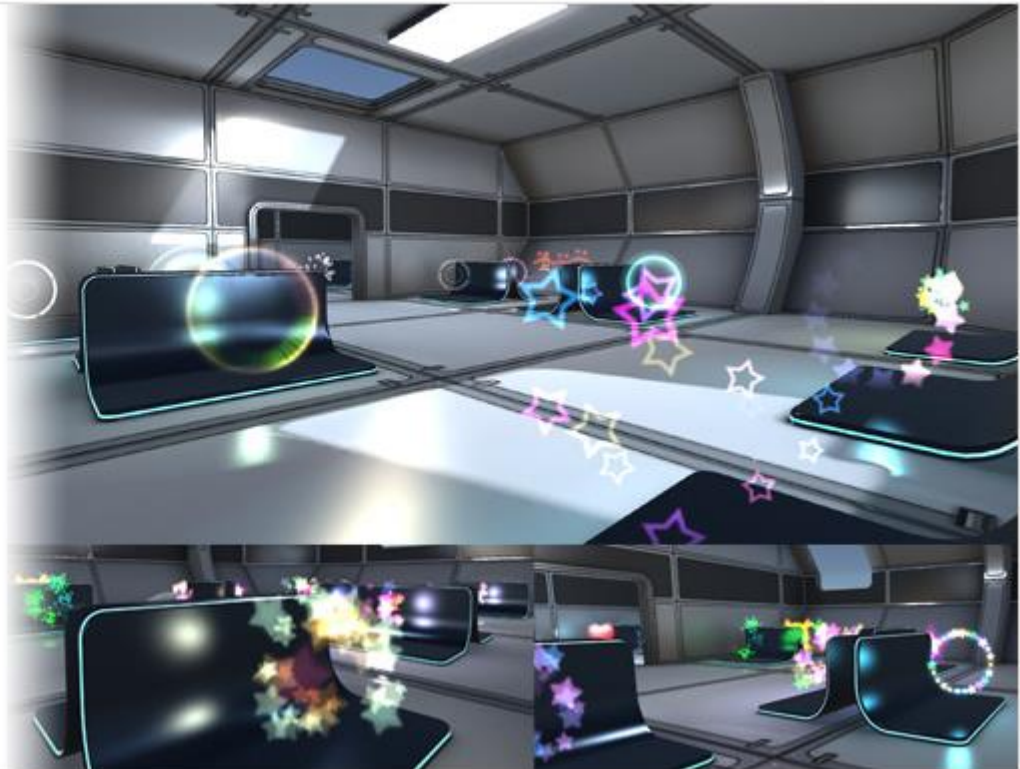
Toon Effects Volume 1 is a nice and varied sprite sheet animation pack!

You can use them in a large variety of projects (particle emitters, 2D games, other...).

Pictures are provided in PNG format (2048x2048 32 => 64 frames) with perfect alpha. For mobile use, consider resizing the images with Unity!

The pack contains :

- 31 high quality sprite sheet animations
- 31 Shuriken emitters to see animations



EXPLOSIÓ

Faré servir Cartoon FX: CFX_Explosion + Text

RECOMANACIÓ: si volem jugar amb els seus paràmetres, el dupliquem i fem canvis sobre la còpia.

Ara modifiquem **Destruye()** de **ScrControlVida.cs**:

```
public Transform explosion;  
...  
void Destruye() {  
    Instantiate(explosion, transform.position, transform.rotation);  
    Destroy(gameObject); // si fin de vida, lo destruye  
}
```


SONS

8 Bit Retro Rampage: Free Edition

♥ Add to Wish List

Category: Audio/Sound FX
Publisher: Red Button Audio
Rating: ★★★★★ (176)
Price: Free

Open in Unity



Requires Unity 4.0.1 or higher.

8 Bit Retro Rampage is a collection of over 1000 carefully edited, ready-to-use and royalty-free wav files that span many game genres. The sounds themselves are all reminiscent of the early days of video games, but still have their place in today's world. A demonstration of the kinds of sounds that are available in this pack (and an idea of how they will sound once implemented in an actual game) can be found here:

[8 Bit Retro Rampage Demo](#)

This free edition contains 150 sounds from the full pack, which can be found [here](#).

For more information, feel free to mail

8-BIT™
RETRO RAMPAGE™
FREE EDITION



SONS

8-bit Sounds Free Package

♥ Add to Wish List

Category: Audio/Sound FX
Publisher: Electrodynamics
Rating: ★★★★★ (70)
Price: Free

Open in Unity



Requires Unity 3.5.2 or higher.

A collection of free sounds in lo-fi quality, useful for 8-bit style games! Included are a variety of noises ranging from pickups, shooting, explosions, crashes, and other useful sounds!

[Preview samples](#)



**8 BIT SOUNDS
FREE PACK**

SONS

Ambient Sample Pack

♥ Add to Wish List

Category: Audio/Ambient/Noise

Publisher: Electrodynamics

Rating: ★★★★★ (134)

Price: Free

Open in Unity



Requires Unity 3.5.2 or higher.

A varied collection of looping sounds used for both indoor and outdoor atmospheres. Useful for various applications to add more life to scenes. This sample pack contains ambience tracks such as rain, machinery, and wind. Perfect to spice up any project.

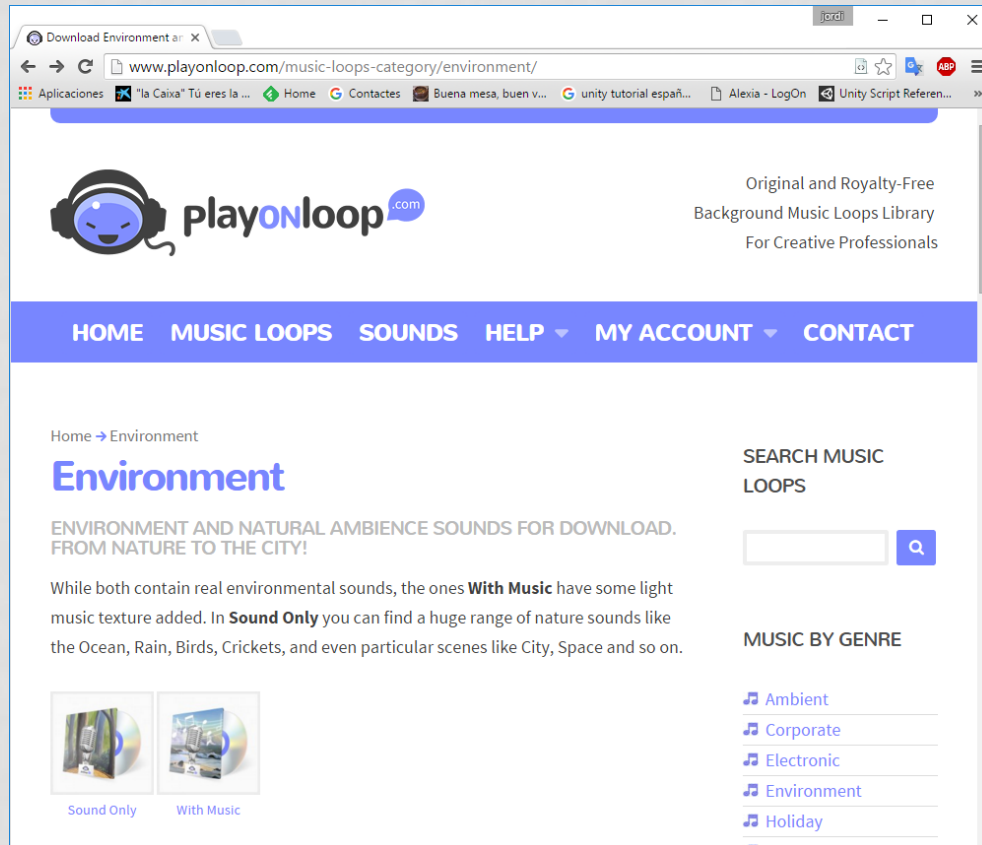
[Preview samples](#)



**AMBIENT
SAMPLE PACK**

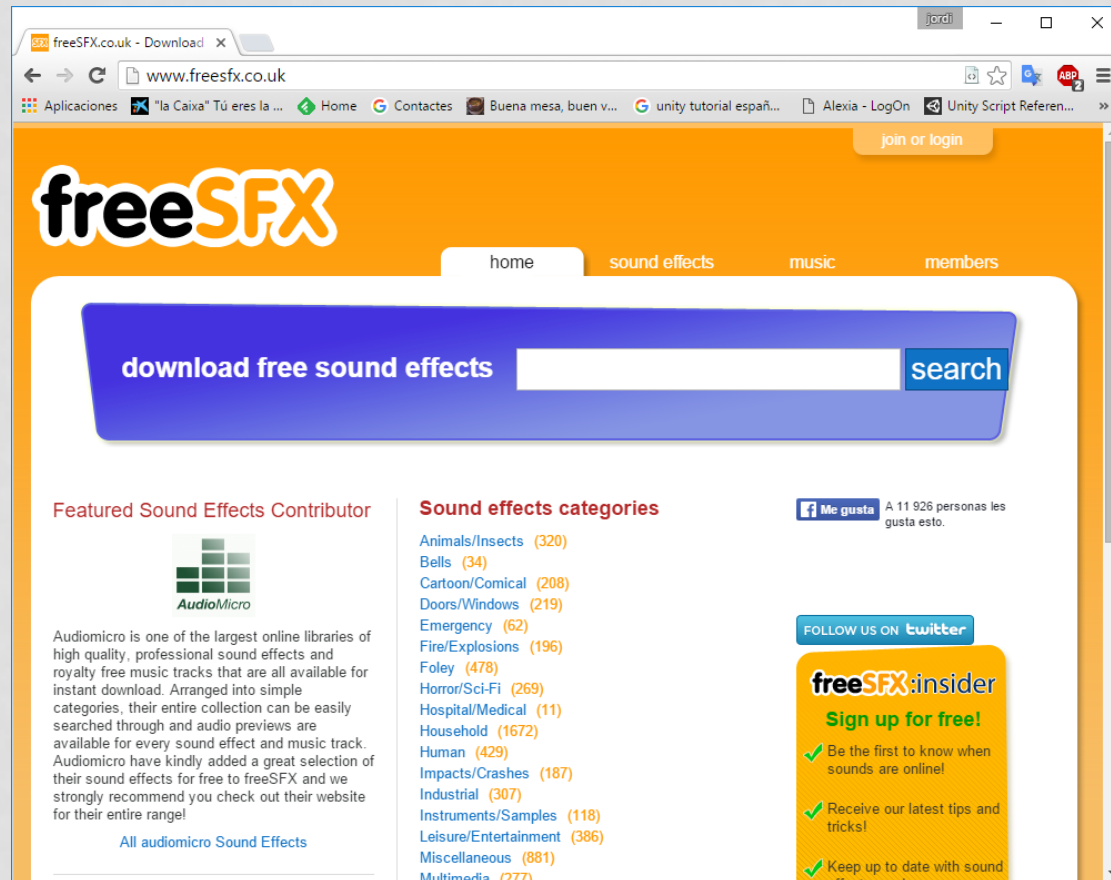
SONS

Bons loops. Podem baixar gratuïtament versions reduïdes (pocs segons). Preus a partir de 3 €. **Bona preview**



SONS

Molts sons gratuits



The screenshot shows the freeSFX website interface. At the top, there's a navigation bar with 'home', 'sound effects', 'music', and 'members' links. A search bar is prominently displayed with the text 'download free sound effects' and a 'search' button. Below this, the 'Featured Sound Effects Contributor' section highlights 'AudioMicro' with a description of their large library of royalty-free sound effects and music tracks. To the right, a 'Sound effects categories' list includes various genres like Animals/Insects, Bells, Cartoon/Comical, etc., each with a count in parentheses. A Facebook social media widget is also visible, showing 11,926 likes. At the bottom right, a 'freeSFX:insider' box encourages users to sign up for free to receive tips and updates.

freeSFX.co.uk - Download X

www.freesfx.co.uk

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Featured Sound Effects Contributor


AudioMicro

Audiomicro is one of the largest online libraries of high quality, professional sound effects and royalty free music tracks that are all available for instant download. Arranged into simple categories, their entire collection can be easily searched through and audio previews are available for every sound effect and music track. Audiomicro have kindly added a great selection of their sound effects for free to freeSFX and we strongly recommend you check out their website for their entire range!

[All audiomicro Sound Effects](#)

Sound effects categories

- Animals/Insects (320)
- Bells (34)
- Cartoon/Comical (208)
- Doors/Windows (219)
- Emergency (62)
- Fire/Explosions (196)
- Foley (478)
- Horror/Sci-Fi (269)
- Hospital/Medical (11)
- Household (1672)
- Human (429)
- Impacts/Crashes (187)
- Industrial (307)
- Instruments/Samples (118)
- Leisure/Entertainment (386)
- Miscellaneous (881)
- Multimedia (277)

Me gusta A 11 926 personas les gusta esto.

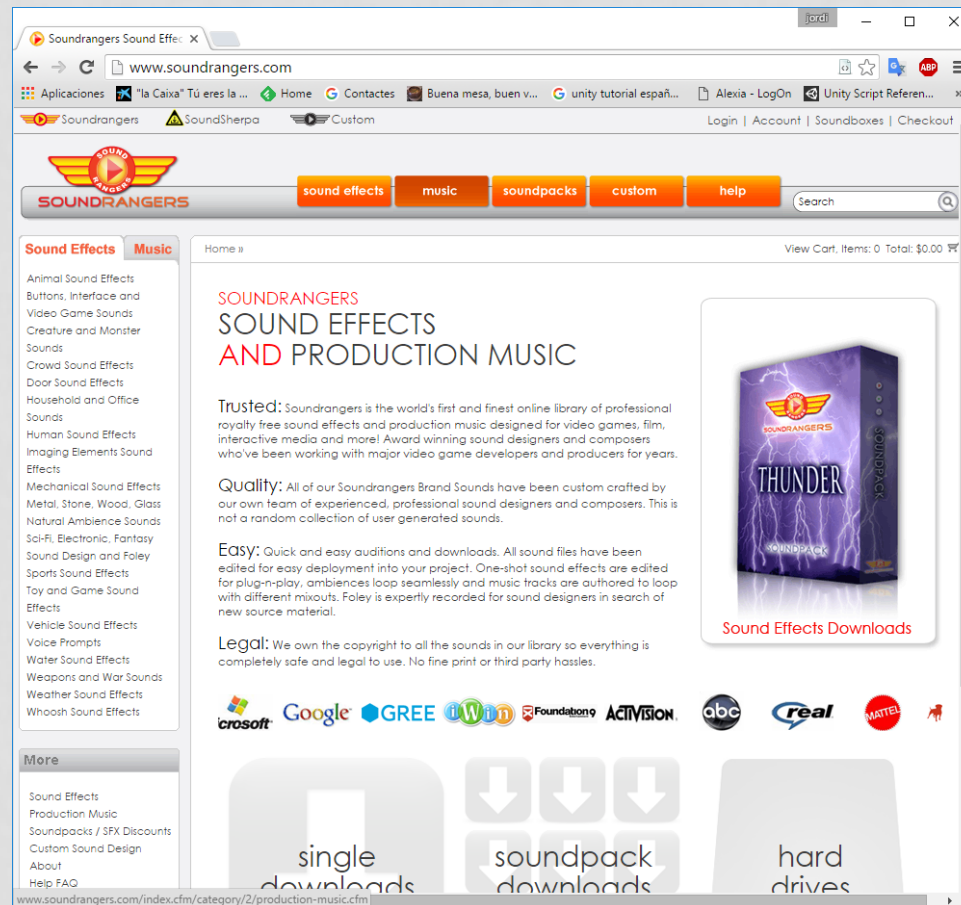
FOLLOW US ON **twitter**

freeSFX:insider
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- ✓ Be the first to know when sounds are online!
- ✓ Receive our latest tips and tricks!
- ✓ Keep up to date with sound effect news!

SONS

De pagament (des de 2.95\$). Permet **preview**



SONS

Gratuit

The screenshot shows a web browser window with the URL soundbible.com. The page features a green header with the site name and a navigation bar. A large image of headphones is on the right. The main content area lists various sound effects, and a sidebar on the right displays a list of specific sound clips.

Free Sound Clips | SoundBible.com

home | about | links | share us

SoundBible.com

Free Sound Clips, Sound Bites, and Sound Effects

Home Sound Effects Royalty Free Sounds About Blog

Share 7982 Tweet 2143 Email 424 Like 4.2k

A few popular **free sound effects**; fight sounds, car sounds, dog bark, city sounds, gross sounds, bird sounds, scream sounds, whale sounds, ocean sounds, jungle sounds, dog sounds, dj sounds, fart sounds, thunder sounds, animal sounds, human sounds, party sounds, machine sounds, nature sounds, heartbeat sound, gun sounds, wind sounds, storm sounds, funny sounds, red alert sounds, scream sounds, cartoon sounds, laugh sounds, xp sounds, vista sounds, computer sounds, horror sounds, scary sounds, cat sounds, dog sounds, sound bites, pivot sounds, bell sound, beach sounds, war sounds, crowd sounds, game show sounds, sports sounds, military sounds, work sounds, kid sounds, cool sounds, cow sounds, powerpoint sounds, hospital sounds, explosion sounds, see more...

SoundBible.com offers free sound clips for download in either wav or mp3 format. We offer free and royalty free sound effects and clips for video editors, movie scores, game...

Sound Clips

- 1 Person Cheering 01.13.16
- Steam Engine Running 01.13.16
- 12 Ga Winchester Shotgun 01.13.16
- Splash Rock In Lake 01.13.16
- AM Radio Tuning 01.13.16
- Grim Reaper Your Soul 01.13.16
- Transfer Truck Drive By 01.13.16
- Maniacal Laugh 2 01.13.16
- Mossberg 500 Pump Shotgun 01.13.16

SONS

Video Downloader, Screen X

jordi

← → ↻ [Aplian Technologies, Inc. \[US\]](https://aplian.com/windows/) https://aplian.com/windows/ 

Aplicaciones *la Caixa* Tú eres la ... Home Contactes Buena mesa, buen v... unity tutorial espa... Alexia - LogOn Unity Script Referen...



aplian
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LECOMEDY CENTRALskypevimeo metacafeBBCPSlost.fmTEDbingUSTRA

Name a site and we'll show you how to record, download or capture it

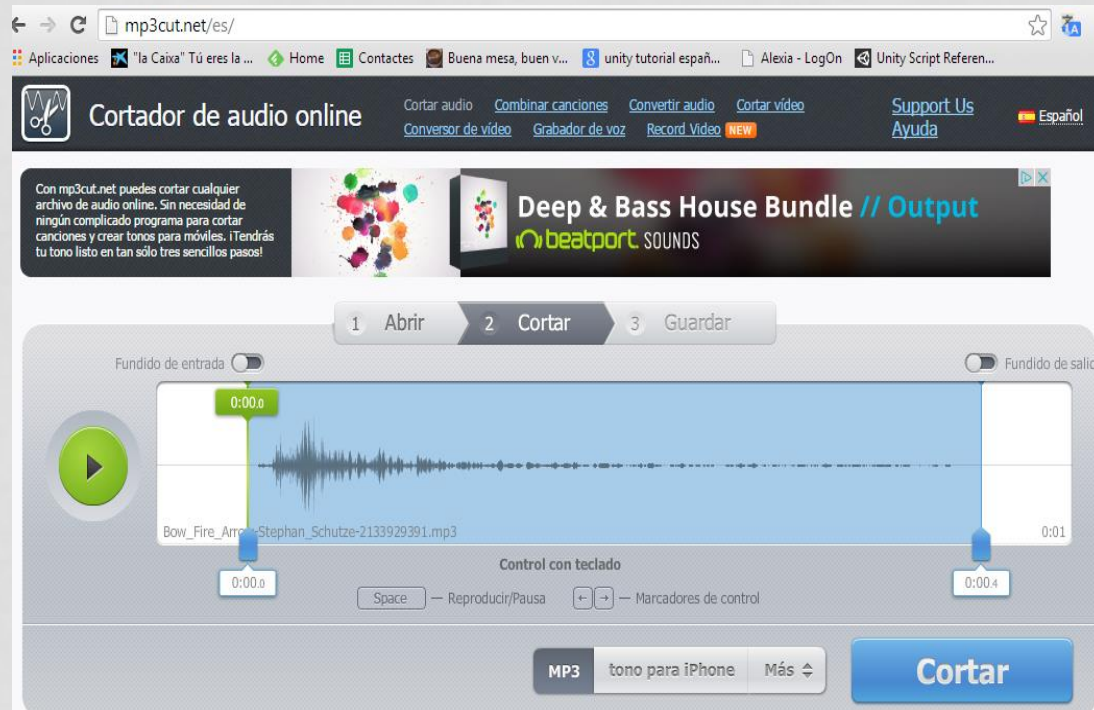
Example: YouTube

Show Me

https://aplian.com/upgrade

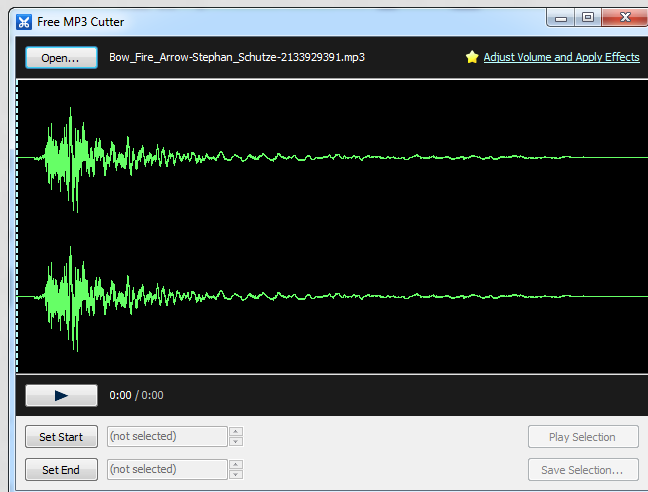
TALLANT SONS

Sovint hem de retallar sons. Existeixen solucions online (compte amb la qualitat final!)



TALLANT SONS

Software lliure

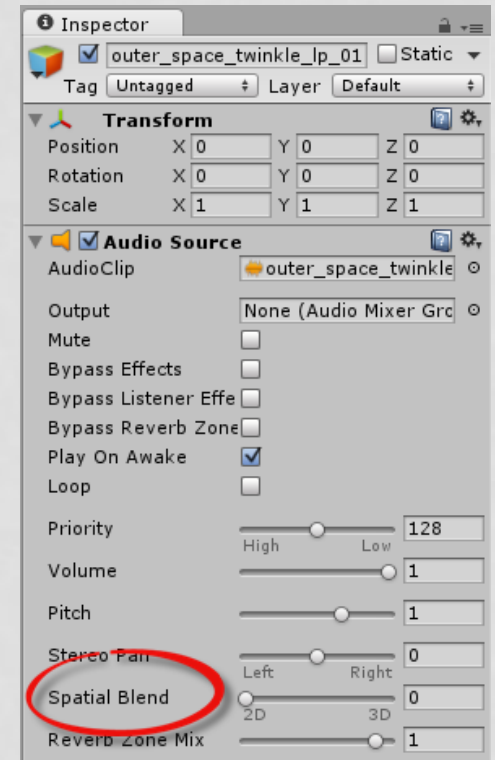


A screenshot of the Free MP3 Cutter download page on the website Download.com. The browser address bar shows the URL "download.cnet.com/Free-MP3-Cutter/3000-2170_4-7518228". The page has a navigation bar with links for CNET, REVIEWS, NEWS, DOWNLOAD, VIDEO, and HOW TO. The main heading is "Free MP3 Cutter" with a scissors icon. Below the heading is a green "Download Now" button. To the right of the button are two star ratings: "Download Editors' Rating: Good" (4 stars) and "Average User Rating: out of 20 votes" (5 stars). Below the ratings is an "Editors' Review" section by "Download.com staff on April 02, 2013". The review text says: "No matter what the reason, there are times when listening to an entire song is just too much. Free MP3 Cutter helps you slice off any unnecessary parts of an MP3 track you don't want. The program has no extras but does what it is supposed to do well." It then continues: "This program's outdated layout isn't going to win it any awards. That does, however, mean it's easy to find the exact feature you're looking for. It's hard to say if that's a testament to how simple the layout is or how lacking the program is in the features department. Free MP3 Cutter is just that: an MP3 slicing program. It will let you pick any start point and end point for a track and will wipe the rest away. It keeps your original file intact, but it won't let you save in any format other than MP3. It won't add any effects or change anything about the part of the track you cut out either." At the bottom of the review section is a "read more +" link.

SO DE FONS I SHOT

FONS: 8 Bit Retro Rampage → ambience → outer_space_twinkle_lp_01

- Arrosseguem a la jerarquia. Això genera un Game Object amb un component **Audio Source**.
- **Spatial Bend** determina si tractarà el so com 2D o 3D
- Activem **Loop**



SO DE FONS I SHOT

SHOT: 8 Bit Retro Rampage → weapons → lasers → dirty_small_zap_rnd_01

Arroseguem al Player. Genera component audiosource. Desactivem **Play On Awake**.

```
AudioSource sonido;  
void Start() {  
    ...  
    sonido = GetComponent();  
}  
void Dispara() {  
    crono=cadencia;  
    sonido.Play();  
    ...  
}
```

MUTE

Creem **ScrDevelopment.cs** i associem a la càmera

```
if (Input.GetKeyDown (KeyCode.M)) {  
    AudioListener.pause = !AudioListener.pause;  
}
```

Així podrem silenciar el joc mentre el desenvolupem

MUTE

Si quisiéramos que algunos audiosources ignorasen esta pausa (por ejemplo, sonido de fondo), añadiremos estas líneas en el GO en el que estén asociadas:

```
AudioSource sonido;
void Start()
{
    sonido = GetComponent();
    sonido.ignoreListenerPause = true;
}
void Update()
{
    if (!sonido.isPlaying) sonido.Play(); //
    if (Input.GetKeyDown(KeyCode.B))
    {
        sonido.ignoreListenerPause = !sonido.ignoreListenerPause;
        sonido.Pause();
    }
}
```

SONS ASSOCIATS AL POP

Utilitzem (de SoundBible.com):

- Bow_Fire_Arrow-Stephan_Schutze-2133929391.mp3: quan impacta bala y no el destrueix
- Torpedo Impact-SoundBible.com-765913562.mp3: quan impacta bala y el destrueix



SONS ASSOCIATS AL POP

Com que tenim 2 sons, no podem usar `sonido.Play()` igual que abans.

PlayClipAtPoint

A **ScrControlVida.cs** definim 2 variables públiques **AudioClip**, i les cridem amb `PlayClipAtPoint`

Aquesta funció utilitza so 3D. Per que es senti propera, com a **position** establirem la ubicació de la càmera

SONS ASSOCIATS AL POP

```
public AudioClip tocado,hundido;
```

```
void OnTriggerEnter2D(Collider2D otro)
{
    if (vitalidad <= 0)Destruye(); // si hemos comido toda vida, lo destruimos
    else AudioSource.PlayClipAtPoint(tocado,Camera.main.transform.position);
}

void Destruye()
{
    AudioSource.PlayClipAtPoint(hundido,Camera.main.transform.position);
    ...
}
```

ALTERNATIVES PER UTILITZAR DIFERENTS SONS

- Podriem tenir 2 components audiosources associats al pop i a l'script 2 variables del tipus AudioSource inicialitzades desde el inspector:

```
public AudioSource as1; // associem components des de l'inspector
public AudioSource as2;
...
as1.Play();
...
as2.Play();
```

Així podríem controlar de forma independent les característiques de cada so

ALTERNATIVES PER UTILITZAR DIFERENTS SONS

- Podríem tenir un únic component audiosource i dues variables AudioClip inicialitzades des l'inspector:

```
public AudioClip ac1; // associem els sons des de inspector
public AudioClip ac2;
AudioSource sonido;
...
sonido = GetComponent();
...
if (...) sonido.clip=ac1; else sonido.clip=ac2;
...
audio.Play();
```