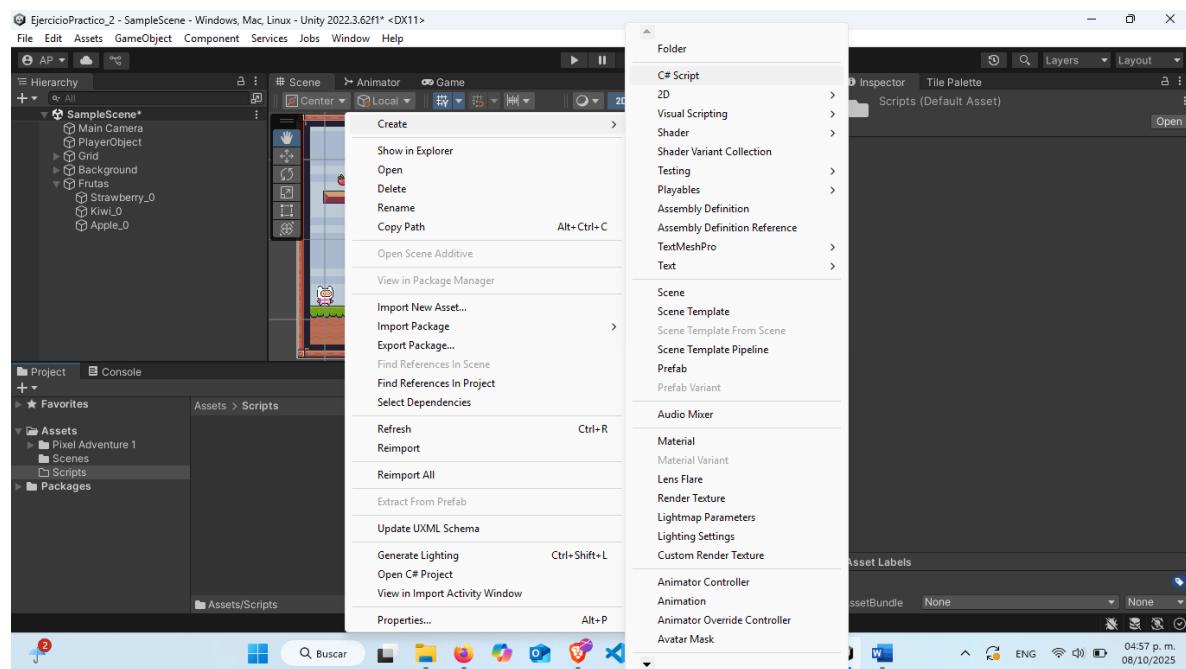
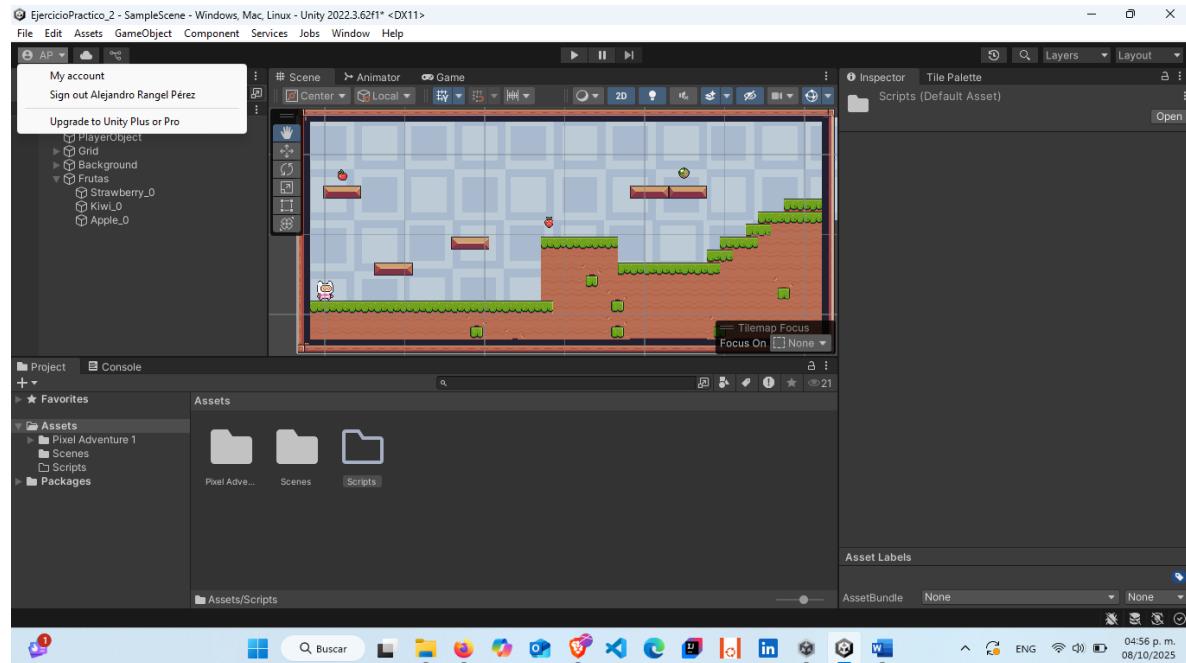
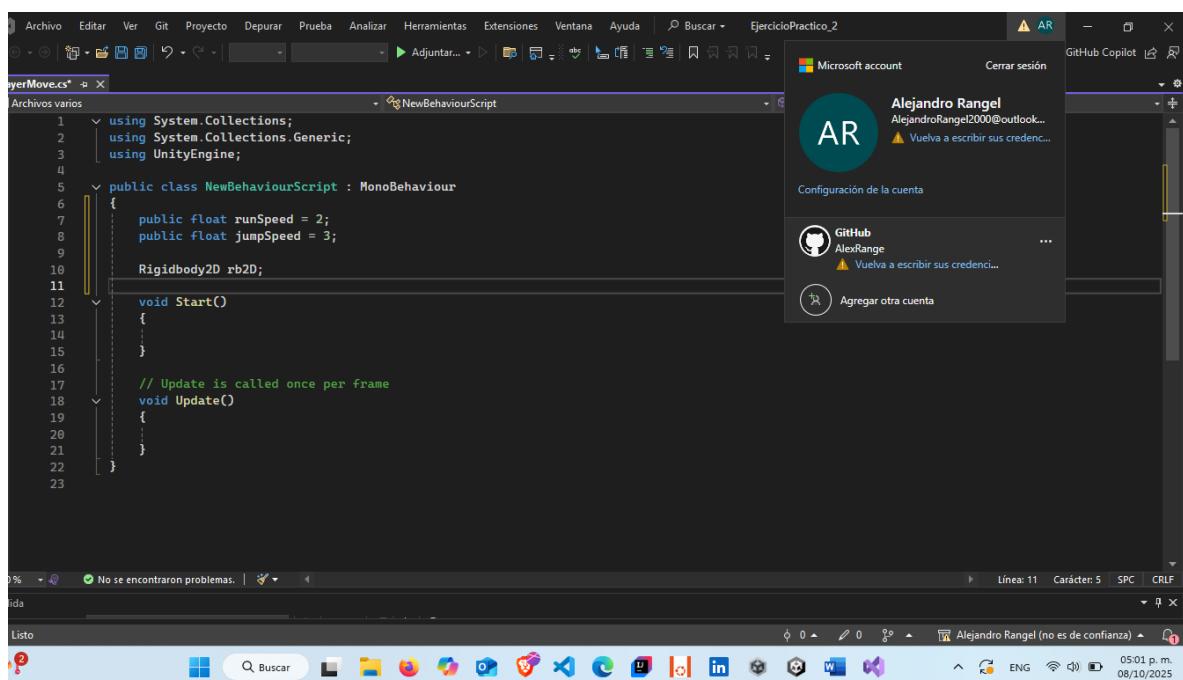
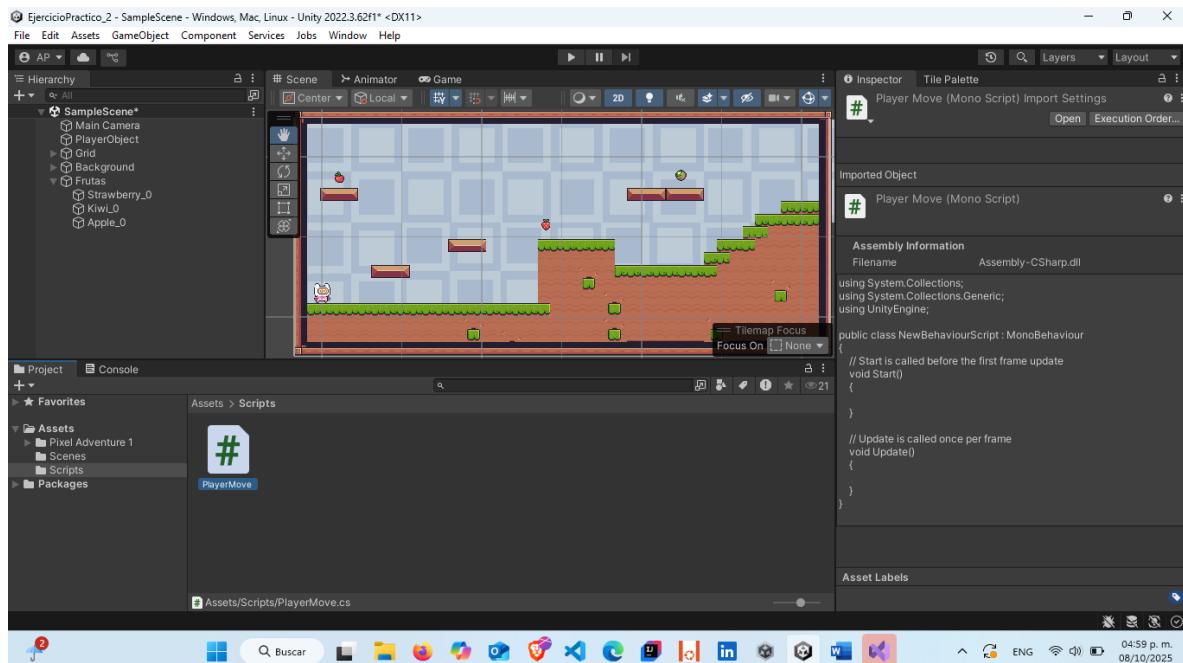


Video_02. Movimiento y Salto del Jugador

En este video tutorial se agregan los movimientos al jugador, movimientos hacia izquierda y derecha y salto.



Video_02. Movimiento y Salto del Jugador



Video_02. Movimiento y Salto del Jugador

```
PlayerMove.cs  ×
Archivos varios  - NewBehaviourScript

1  using System.Collections;
2  using System.Collections.Generic;
3  using UnityEngine;
4
5  public class NewBehaviourScript : MonoBehaviour
6  {
7      public float runSpeed = 2;
8      public float jumpSpeed = 3;
9
10     Rigidbody2D rb2D;
11
12     void Start()
13     {
14         rb2D = GetComponent<Rigidbody2D>();
15     }
16
17     void FixedUpdate()
18     {
19     }
20 }
21
22 
```

110% No se encontraron problemas. | Línea: 22 Carácter: 1 SPC CRLF

Salida

Lista

Alejandro Rangel (no es de confianza)

GitHub Copilot AR

Microsoft account Cerrar sesión

Configuración de la cuenta

Alejandro Rangel AlejandroRangel2000@outlook... Vuelva a escribir sus credenc...

Github AlexRange Vuelva a escribir sus credenc...

Agregar otra cuenta

05:02 p. m. 08/10/2025

```
PlayerMove.cs  ×
Archivos varios  - NewBehaviourScript

1  using System.Collections;
2  using System.Collections.Generic;
3  using UnityEngine;
4
5  public class NewBehaviourScript : MonoBehaviour
6  {
7      public float runSpeed = 2;
8      public float jumpSpeed = 3;
9
10     Rigidbody2D rb2D;
11
12     void Start()
13     {
14         rb2D = GetComponent<Rigidbody2D>();
15     }
16
17     void FixedUpdate()
18     {
19         if (Input.GetKey("d") || Input.GetKey("right"))
20         {
21             ...
22         }
23         else if (Input.GetKey("a") || Input.GetKey("left"))
24         {
25             ...
26         }
27     }
28 }
```

110% No se encontraron problemas. | Línea: 23 Carácter: 57 SPC CRLF

Salida

Lista

Alejandro Rangel (no es de confianza)

GitHub Copilot AR

Microsoft account Cerrar sesión

Configuración de la cuenta

Alejandro Rangel AlejandroRangel2000@outlook... Vuelva a escribir sus credenc...

Github AlexRange Vuelva a escribir sus credenc...

Agregar otra cuenta

05:04 p. m. 08/10/2025

Video_02. Movimiento y Salto del Jugador

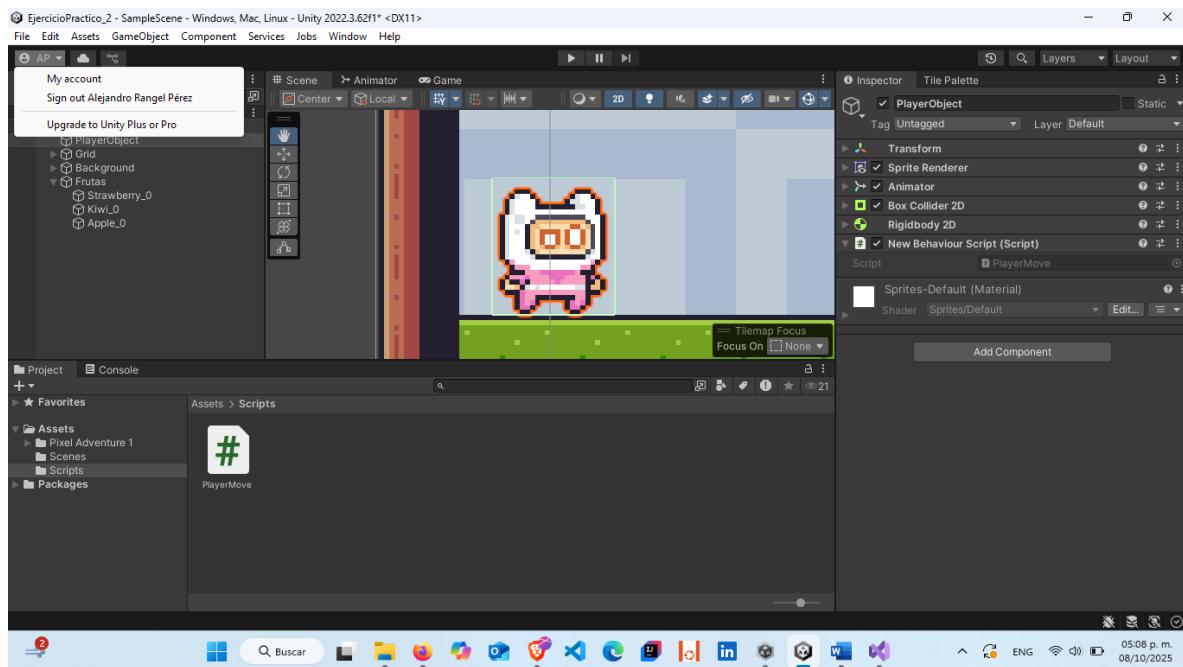
The screenshot shows the Visual Studio Code interface with the file `PlayerMove.cs` open. The code defines a script for a player character with movement logic based on keyboard input. The Unity Hub window is visible at the bottom.

```
public float runSpeed = 2;
public float jumpSpeed = 3;

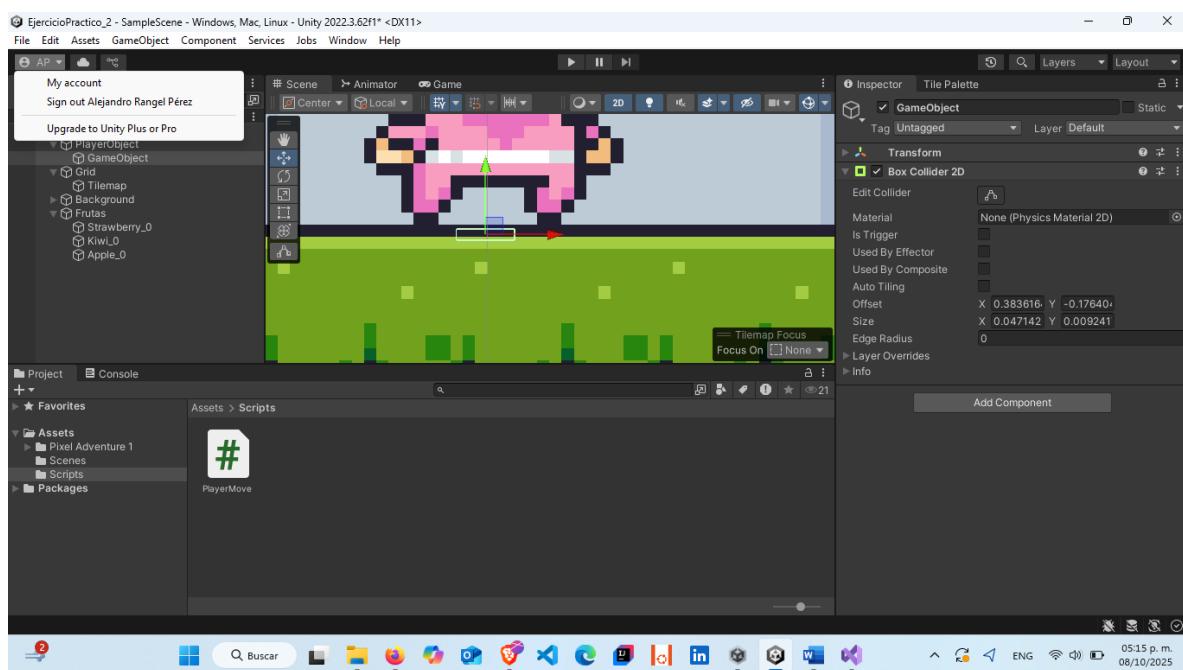
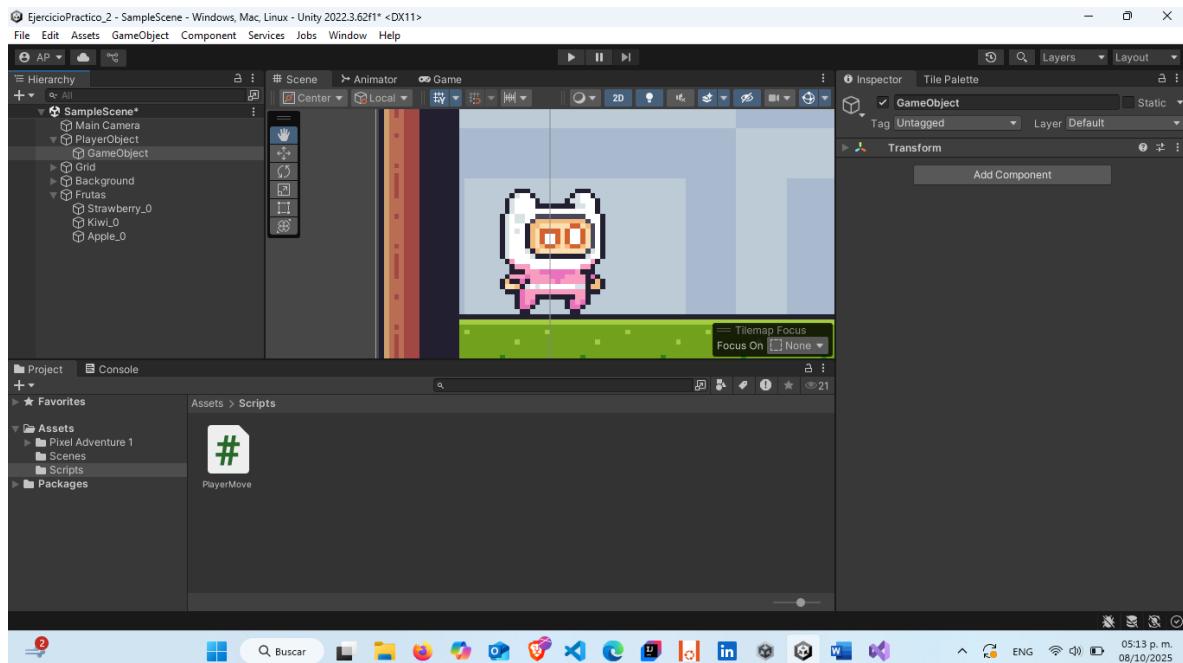
Rigidbody2D rb2D;

void Start()
{
    rb2D = GetComponent<Rigidbody2D>();
}

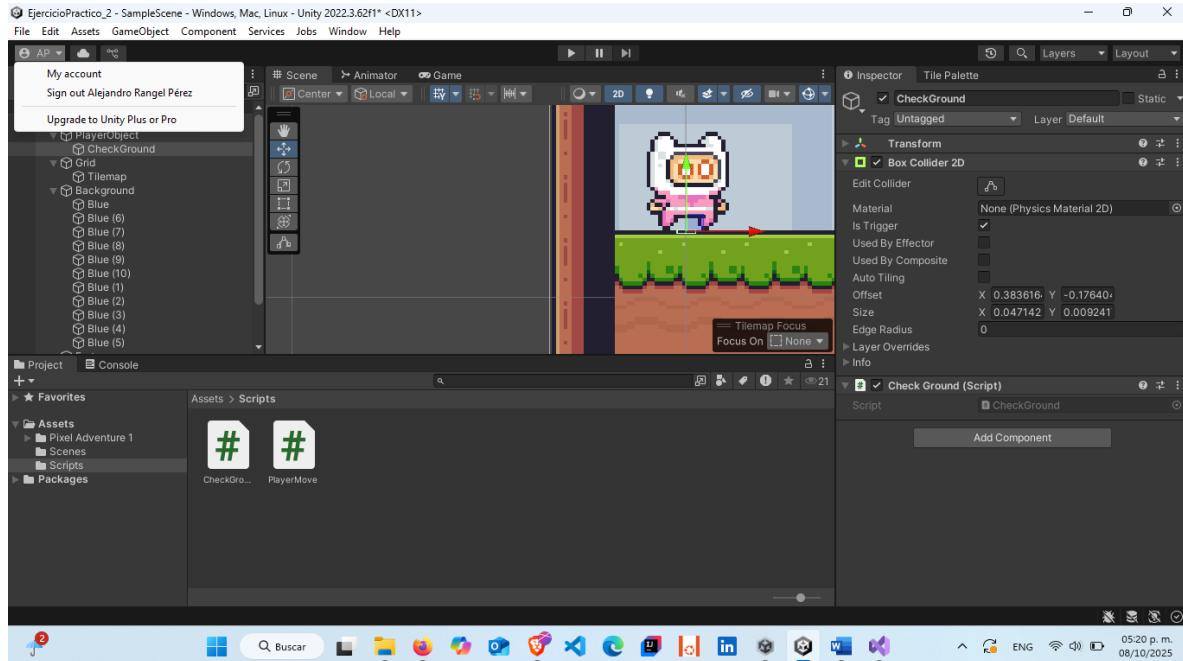
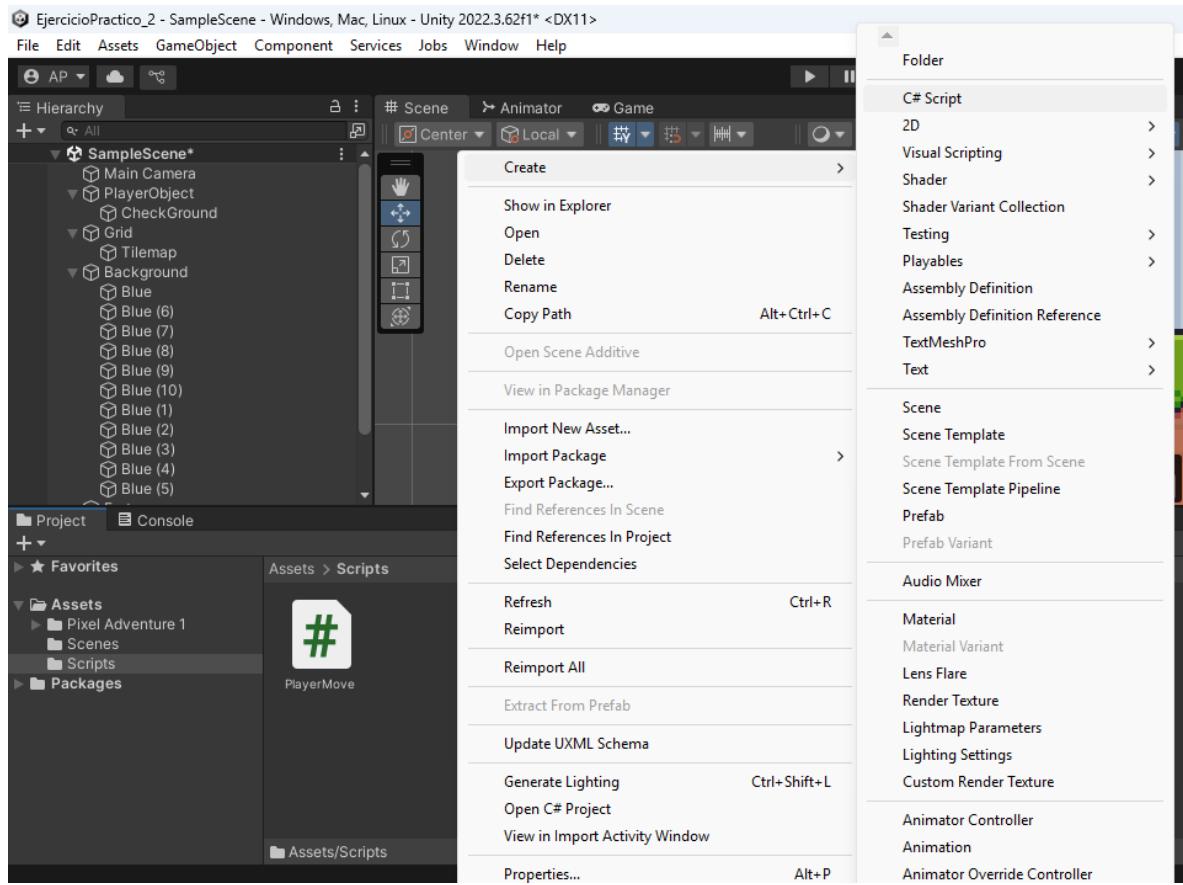
void FixedUpdate()
{
    if (Input.GetKey("d") || Input.GetKey("right"))
    {
        rb2D.velocity = new Vector2(runSpeed, rb2D.velocity.y);
    }
    else if (Input.GetKey("a") || Input.GetKey("left"))
    {
        rb2D.velocity = new Vector2(-runSpeed, rb2D.velocity.y);
    }
    else
    {
        rb2D.velocity = new Vector2(0, rb2D.velocity.y);
    }
}
```



Video_02. Movimiento y Salto del Jugador



Video_02. Movimiento y Salto del Jugador



Video_02. Movimiento y Salto del Jugador

The screenshot shows the Visual Studio Code interface with the following details:

- File Explorer:** Shows "CheckGround.cs" and "PlayerMove.cs" under "Archivos varios".
- Editor:** Displays the code for "PlayerMove.cs".
- Output:** Shows "No se encontraron problemas." (No problems found).
- Status Bar:** Shows "Línea: 16" and "Carácter: 27".
- Activity Bar:** Includes icons for GitHub Copilot, Microsoft account (AR), GitHub (AlexRangel), and "Agregar otra cuenta".
- Taskbar:** Shows the Windows taskbar with various pinned and running applications.
- System Tray:** Shows the date and time as "08/10/2025" and "05:24 p.m."

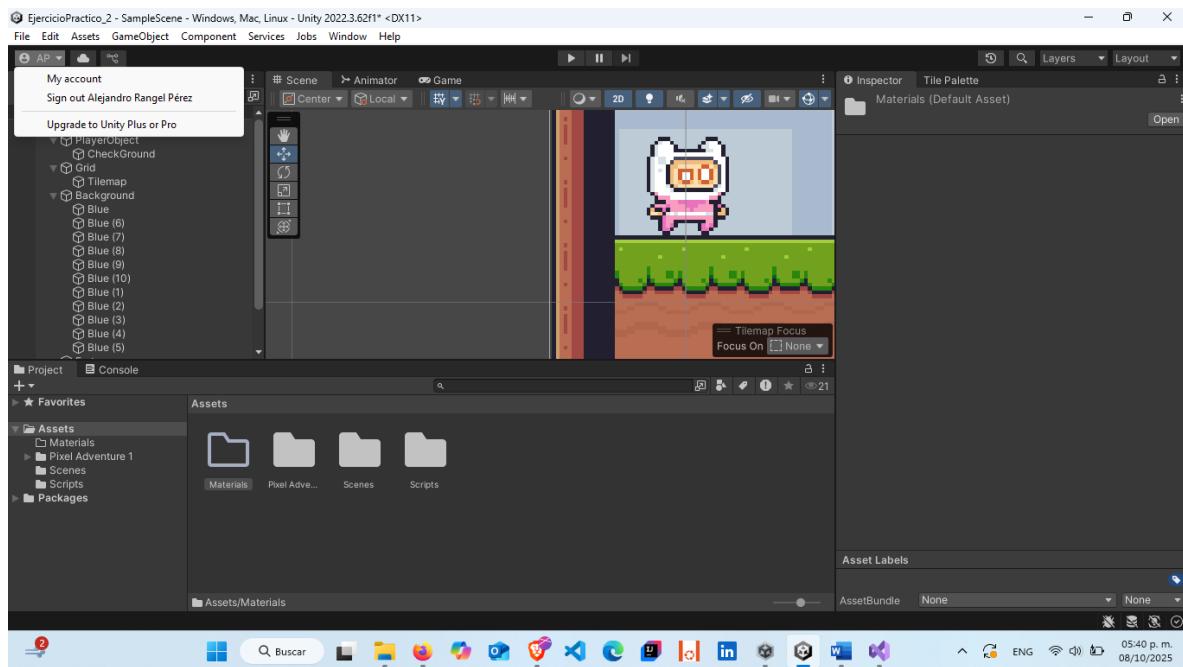
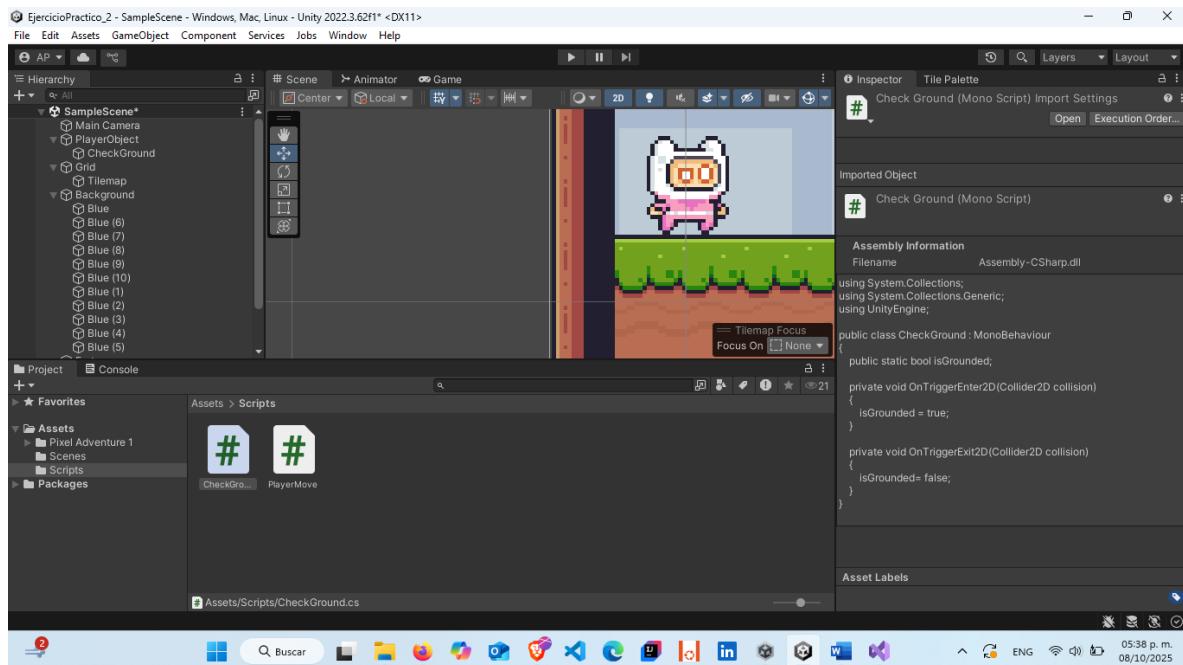
```
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4
5 public class CheckGround : MonoBehaviour
6 {
7     public bool isGrounded;
8
9     private void OnTriggerEnter2D(Collider2D collision)
10    {
11        isGrounded = true;
12    }
13
14    private void OnTriggerExit2D(Collider2D collision)
15    {
16        isGrounded = false;
17    }
18 }
```


The screenshot shows the Visual Studio Code interface with the following details:

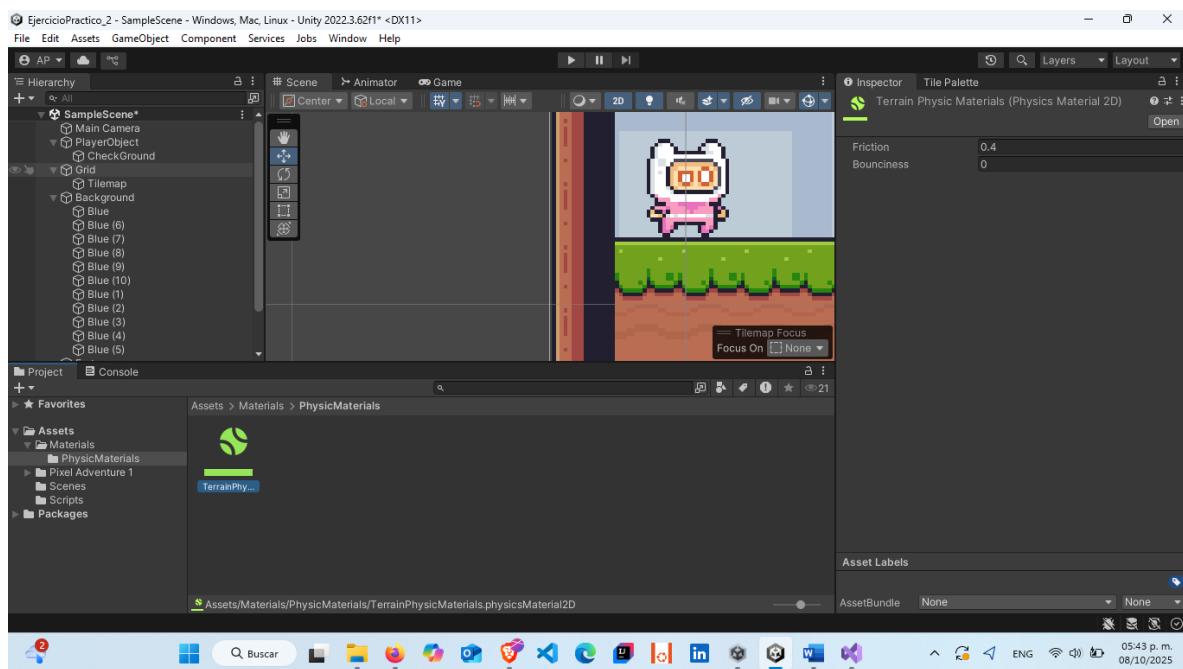
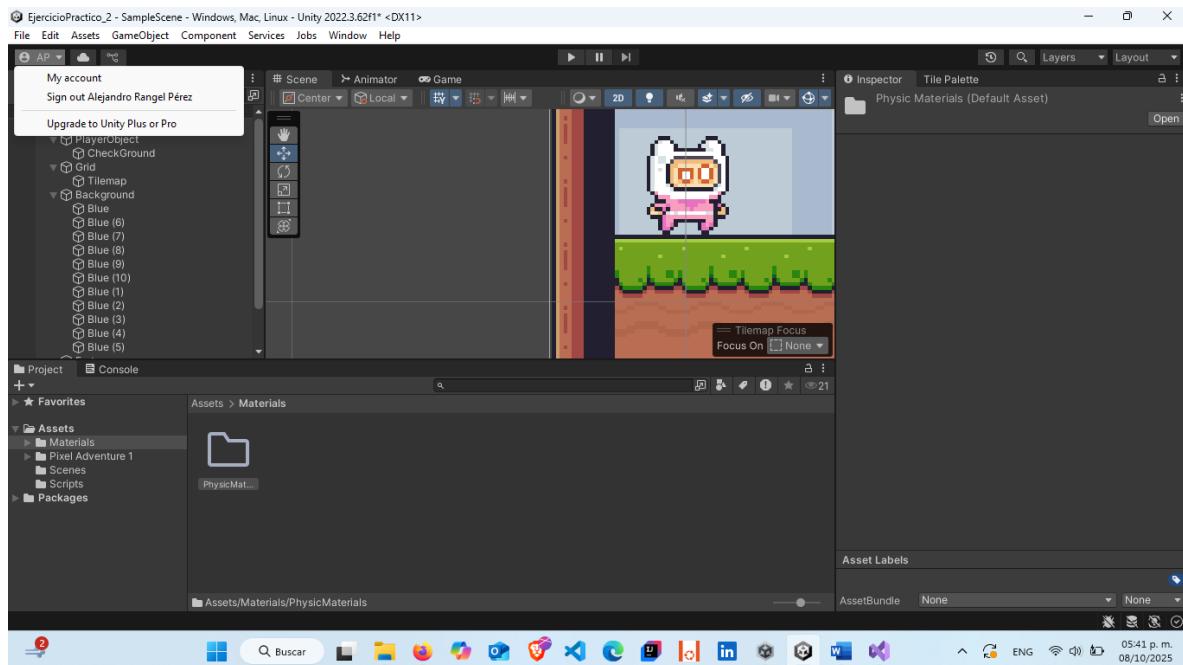
- File Explorer:** Shows "CheckGround.cs" and "PlayerMove.cs" under "Archivos varios".
- Editor:** Displays the code for "NewBehaviourScript".
- Output:** Shows "No se encontraron problemas." (No problems found).
- Status Bar:** Shows "Línea: 34" and "Carácter: 69".
- Activity Bar:** Includes icons for GitHub Copilot, Microsoft account (AR), GitHub (AlexRangel), and "Agregar otra cuenta".
- Taskbar:** Shows the Windows taskbar with various pinned and running applications.
- System Tray:** Shows the date and time as "08/10/2025" and "05:28 p.m."

```
16
17
18 id FixedUpdate()
19
20 if (Input.GetKey("d") || Input.GetKey("right"))
21 {
22     rb2D.velocity = new Vector2(runSpeed, rb2D.velocity.y);
23 }
24 else if (Input.GetKey("a") || Input.GetKey("left"))
25 {
26     rb2D.velocity = new Vector2(-runSpeed, rb2D.velocity.y);
27 }
28 else
29 {
30     rb2D.velocity = new Vector2(0, rb2D.velocity.y);
31 }
32 if (Input.GetKey("space") && CheckGround.isGrounded)
33 {
34     rb2D.velocity = new Vector2(rb2D.velocity.x, jumpSpeed);
35 }
36
37
38
```

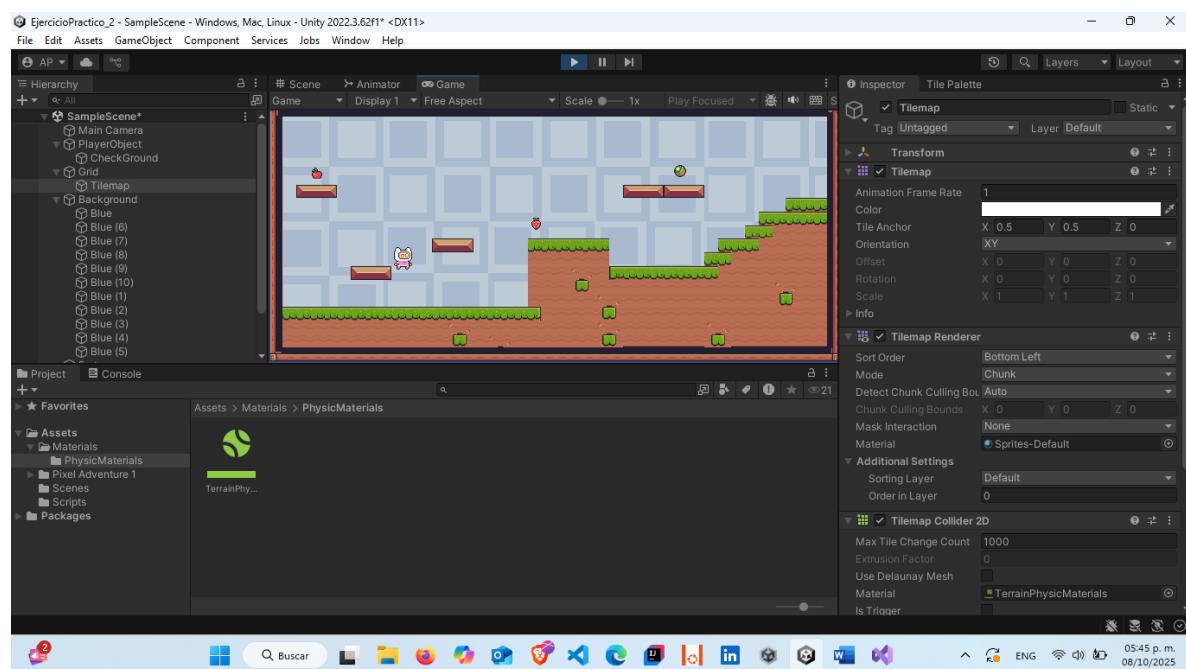
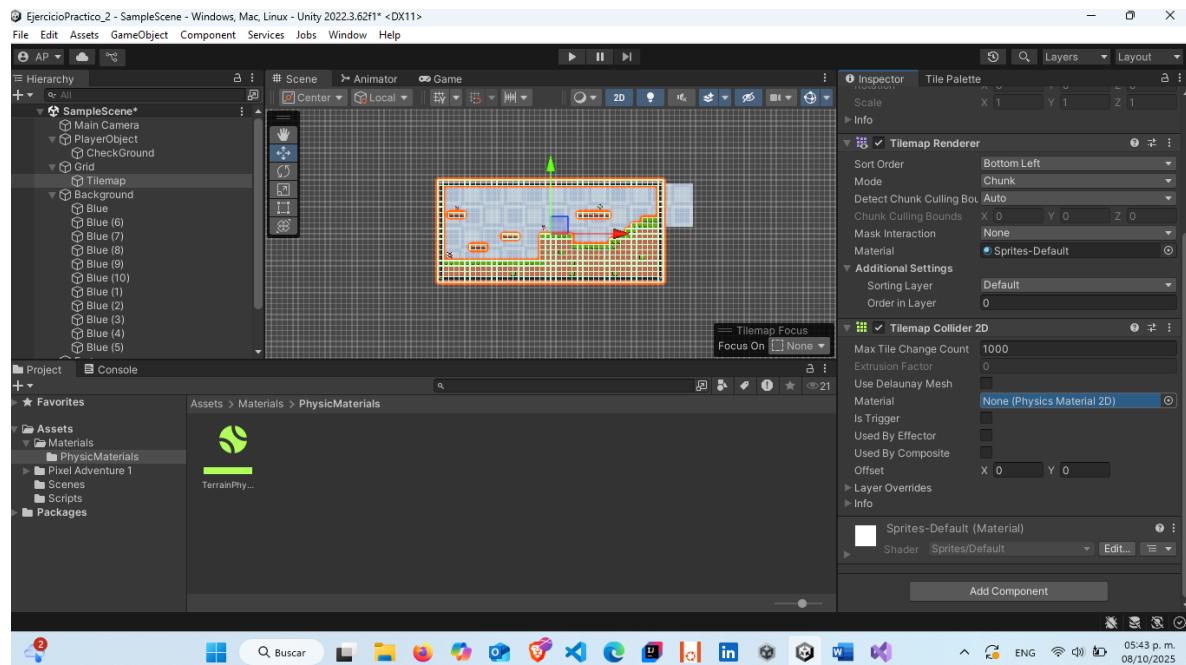
Video_02. Movimiento y Salto del Jugador



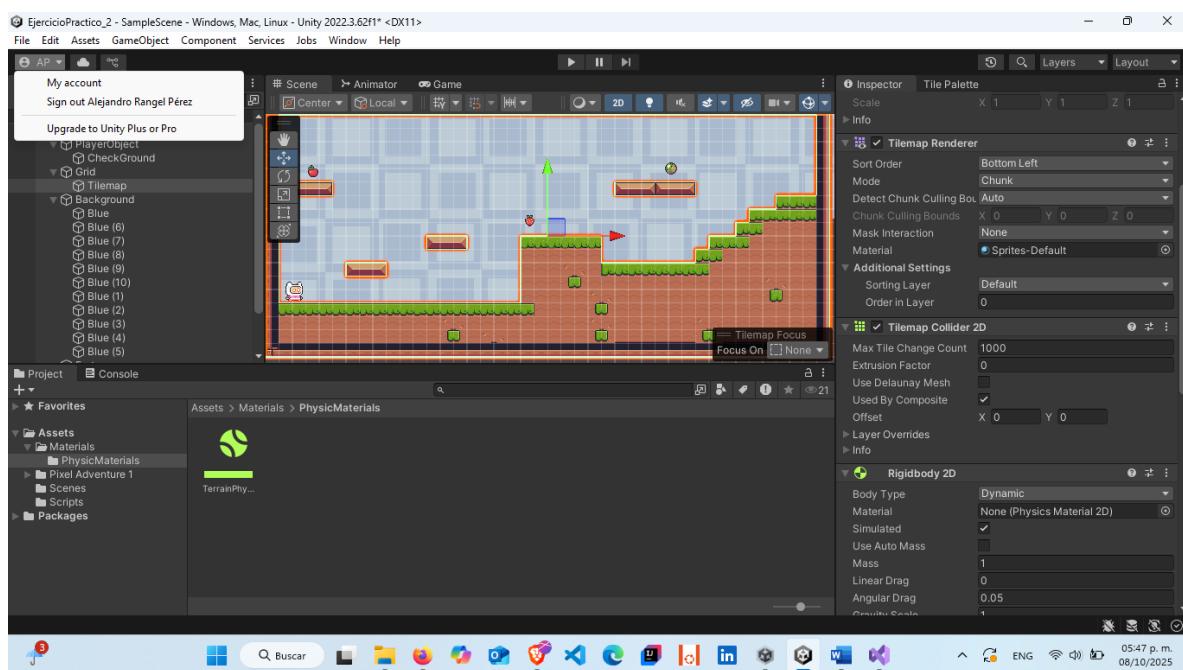
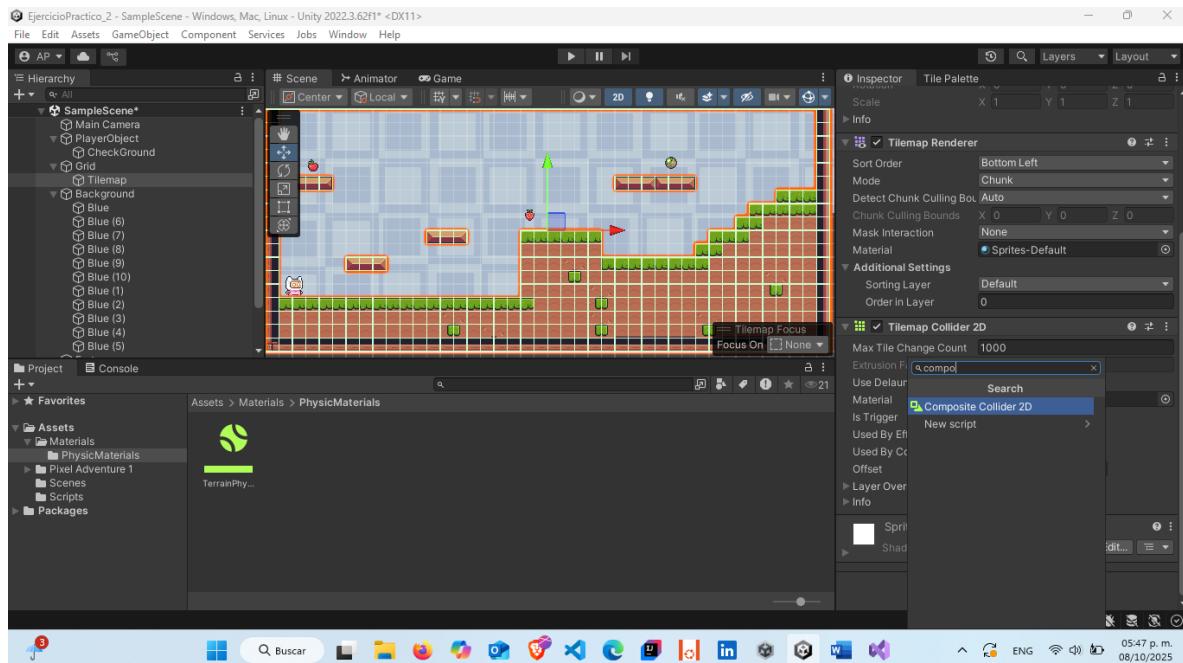
Video_02. Movimiento y Salto del Jugador



Video_02. Movimiento y Salto del Jugador

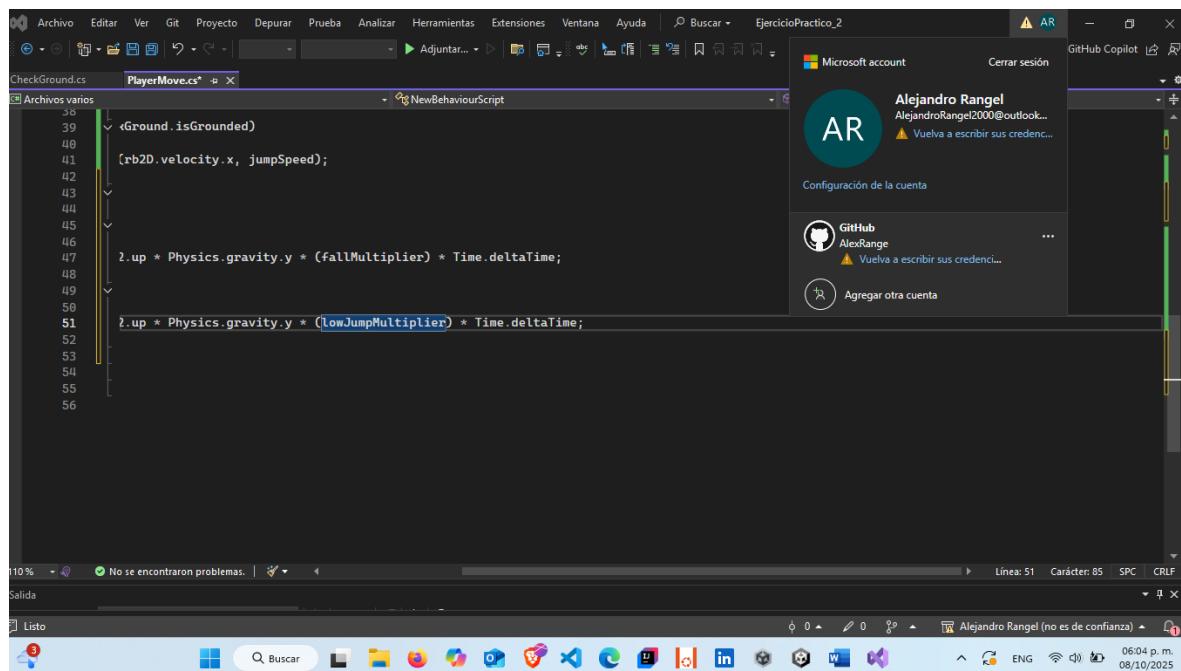
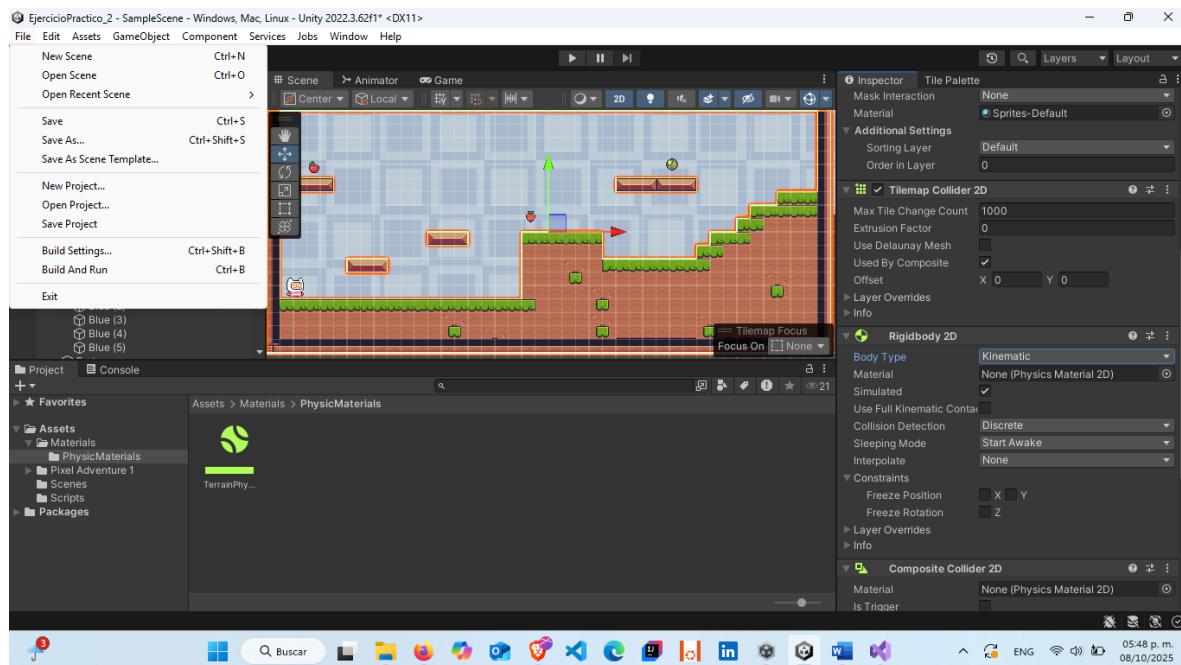


Video_02. Movimiento y Salto del Jugador

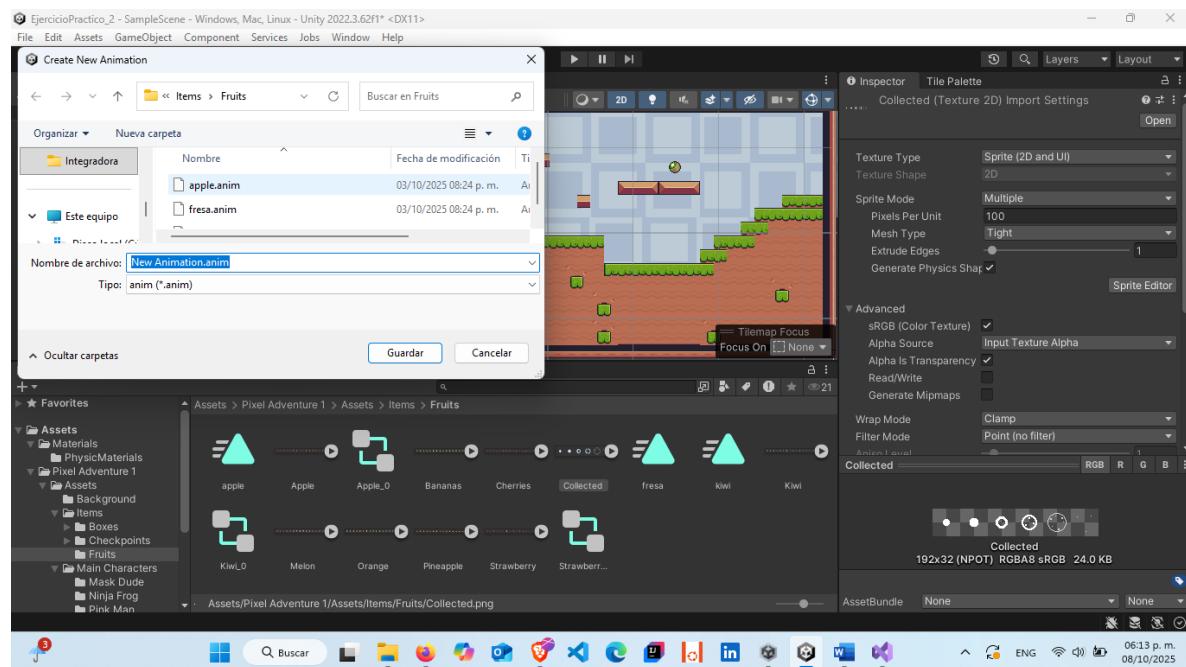
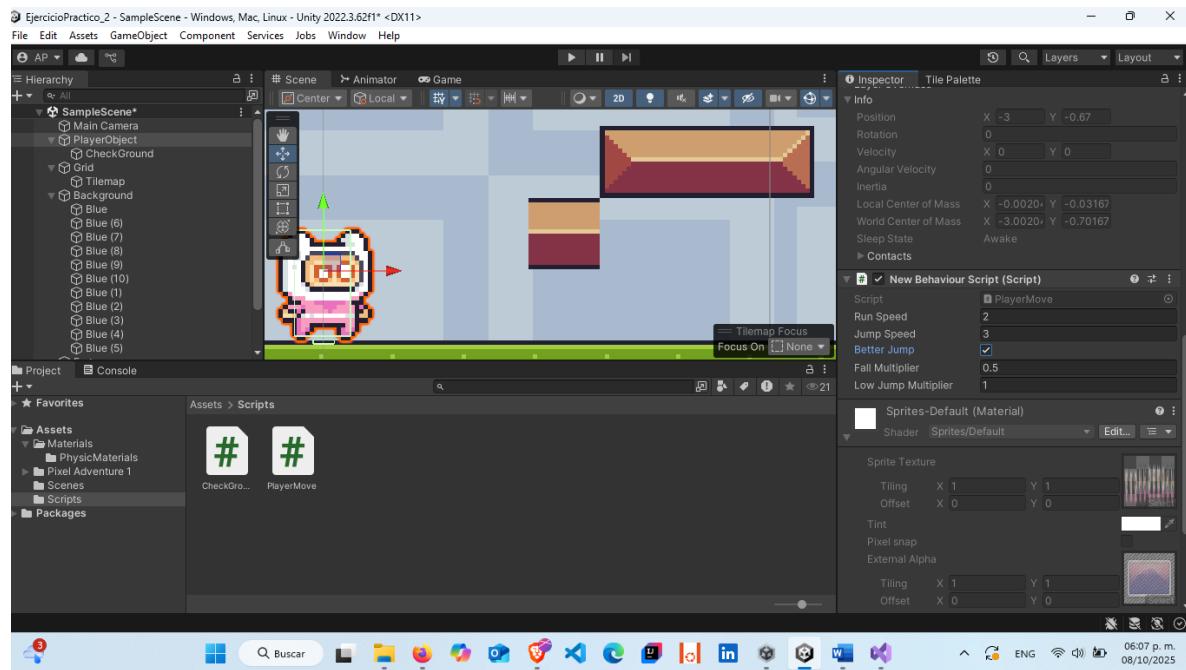


Video_02. Movimiento y Salto del Jugador

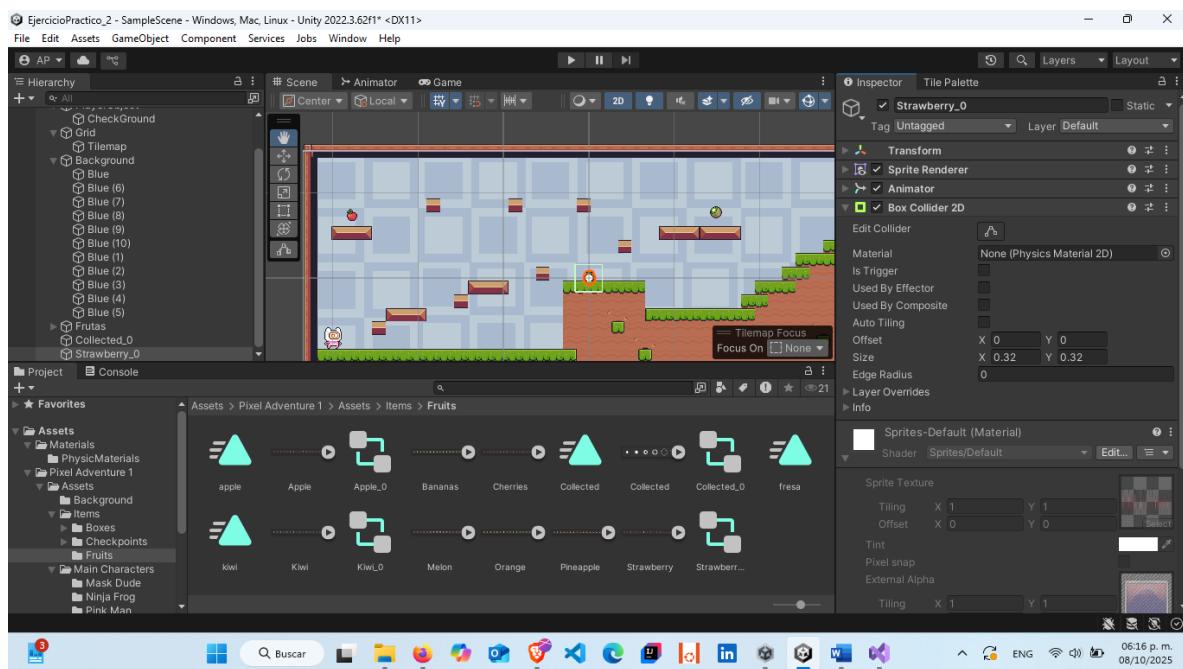
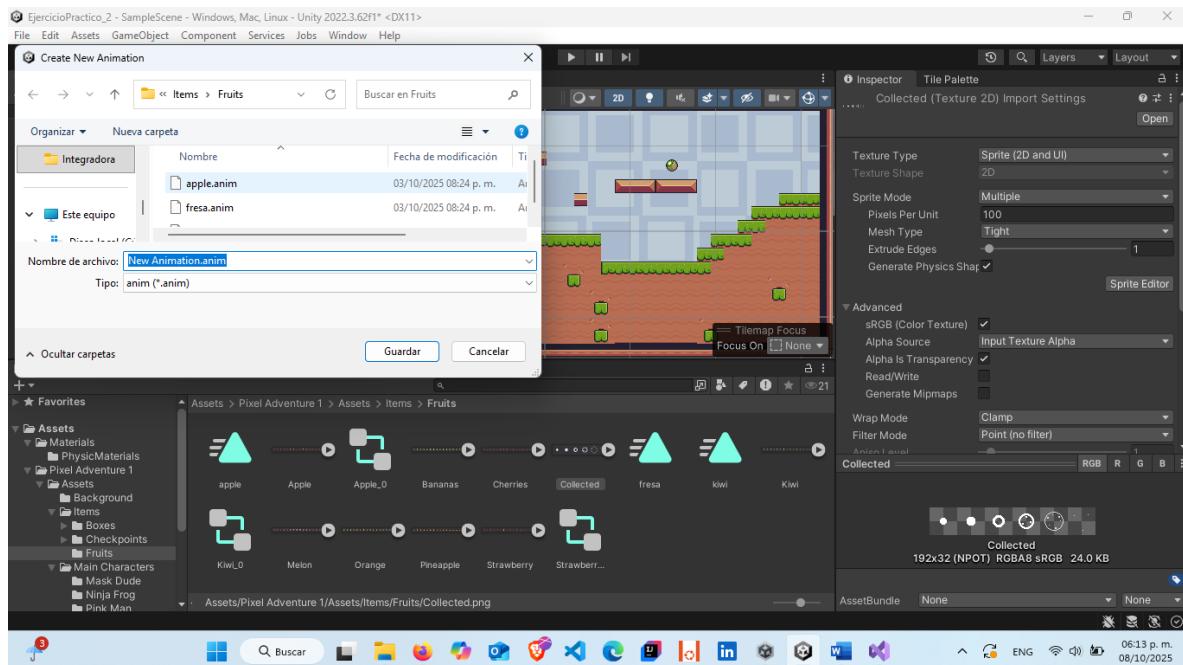
Recoger fruta y Super Salto



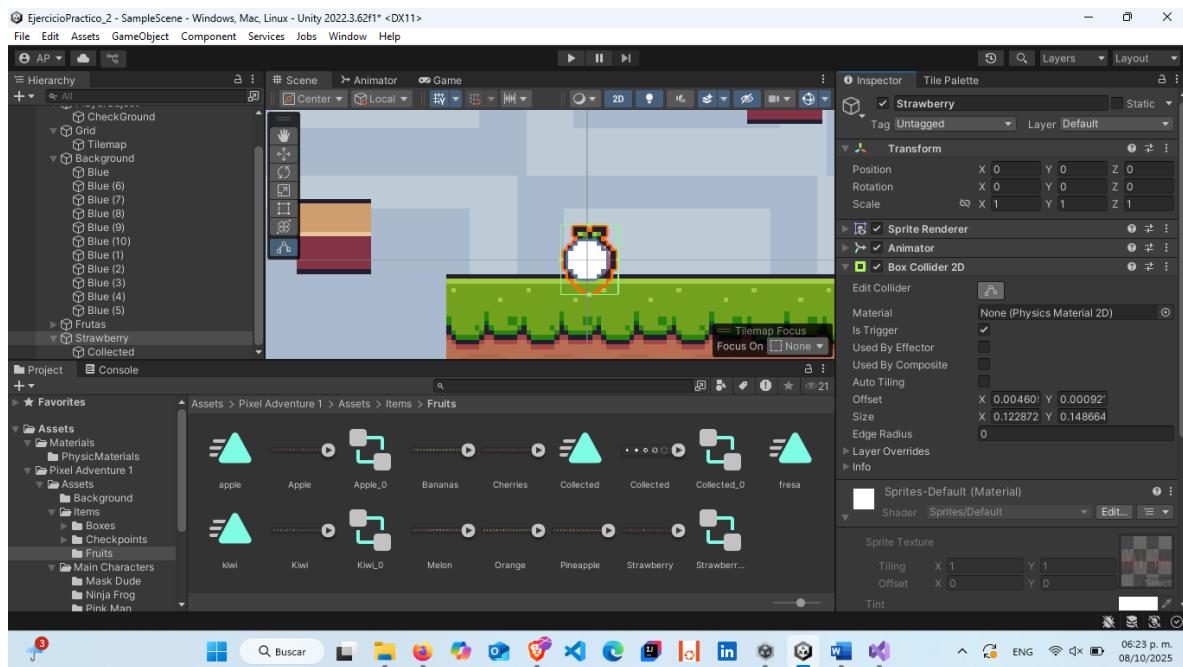
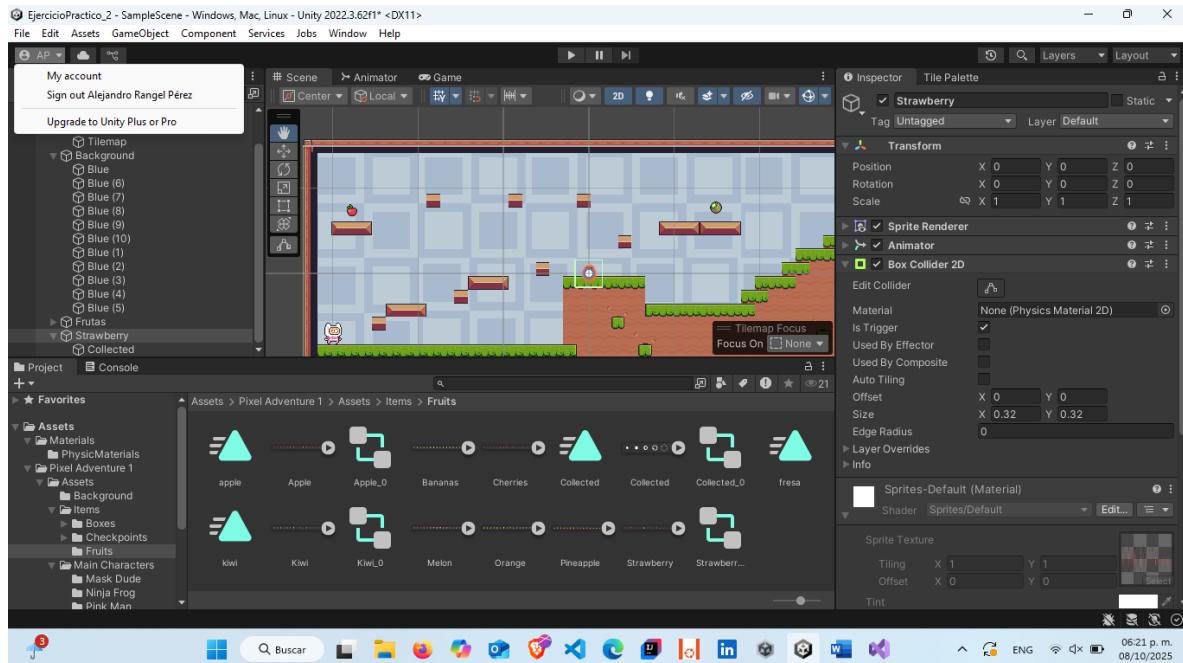
Video_02. Movimiento y Salto del Jugador



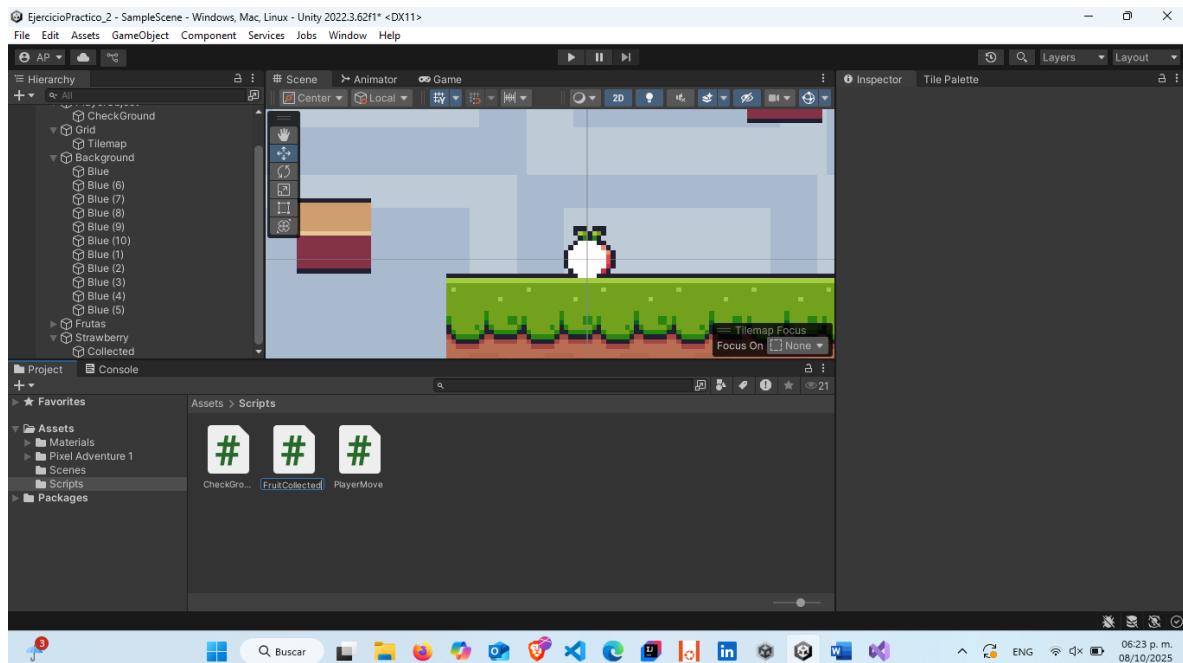
Video_02. Movimiento y Salto del Jugador



Video_02. Movimiento y Salto del Jugador



Video_02. Movimiento y Salto del Jugador

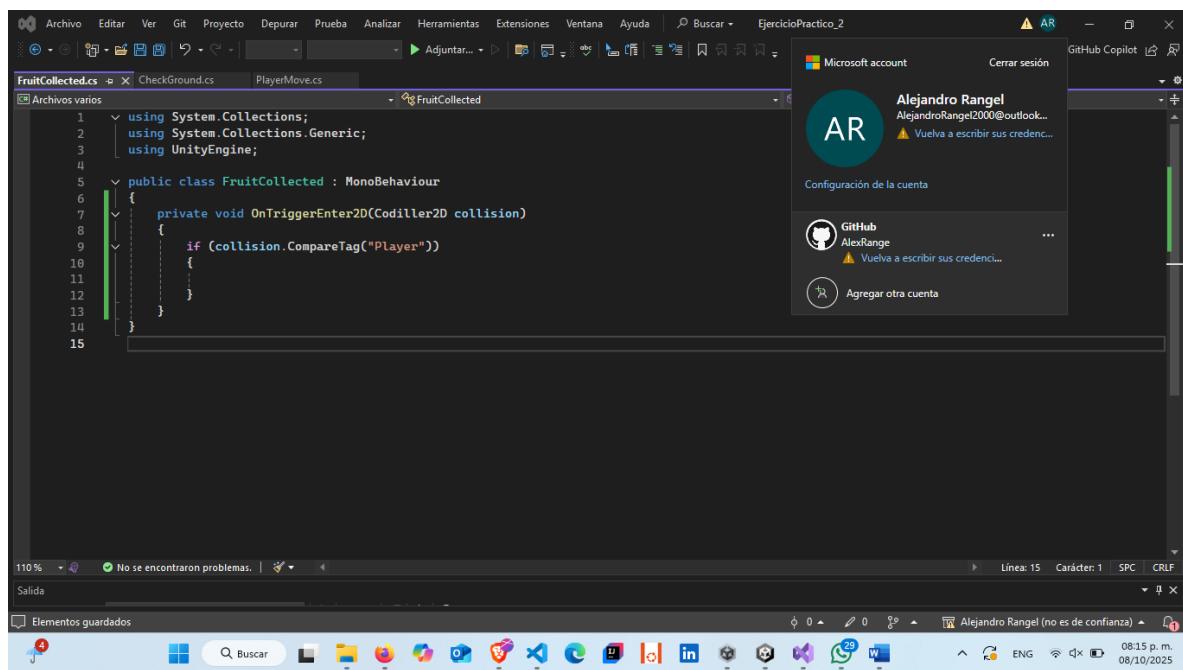
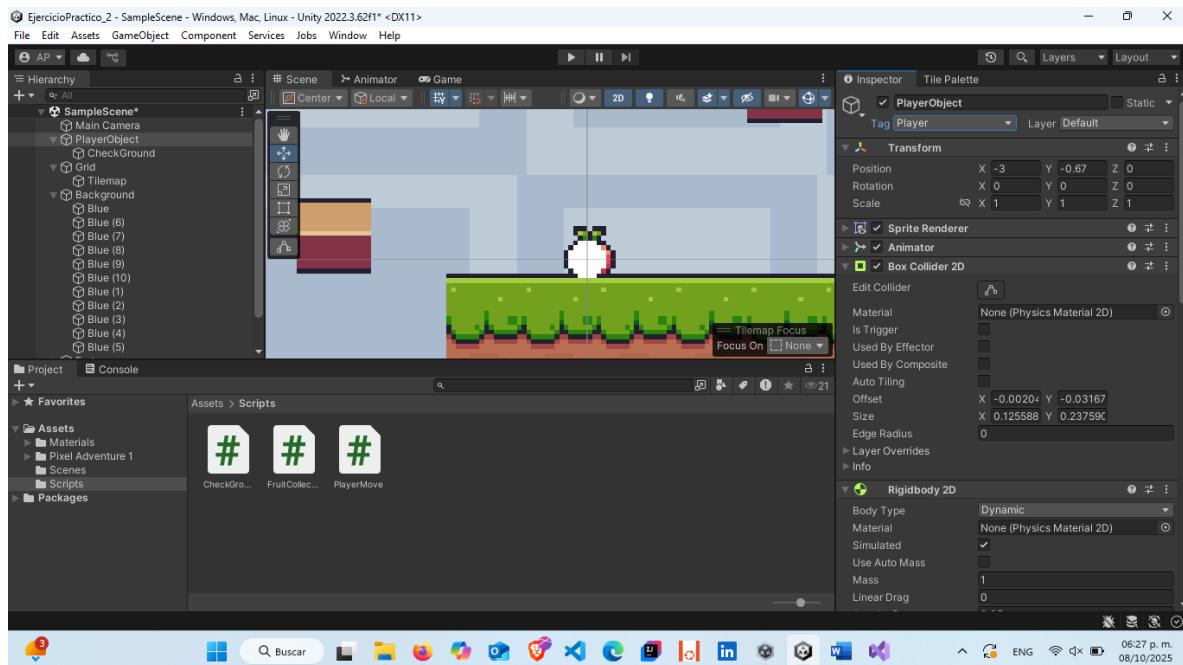


The screenshot shows the Visual Studio code editor with the 'FruitCollected.cs' file open. The code defines a MonoBehaviour class named 'FruitCollected' with two methods: Start() and Update(). The code is as follows:

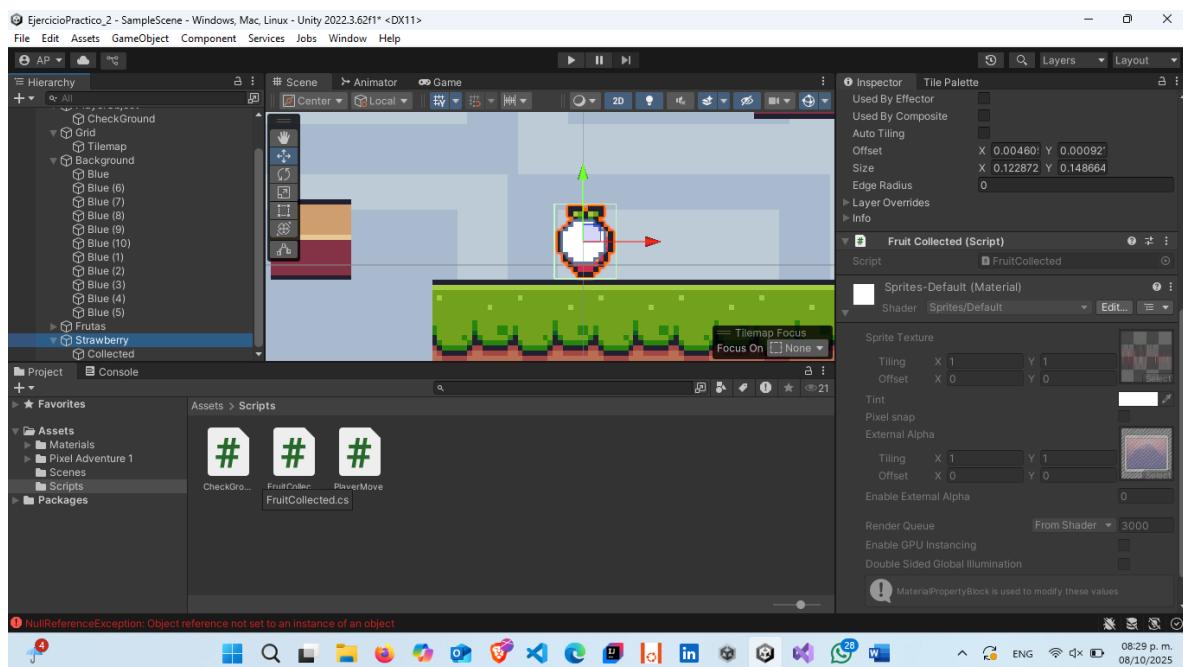
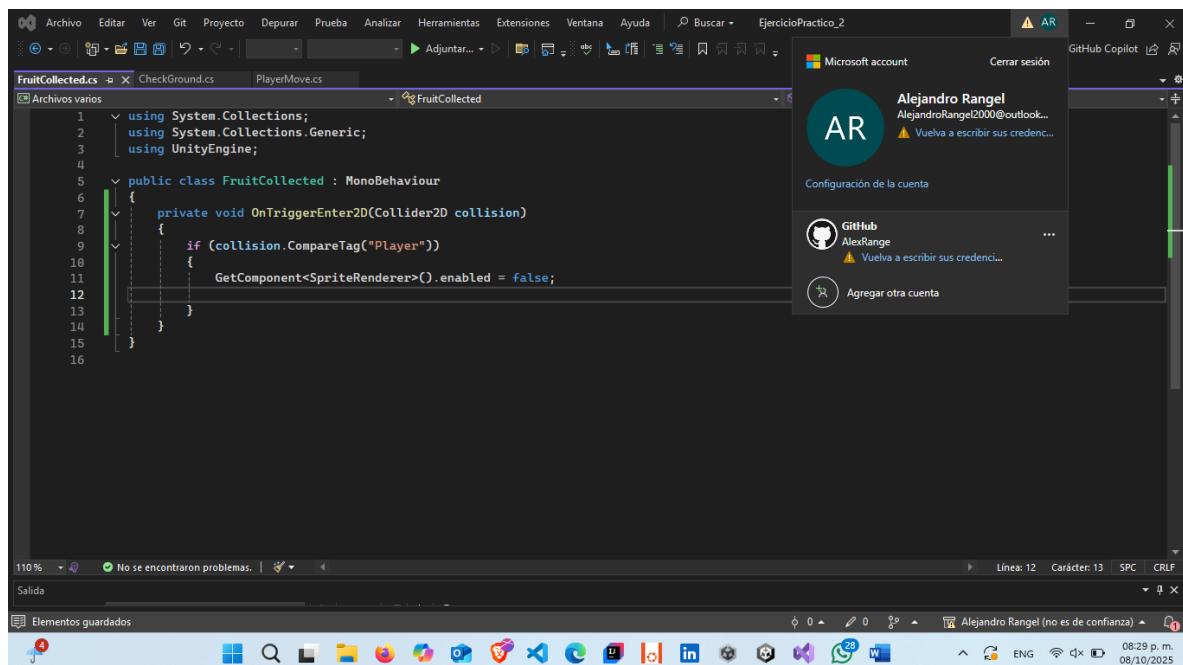
```
1  using System.Collections;
2  using System.Collections.Generic;
3  using UnityEngine;
4
5  public class FruitCollected : MonoBehaviour
6  {
7      // Start is called before the first frame update
8      void Start()
9      {
10
11
12
13      // Update is called once per frame
14      void Update()
15      {
16
17
18
19 }
```

The status bar at the bottom right shows the date and time: 06:24 p.m. 08/10/2025.

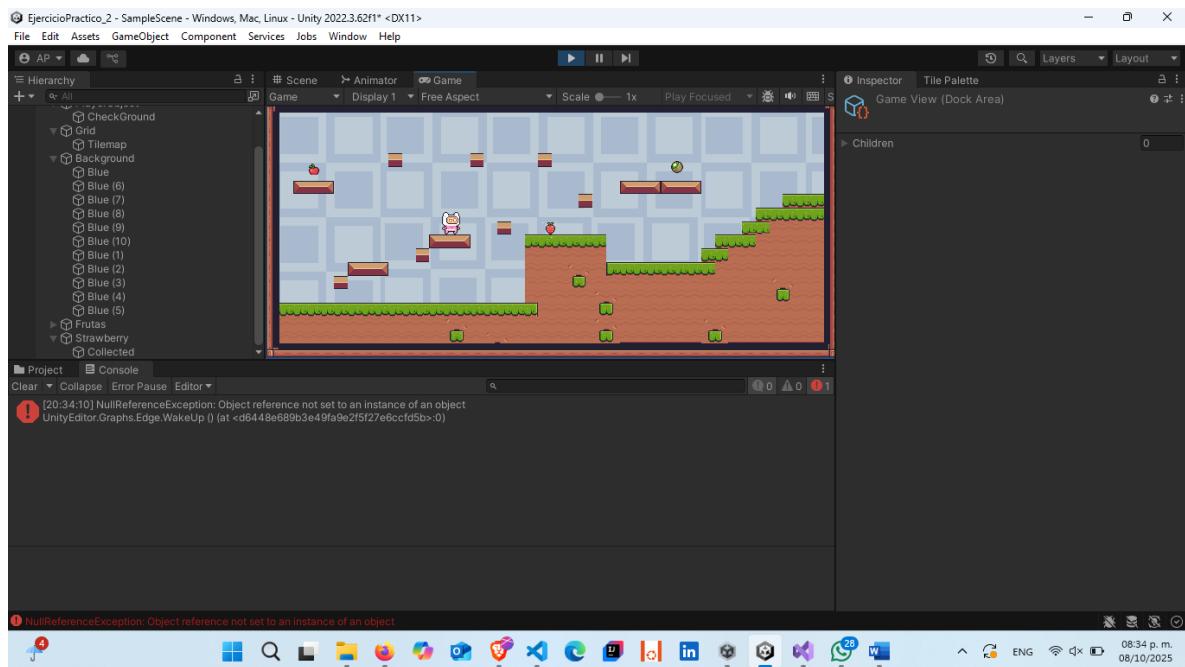
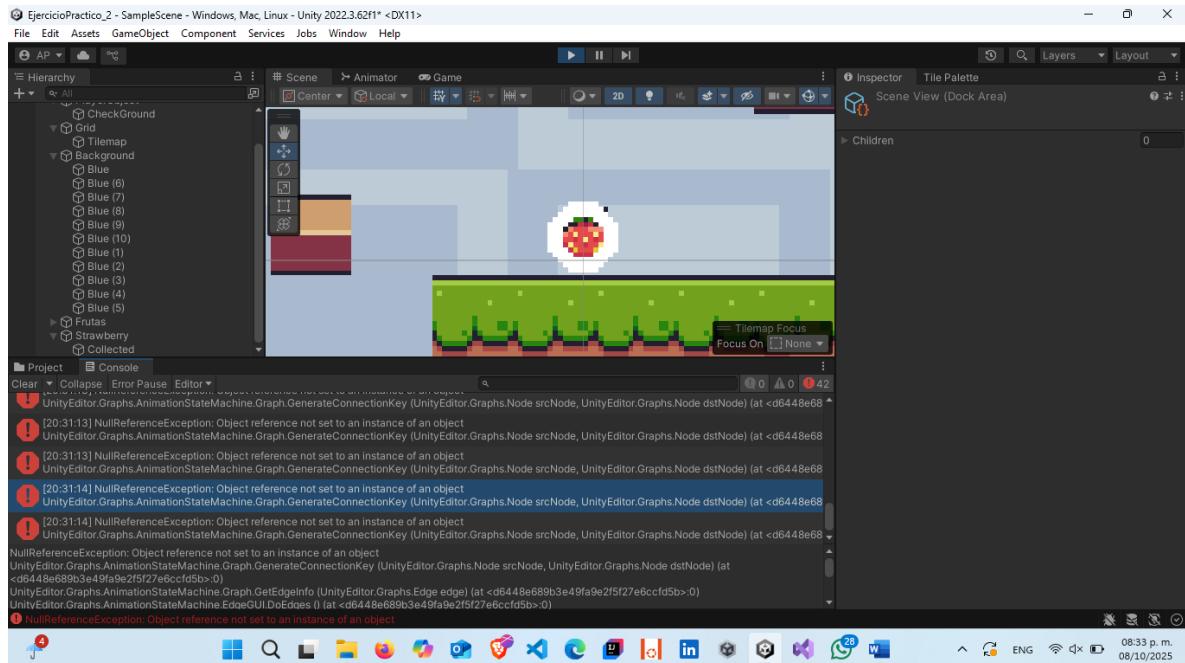
Video_02. Movimiento y Salto del Jugador



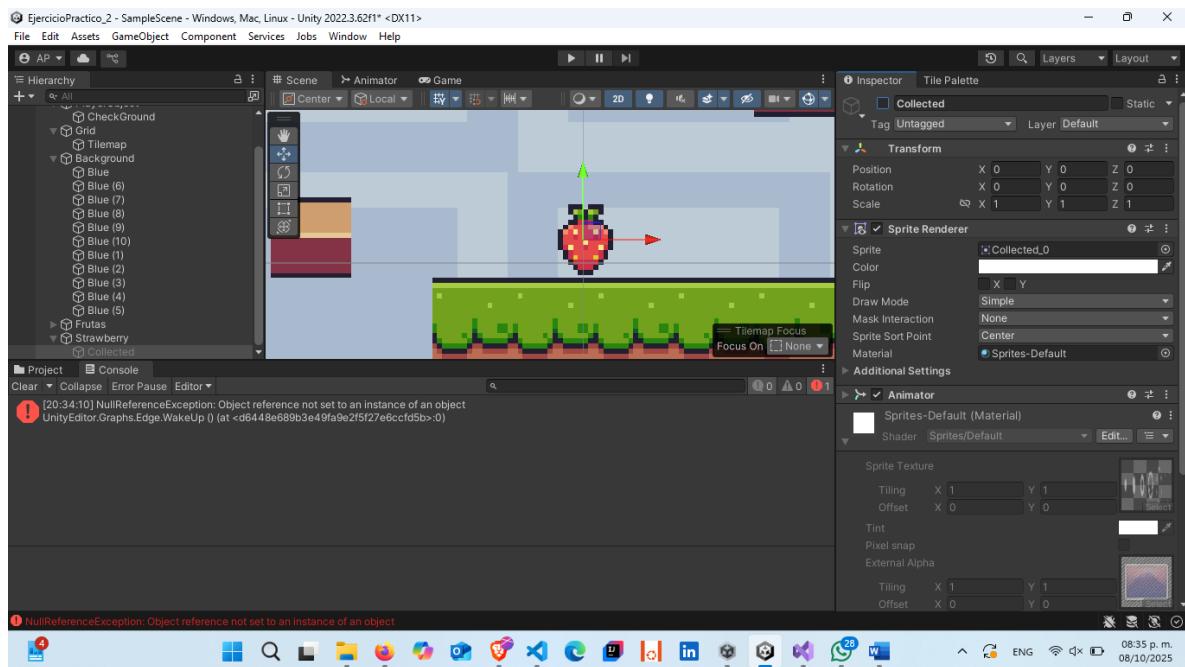
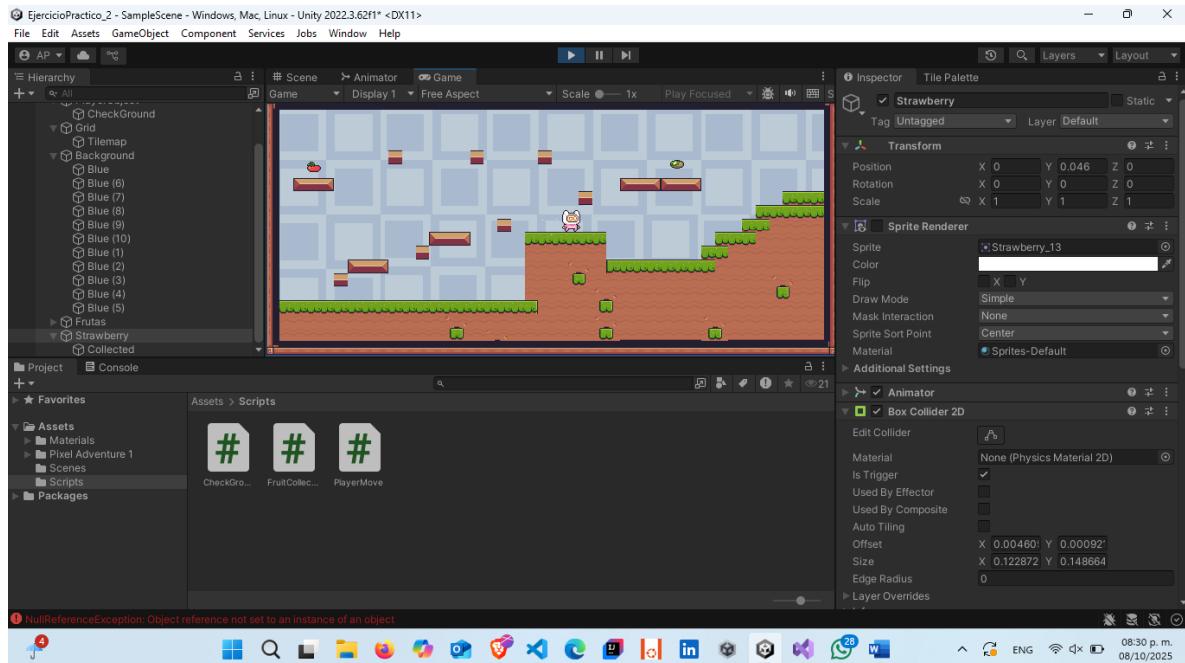
Video_02. Movimiento y Salto del Jugador



Video_02. Movimiento y Salto del Jugador



Video_02. Movimiento y Salto del Jugador



Video_02. Movimiento y Salto del Jugador

The screenshot shows the Visual Studio Code interface with the following details:

- File Explorer:** Shows "Archivos varios" (FruitCollected.cs, CheckGround.cs, PlayerMove.cs).
- Code Editor:** Displays the "FruitCollected.cs" file with the following code:

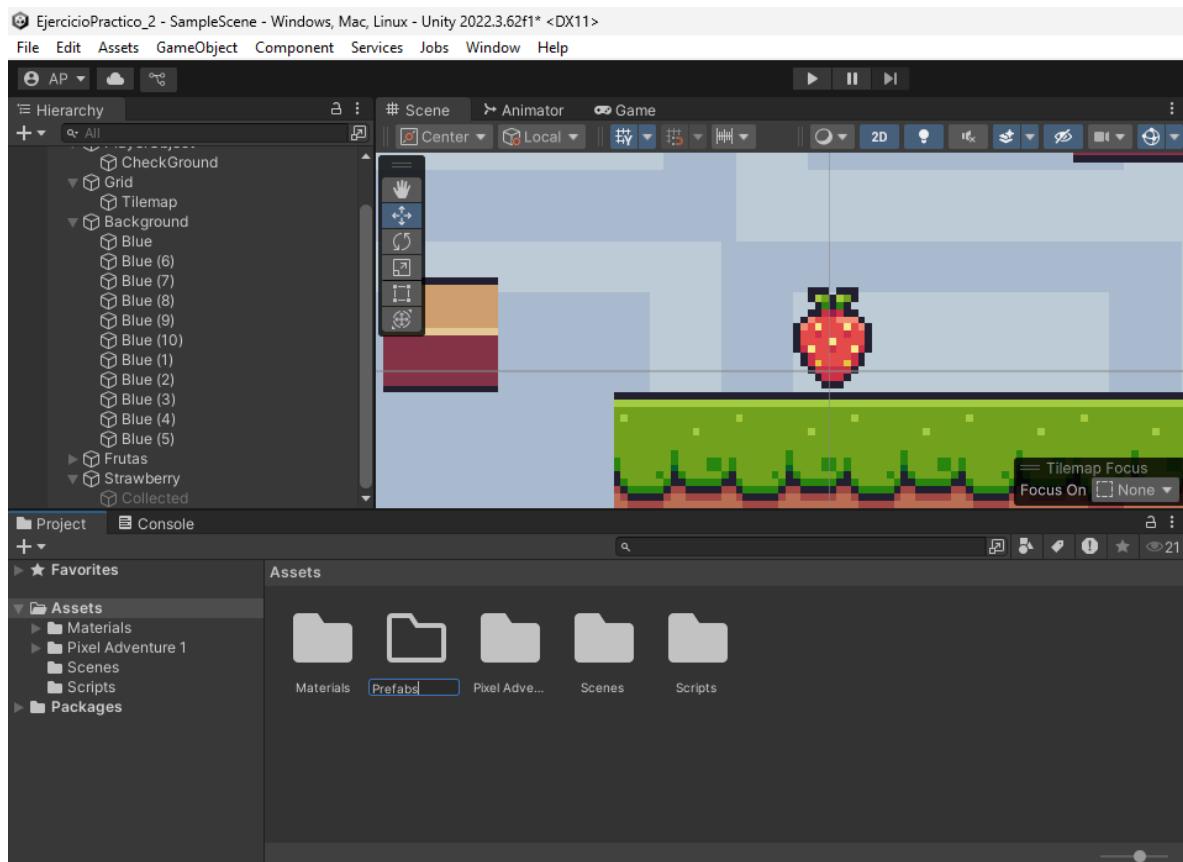
```
1  using System.Collections;
2  using System.Collections.Generic;
3  using UnityEngine;
4
5  public class FruitCollected : MonoBehaviour
6  {
7      void OnTriggerEnter2D(Collider2D collision)
8      {
9          if(collision.CompareTag("Player"))
10         {
11             GetComponent<SpriteRenderer>().enabled = false;
12             gameObject.transform.GetChild(0).gameObject.SetActive(true);
13             Destroy(gameObject, 0.5f);
14         }
15     }
16 }
17
```

- Output Bar:** Shows "No se encontraron problemas." (No problems found.)
- Status Bar:** Shows "Línea: 14" (Line: 14), "Carácter: 10" (Character: 10), "SPC" (Space), and "CRLF".
- Activity Bar:** Shows "Alejandro Rangel" (Microsoft account) and "GitHub" (AlexRange) with a warning message: "Vuelva a escribir sus credenc...".
- Taskbar:** Shows various application icons.
- System Tray:** Shows the date and time: "08/10/2025" and "08:38 p.m."

The screenshot shows the Visual Studio Code interface with the following details:

- File Explorer:** Shows "Archivos varios" (FruitCollected.cs, CheckGround.cs, PlayerMove.cs).
- Code Editor:** Displays the "FruitCollected.cs" file with the same code as the previous screenshot.
- Output Bar:** Shows "No se encontraron problemas." (No problems found.)
- Status Bar:** Shows "Línea: 14" (Line: 14), "Carácter: 10" (Character: 10), "SPC" (Space), and "CRLF".
- Activity Bar:** Shows "Alejandro Rangel" (Microsoft account) and "GitHub" (AlexRange) with a warning message: "Vuelva a escribir sus credenc...".
- Taskbar:** Shows various application icons.
- System Tray:** Shows the date and time: "08/10/2025" and "08:38 p.m."

Video_02. Movimiento y Salto del Jugador



Video_02. Movimiento y Salto del Jugador

