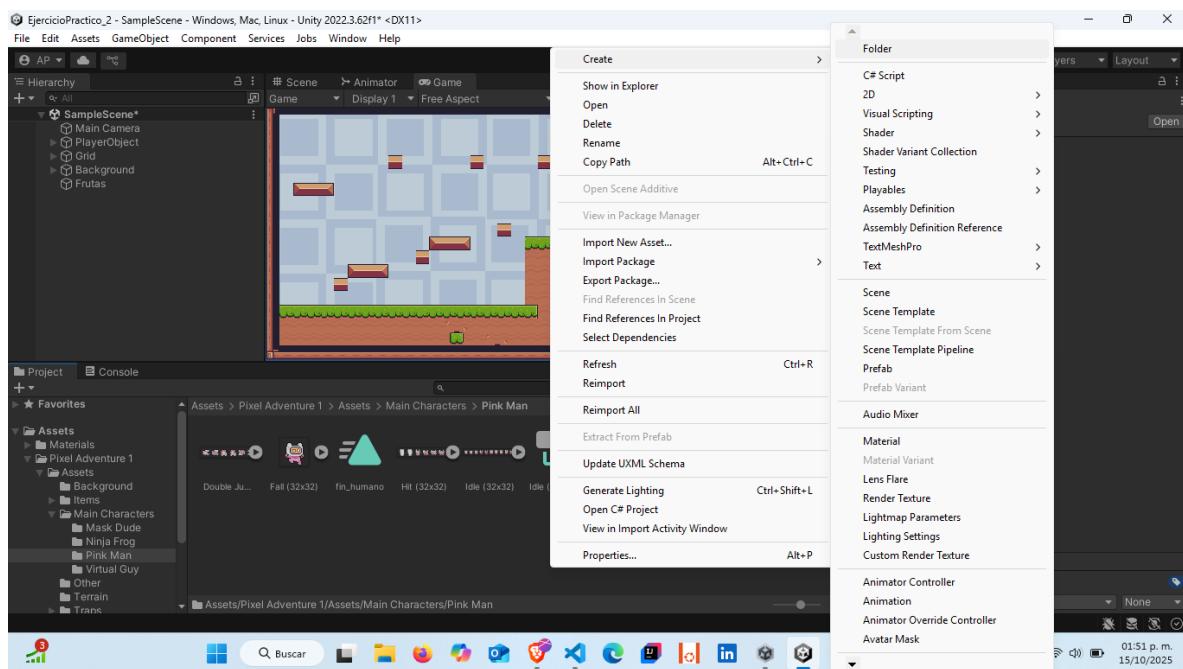
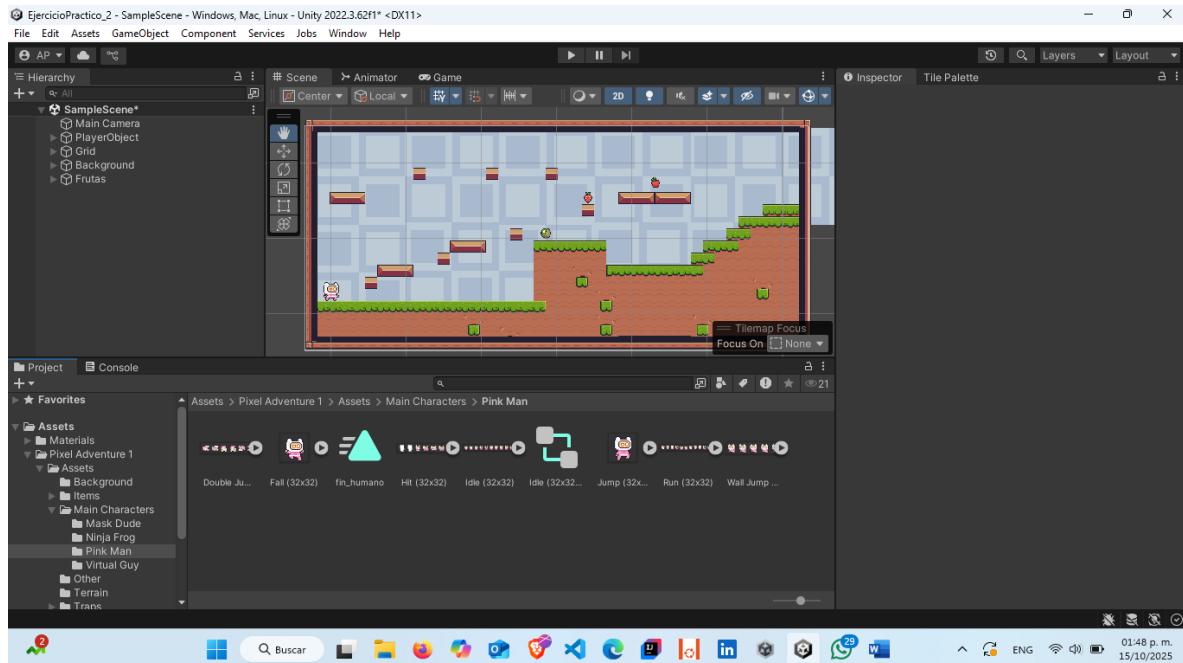
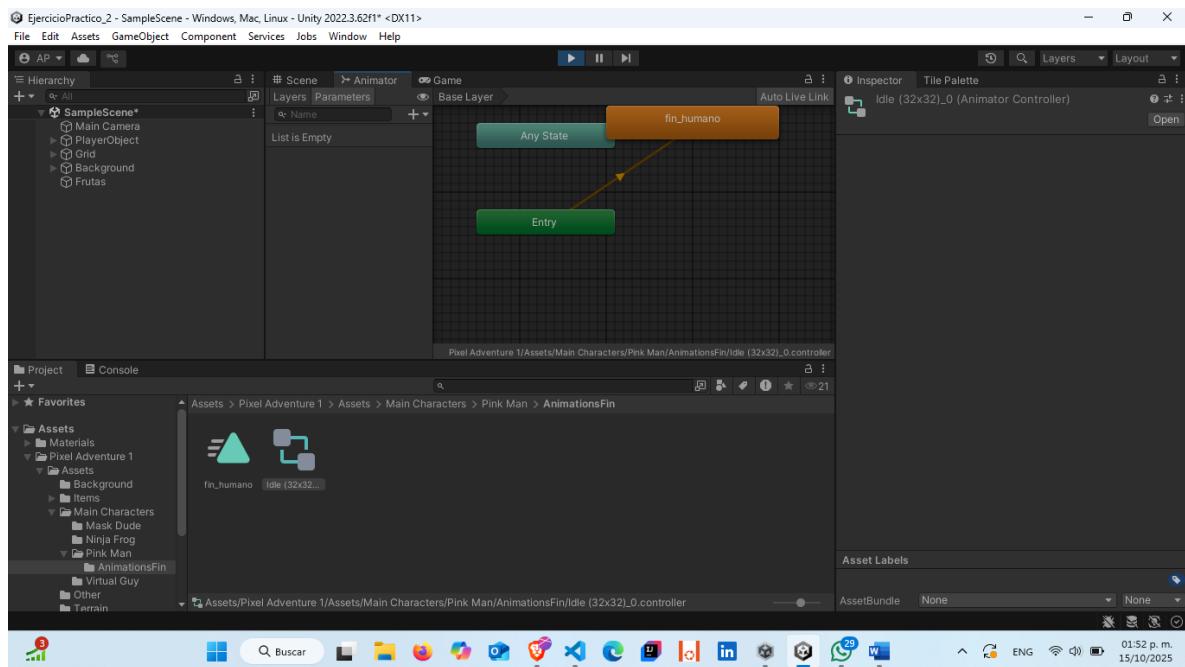
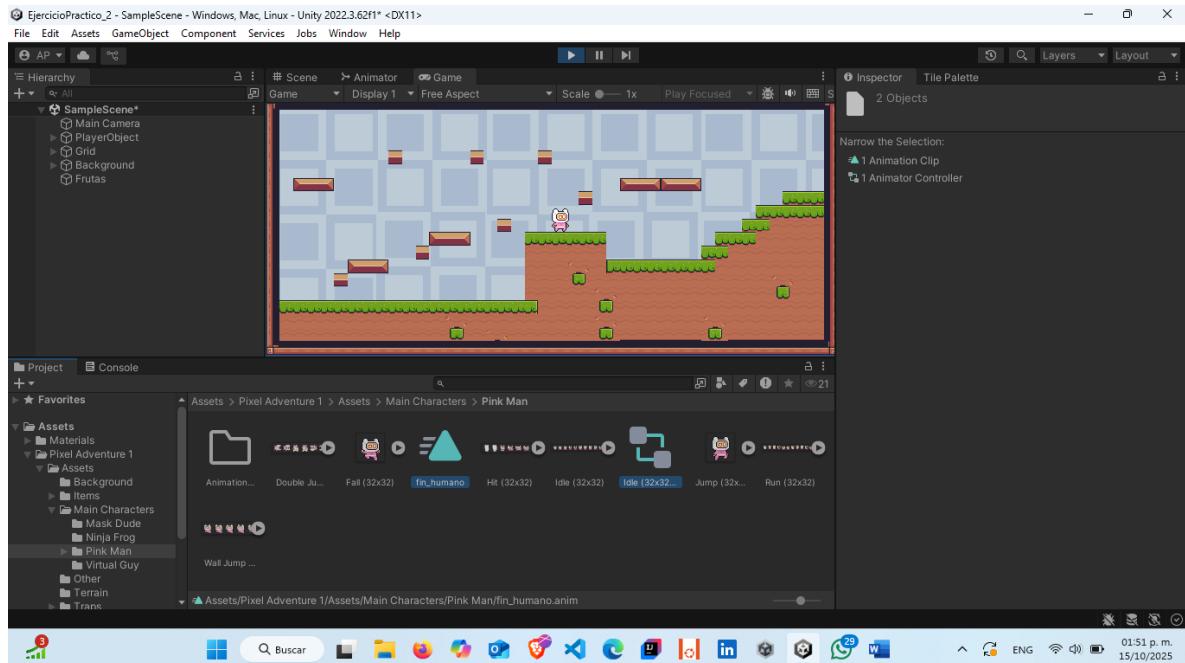


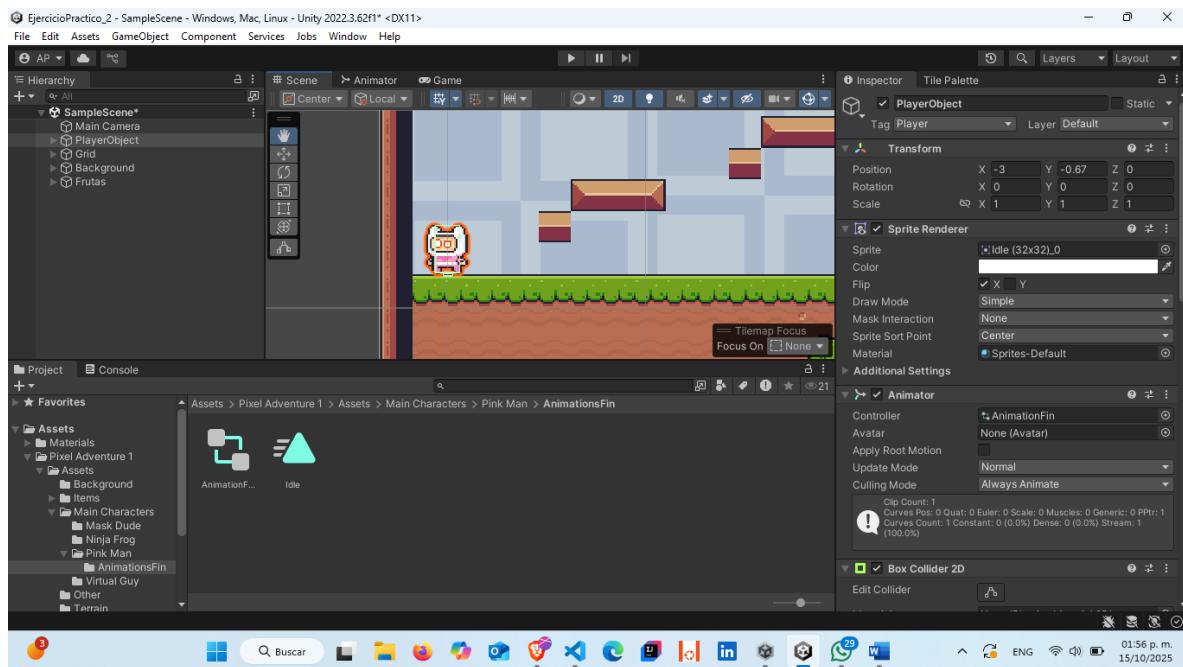
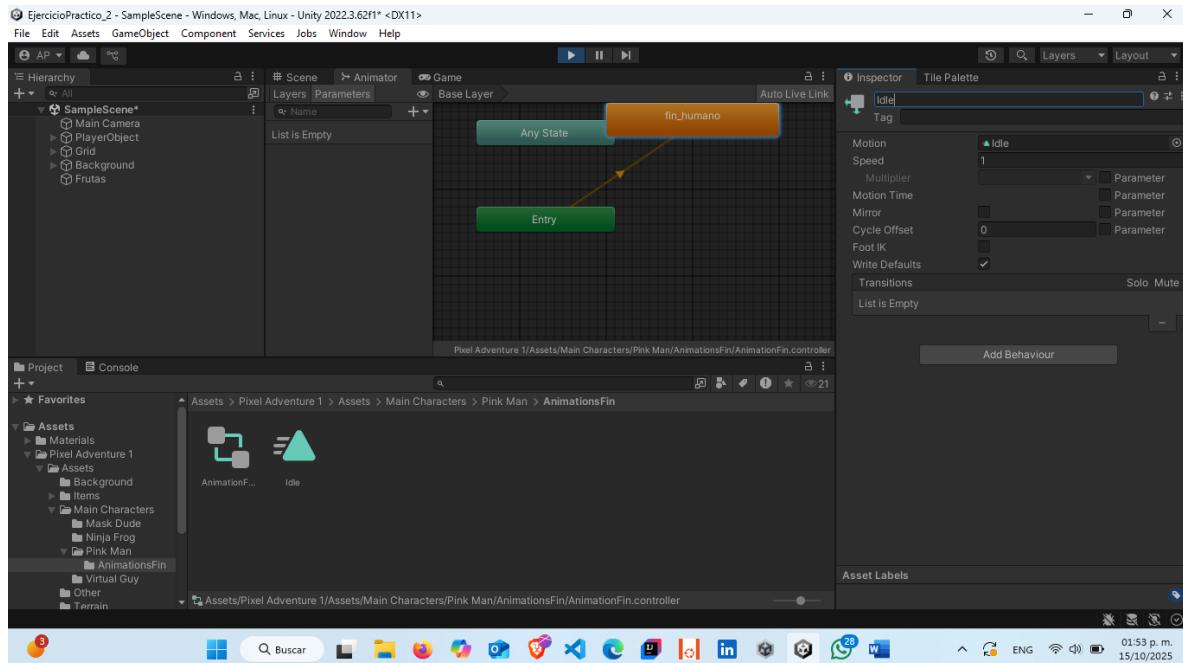
## Video\_04. Animaciones del Personaje.



## Video\_04. Animaciones del Personaje.



## Video\_04. Animaciones del Personaje.



## Video\_04. Animaciones del Personaje.

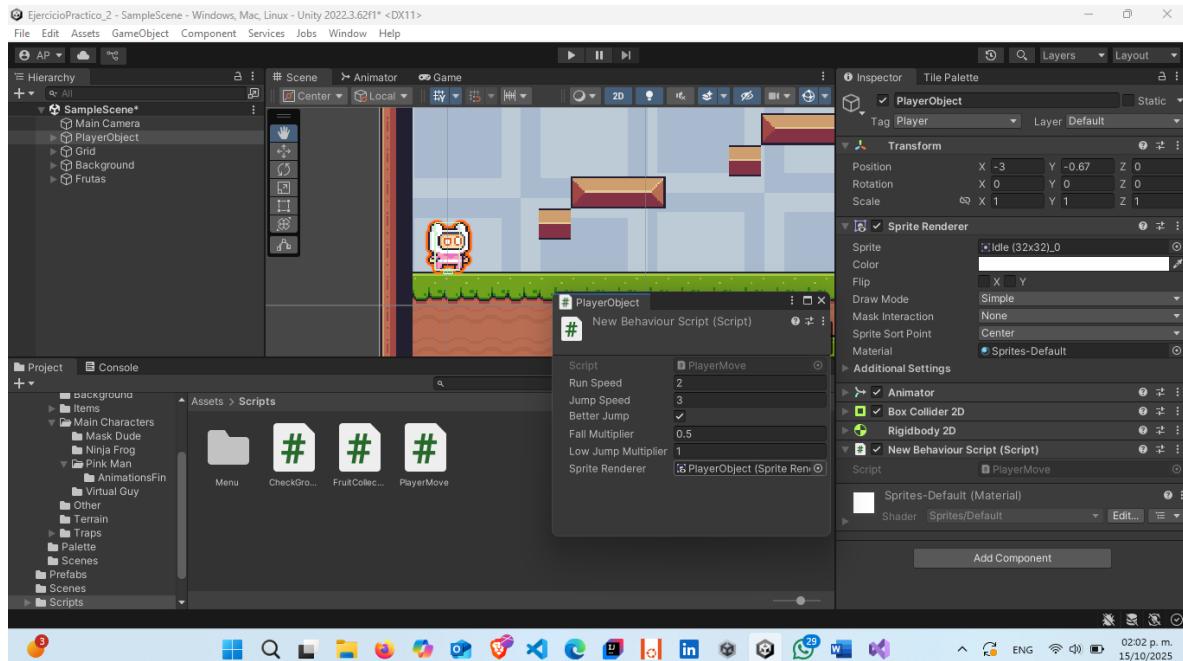
The screenshot shows the Unity Editor interface with the script `PlayerMove.cs` open. The code defines a `NewBehaviourScript` class that inherits from `MonoBehaviour`. It includes variables for run speed (2), jump speed (3), and fall multiplier (0.5f). The `Start()` method initializes a reference to the `Rigidbody2D` component. The `FixedUpdate()` method checks for input keys (`d` or `right`) and updates the rigidbody's velocity accordingly. The GitHub Copilot interface is visible on the right, showing a Microsoft account (Alejandro Rangel) and a GitHub account (AlexRangel). A message prompts the user to log in again. The bottom status bar shows the date and time as 15/10/2025 at 01:57 p.m.

```
1 using System.Collections;
2 using System.Collections.Generic;
3 using System.Collections.Specialized;
4 using System.Threading;
5 using UnityEngine;
6
7 public class NewBehaviourScript : MonoBehaviour
8 {
9     public float runSpeed = 2;
10    public float jumpSpeed = 3;
11
12    Rigidbody2D rb2D;
13
14    public bool betterJump = false;
15
16    public float fallMultiplier = 0.5f;
17
18    public float lowJumpMultiplier = 1f;
19
20    void Start()
21    {
22        rb2D = GetComponent<Rigidbody2D>();
23    }
24
25    void FixedUpdate()
26    {
27        if (Input.GetKey("d") || Input.GetKey("right"))
28        {
110 %  No se encontraron problemas. | Salida | Linea: 11 | Carácter: 5 | SPC | CRLF
```

This screenshot shows the same Unity Editor setup as the previous one, but the GitHub Copilot interface has been closed. The `PlayerMove.cs` script remains the same, defining the `NewBehaviourScript` class with its methods and variables. The bottom status bar shows the date and time as 15/10/2025 at 01:57 p.m.

```
1 using System.Collections;
2 using System.Collections.Generic;
3 using System.Collections.Specialized;
4 using System.Threading;
5 using UnityEngine;
6
7 public class NewBehaviourScript : MonoBehaviour
8 {
9     public float runSpeed = 2;
10    public float jumpSpeed = 3;
11
12    Rigidbody2D rb2D;
13
14    public bool betterJump = false;
15
16    public float fallMultiplier = 0.5f;
17
18    public float lowJumpMultiplier = 1f;
19
20    public SpriteRenderer spriteRenderer;
21 }
```

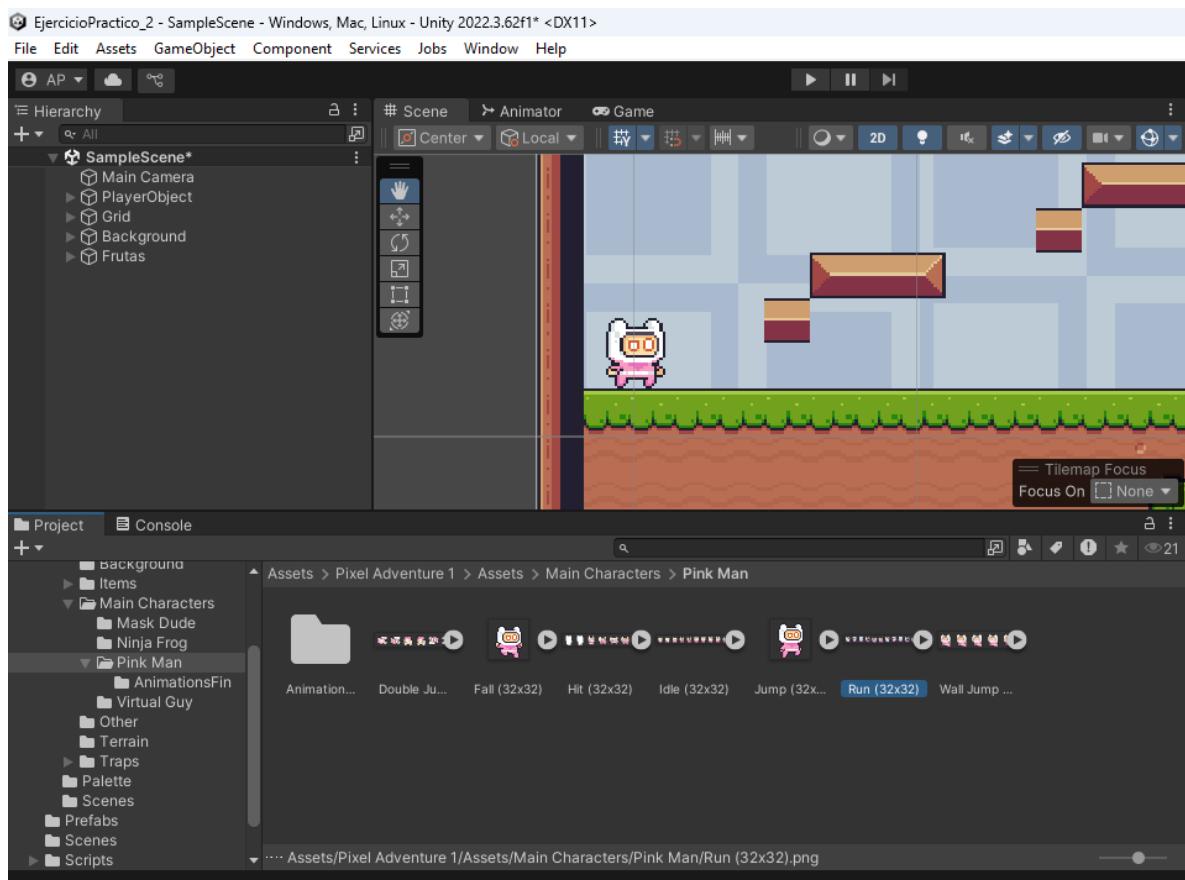
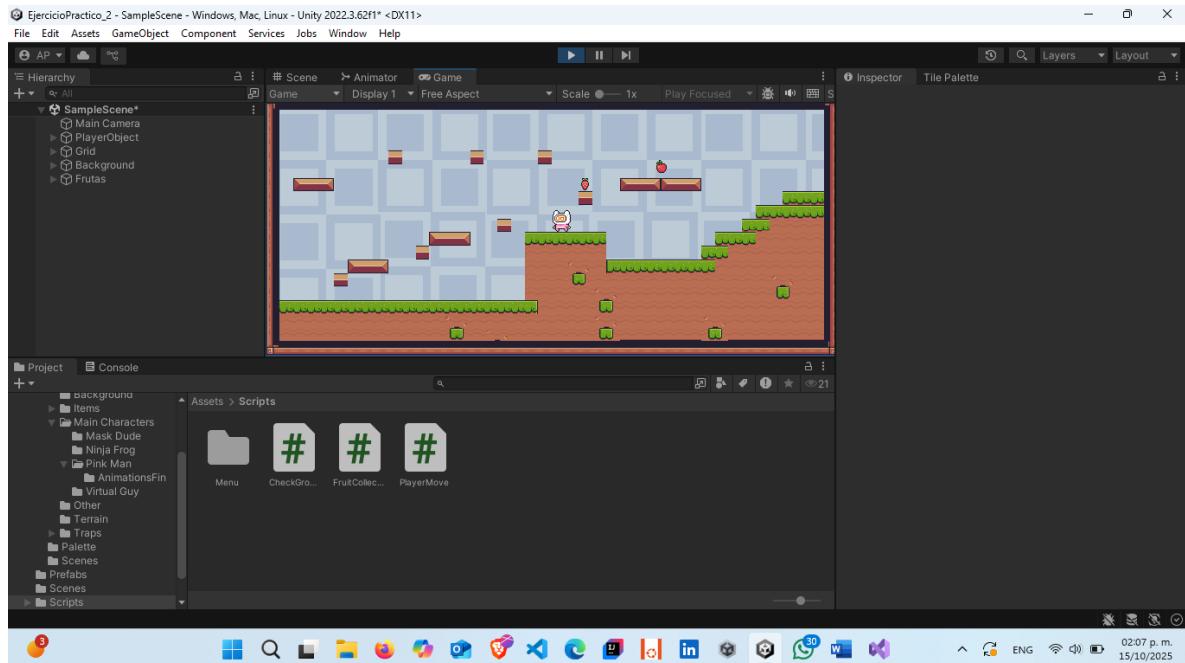
## Video\_04. Animaciones del Personaje.



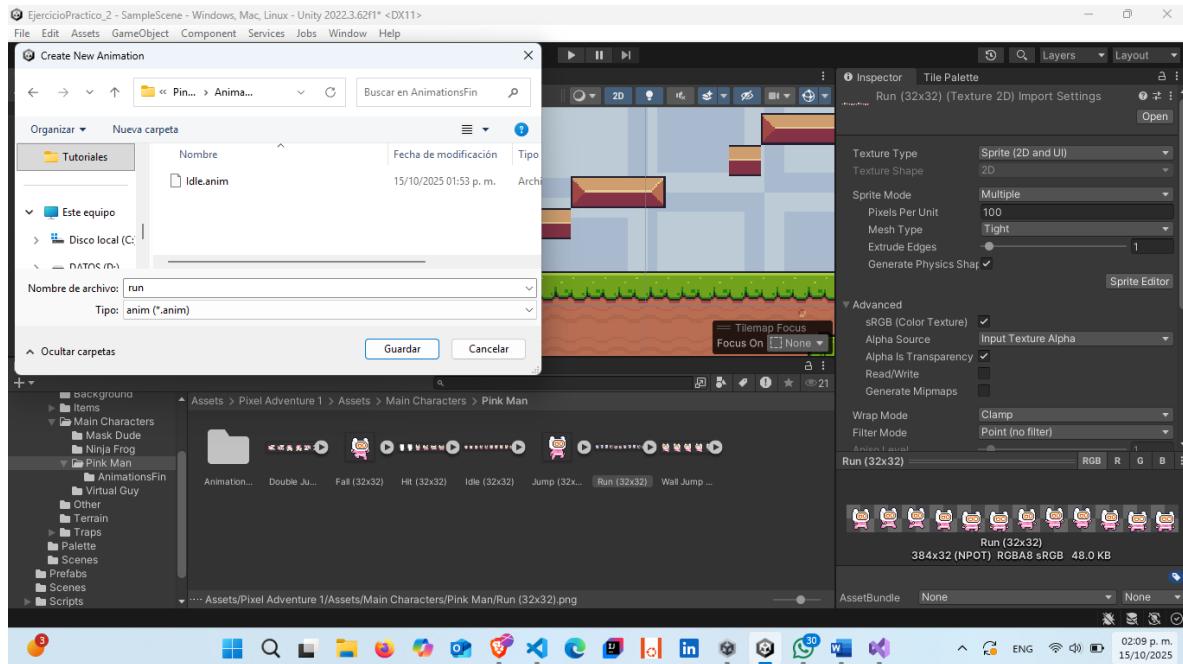
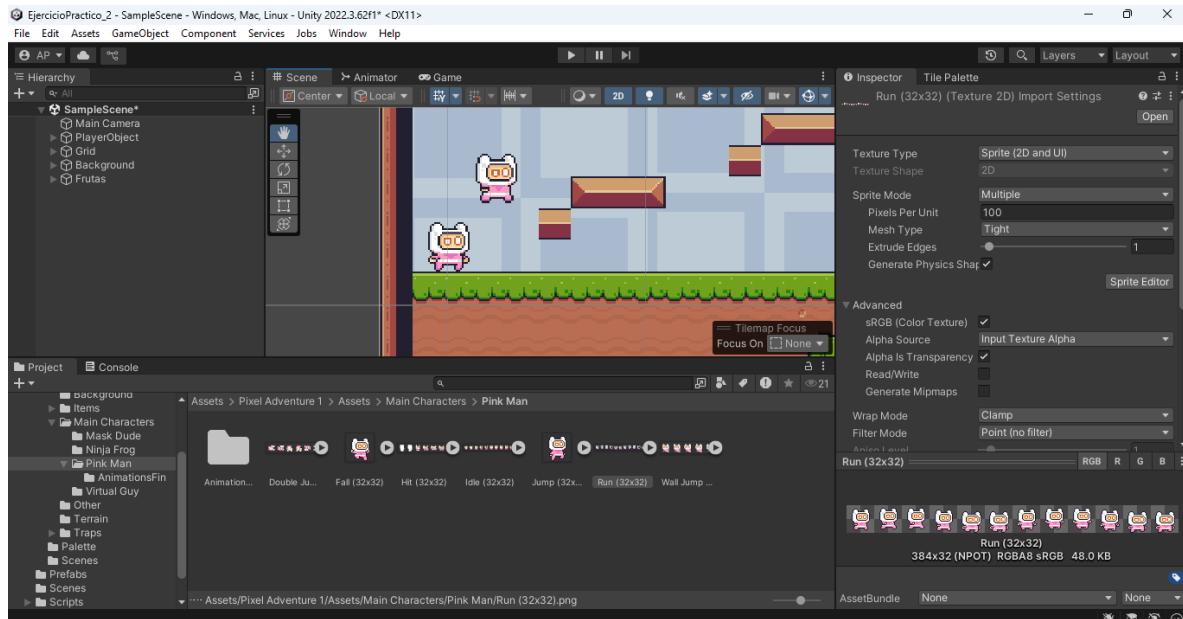
```
19 public SpriteRenderer spriteRenderer;
20
21 void Start()
22 {
23     rb2D = GetComponent< Rigidbody2D>();
24 }
25
26 void FixedUpdate()
27 {
28     if (Input.GetKey("d") || Input.GetKey("right"))
29     {
30         rb2D.velocity = new Vector2(runSpeed, rb2D.velocity.y);
31         spriteRenderer.flipX = false;
32     }
33     else if (Input.GetKey("a") || Input.GetKey("left"))
34     {
35         rb2D.velocity = new Vector2(-runSpeed, rb2D.velocity.y);
36         spriteRenderer.flipX = false;
37     }
38     else
39     {
40         rb2D.velocity = new Vector2(0, rb2D.velocity.y);
41     }
42     if (Input.GetKey("space") && CheckGround.isGrounded)
43     {
44         rb2D.velocity = new Vector2(rb2D.velocity.x, jumpSpeed);
45     }
46 }
```

The screenshot shows the Visual Studio code editor with the "PlayerMove.cs" file open. The code implements player movement logic using the Rigidbody2D component and a SpriteRenderer. It checks for key presses to move the character left or right and handle jumping. The script also includes a check for ground truth using the "CheckGround" component.

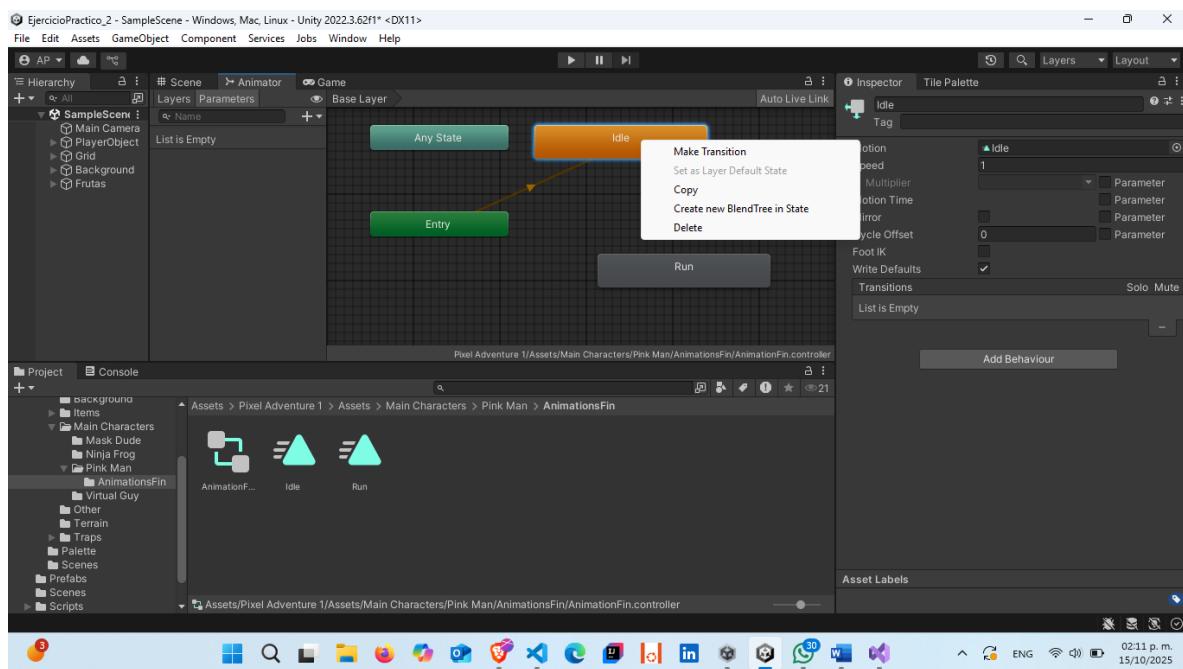
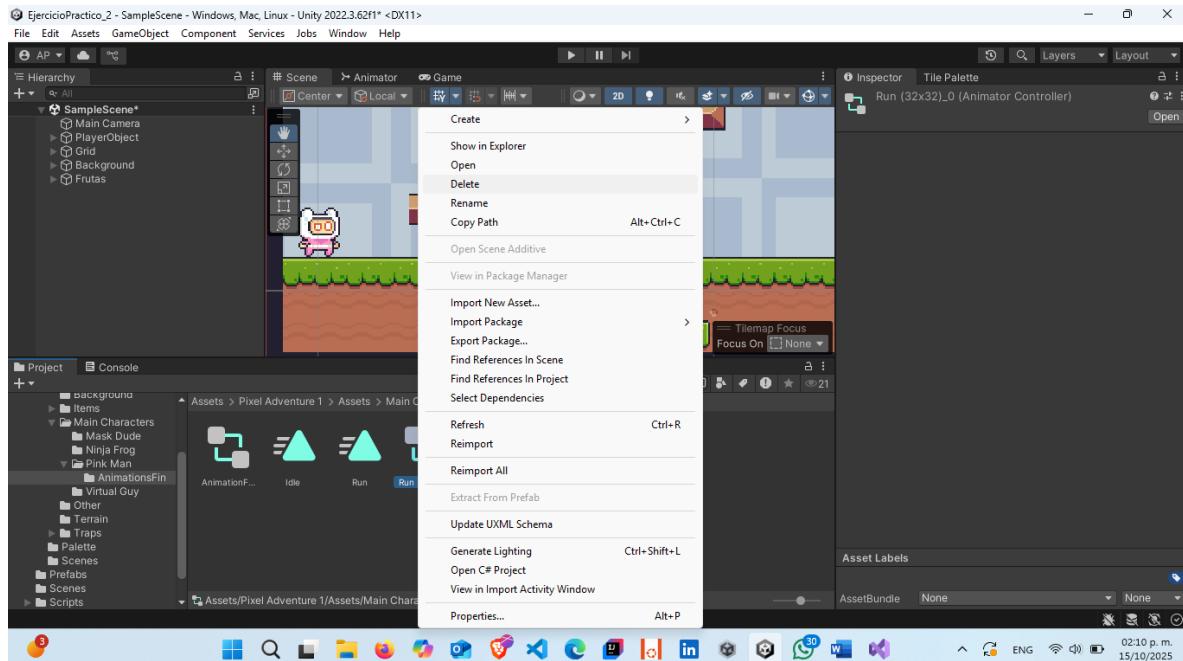
## Video\_04. Animaciones del Personaje.



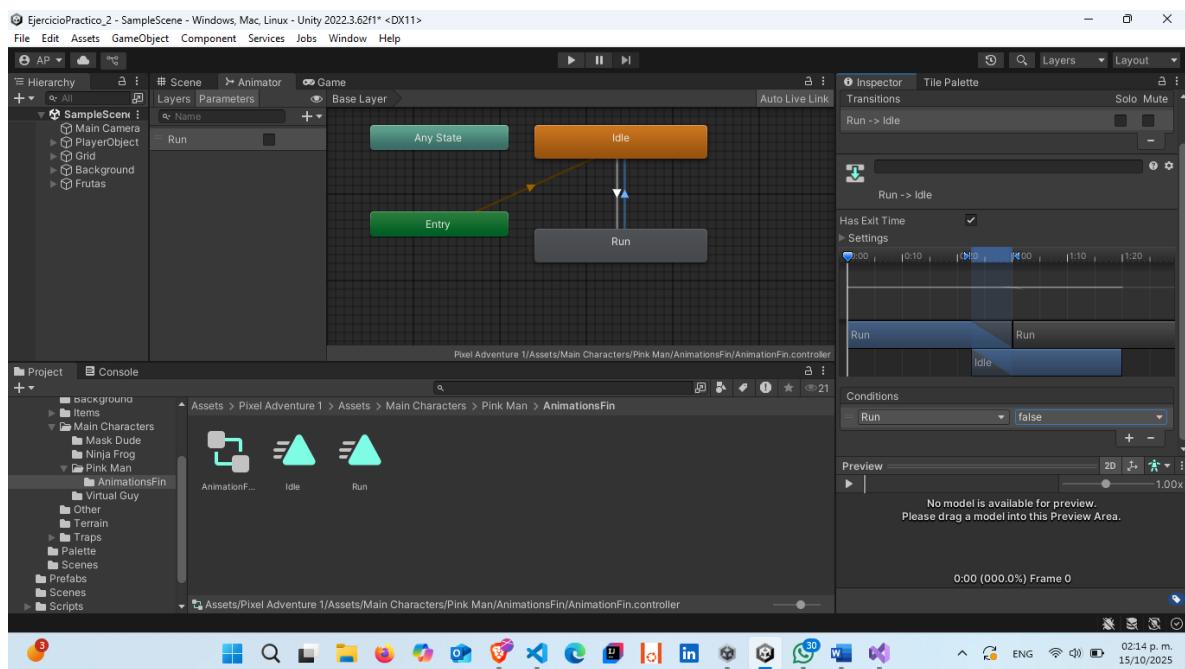
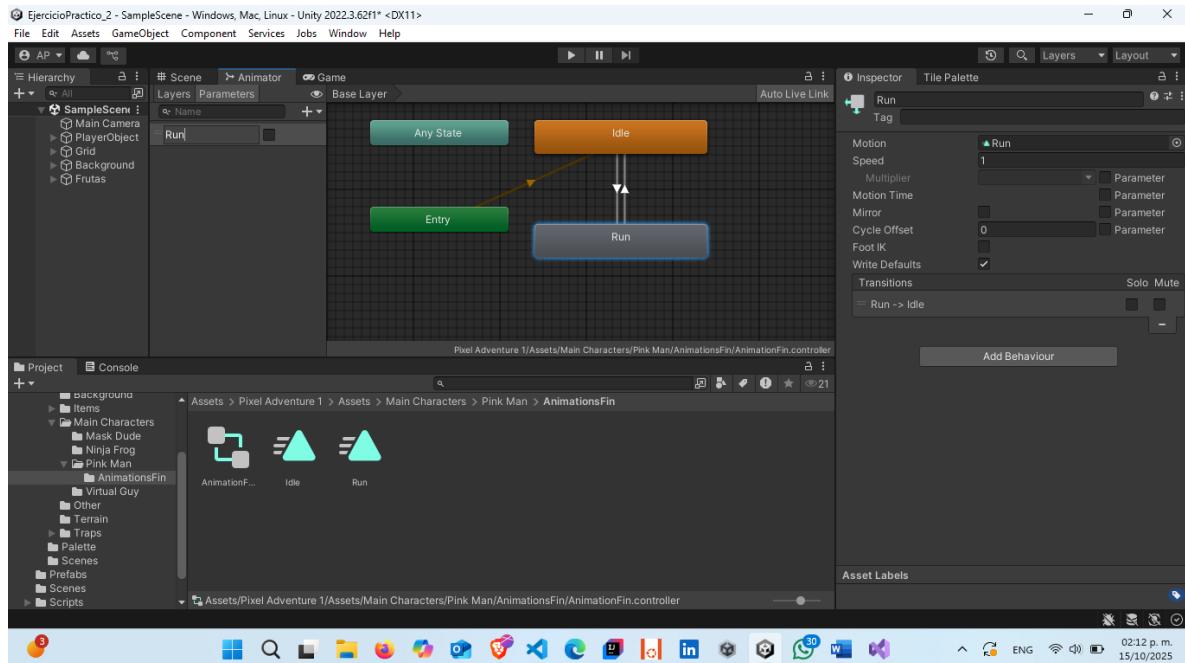
## Video\_04. Animaciones del Personaje.



## Video\_04. Animaciones del Personaje.



## Video\_04. Animaciones del Personaje.



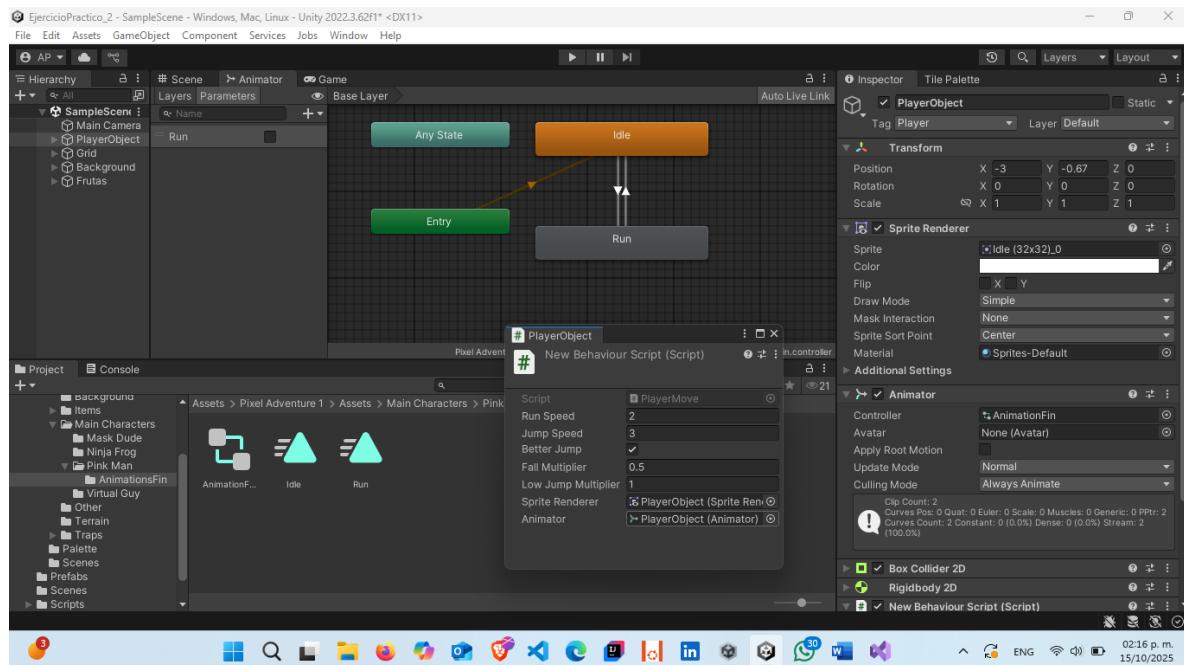
#### Video\_04. Animaciones del Personaje.

The screenshot shows the Unity Editor's code editor window. The title bar says "Ejer...ico\_2". The menu bar includes Archivo, Editar, Ver, Git, Proyecto, Depurar, Prueba, Analizar, Herramientas, Extensiones, Ventana, Ayuda, and GitHub Copilot. The code editor displays the "PlayerMove.cs" script:

```
7  public class NewBehaviourScript : MonoBehaviour
8
9      public float runSpeed = 2;
10     public float jumpSpeed = 3;
11
12     Rigidbody2D rb2D;
13
14     public bool betterJump = false;
15
16     public float fallMultiplier = 0.5f;
17
18     public float lowJumpMultiplier = 1f;
19
20     public SpriteRenderer spriteRenderer;
21
22     public Animator animator;
23
24     void Start()
25     {
26         rb2D = GetComponent<Rigidbody2D>();
27     }
28
29     void FixedUpdate()
30     {
31         if (Input.GetKey("d") || Input.GetKey("right"))
32         {
```

The status bar at the bottom shows "110%", "No se encontraron problemas.", "Línea: 22", "Carácter: 30", "SPC", "CRLF", and "Salida". The taskbar at the bottom right includes icons for File Explorer, Task View, LinkedIn, GitHub, WhatsApp (30 notifications), Microsoft Edge, and Visual Studio Code, along with system status icons for battery, signal, and volume, and the text "Alejandro Rangel (no es de confianza)" and "02:15 p. m. 15/10/2025".

## Video\_04. Animaciones del Personaje.



#### Video\_04. Animaciones del Personaje.

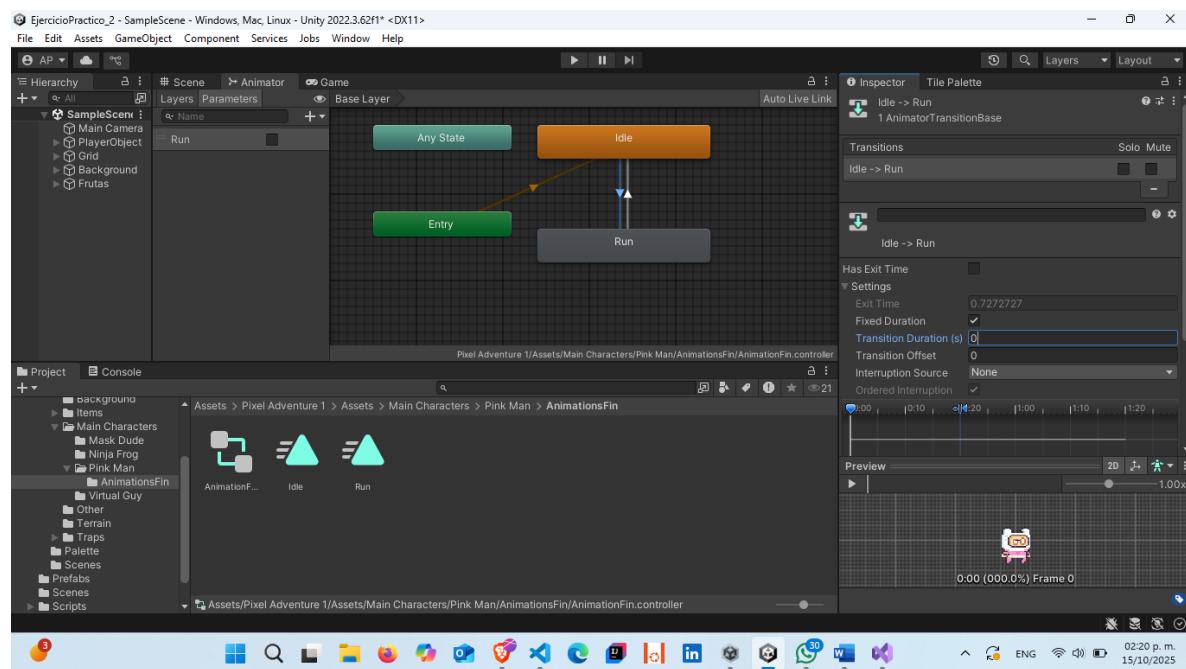
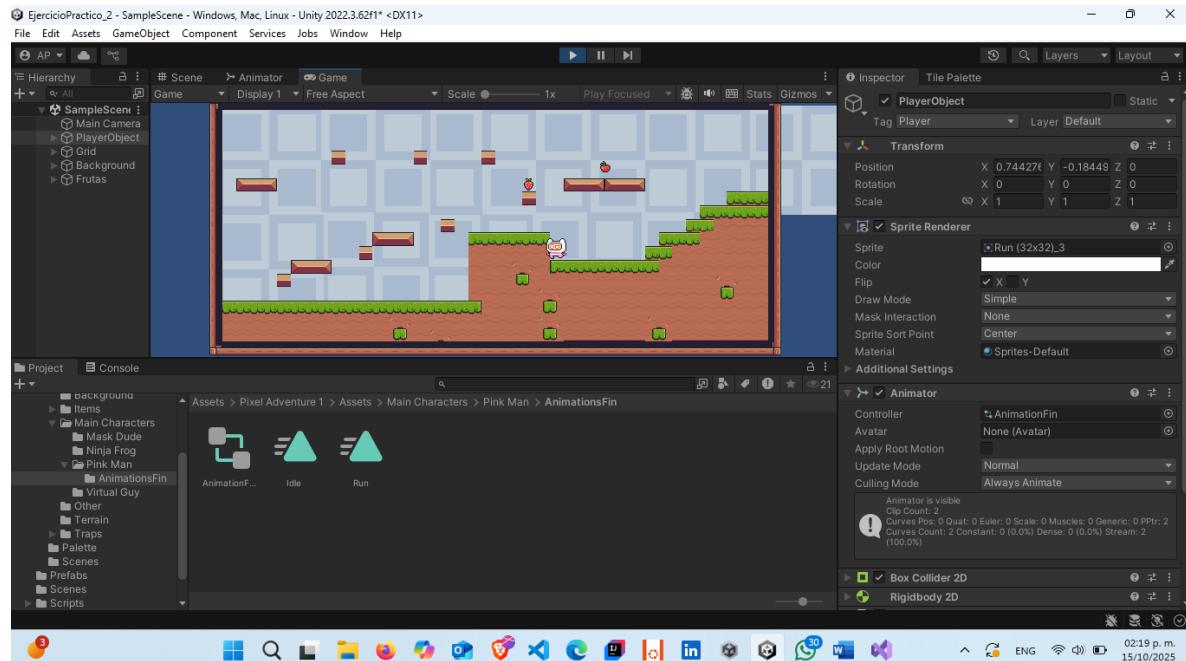
The screenshot shows the Visual Studio Code interface with the following details:

- File Menu:** Archivo, Editar, Ver, Git, Proyecto, Depurar, Prueba, Analizar, Herramientas, Extensiones, Ventana, Ayuda.
- Search Bar:** Ej...ico\_2
- Toolbar:** Includes icons for file operations like Open, Save, Find, and GitHub Copilot.
- Code Editor:** The file "PlayerMove.cs" is open. The code implements a "FixedUpdate" method to handle player movement based on input keys "d" or "right" (run right), "a" or "left" (run left), and the space key (jump). It also checks if the character is grounded before jumping.

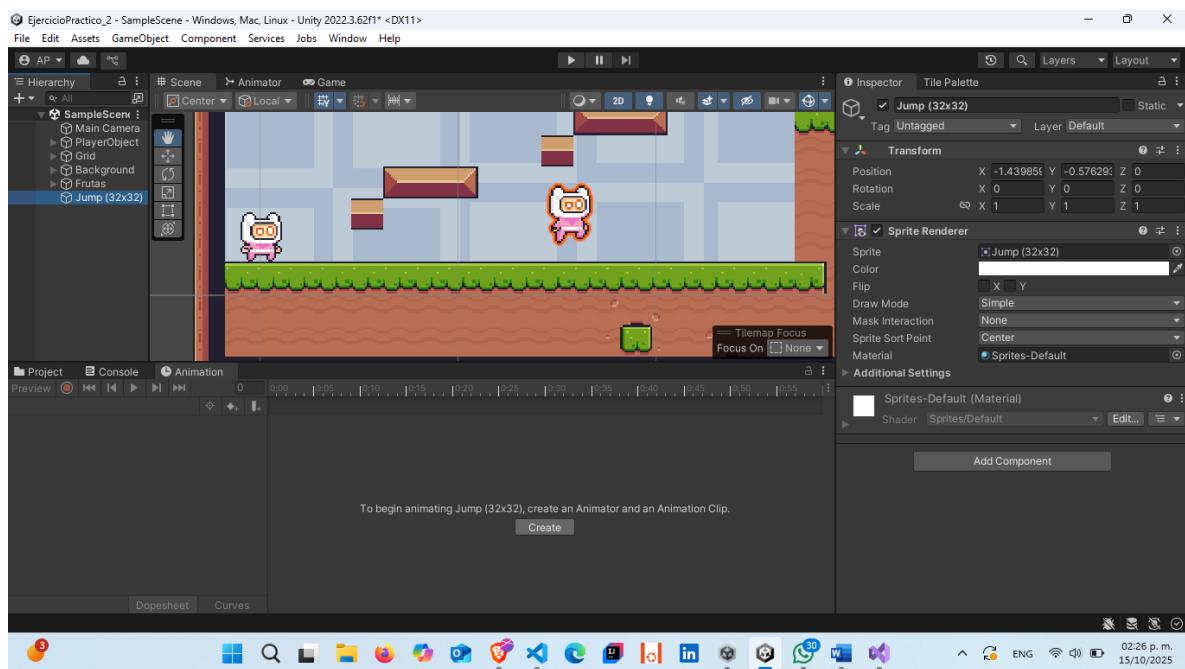
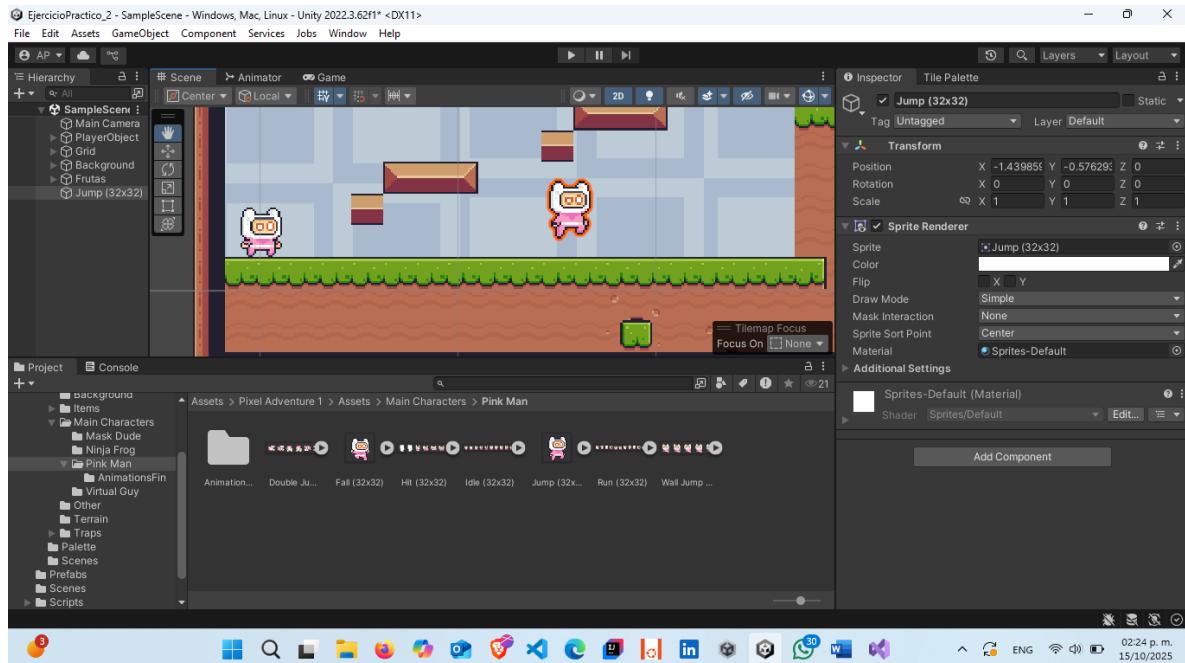
```
28
29     id FixedUpdate()
30
31     if (Input.GetKey("d") || Input.GetKey("right"))
32     {
33         rb2D.velocity = new Vector2(runSpeed, rb2D.velocity.y);
34         spriteRenderer.flipX = false;
35         animator.SetBool("Run", true);
36     }
37     else if (Input.GetKey("a") || Input.GetKey("left"))
38     {
39         rb2D.velocity = new Vector2(-runSpeed, rb2D.velocity.y);
40         spriteRenderer.flipX = true;
41         animator.SetBool("Run", true);
42     }
43     else
44     {
45         rb2D.velocity = new Vector2(0, rb2D.velocity.y);
46         animator.SetBool("Run", false);
47     }
48     if(Input.GetKey("space")&& CheckGround.isGrounded)
49     {
50         rb2D.velocity = new Vector2(rb2D.velocity.x, jumpSpeed);
51     }
52     if (betterJump)
53     {
```

- Status Bar:** Shows "No se encontraron problemas." (No problems found.), Line: 43, Carácter: 13, SPC, CRLF.
- Output Panel:** Labeled "Salida" (Output).
- System Tray:** Shows icons for file operations, a lock, LinkedIn, WhatsApp (30 notifications), Microsoft Word, and the VS Code icon.
- Bottom Bar:** Displays the user "Alejandro Rangel (no es de confianza)" with a red notification badge, the date "15/10/2025", and the time "02:18 p. m."

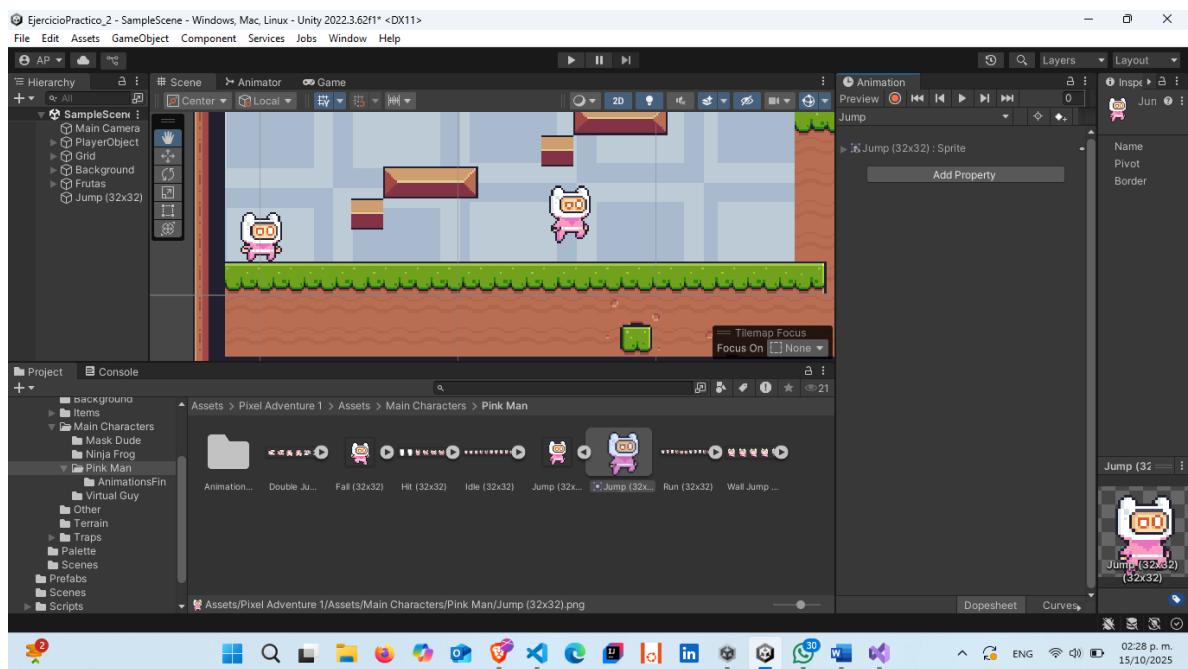
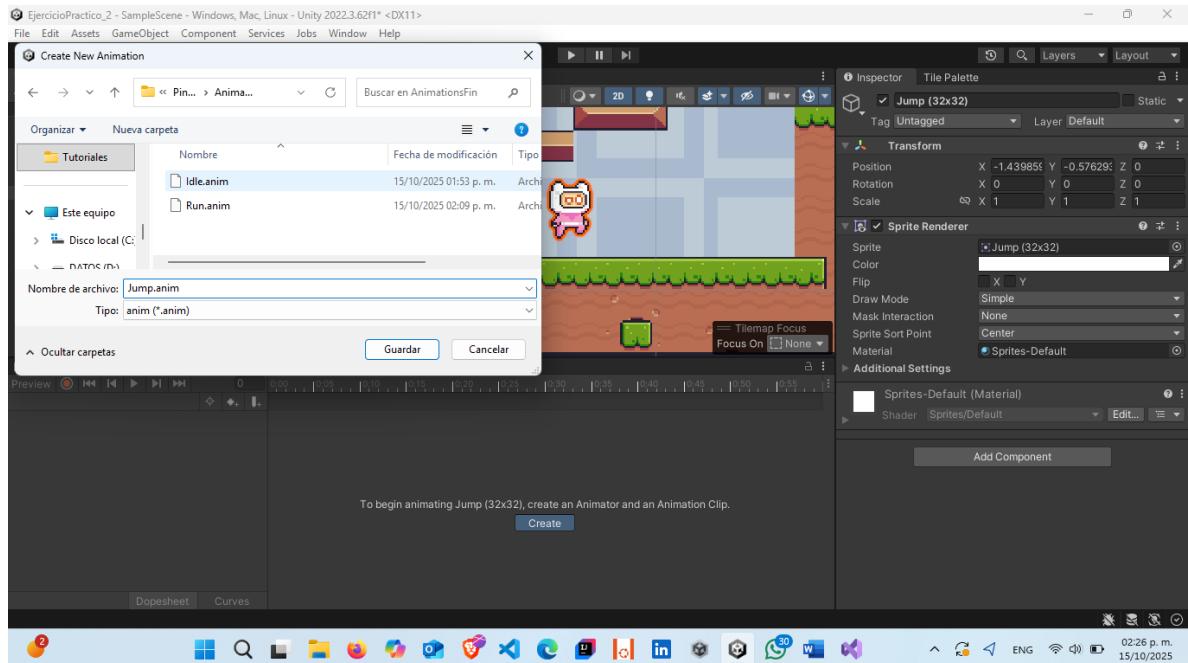
## Video\_04. Animaciones del Personaje.



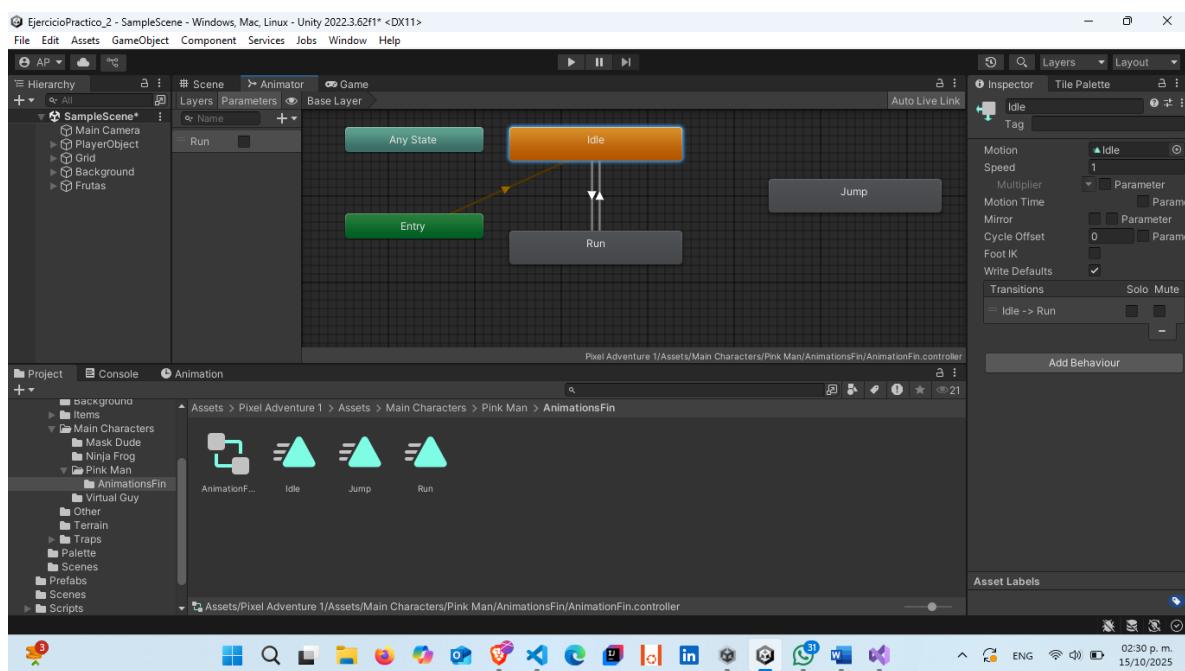
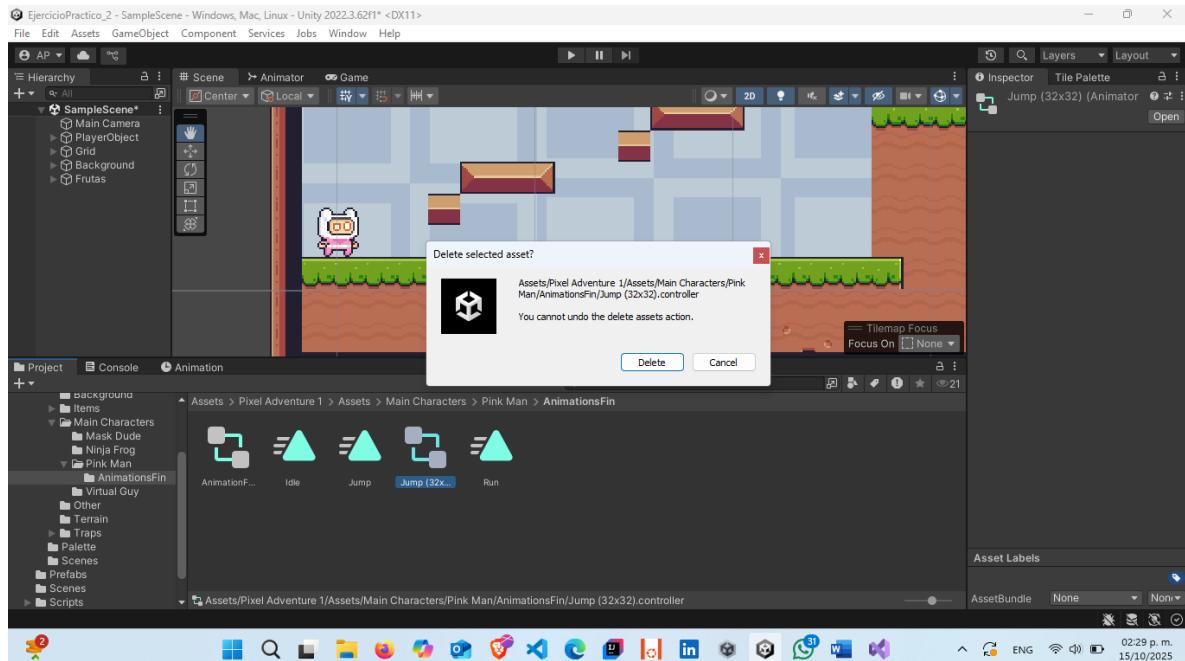
## Video\_04. Animaciones del Personaje.



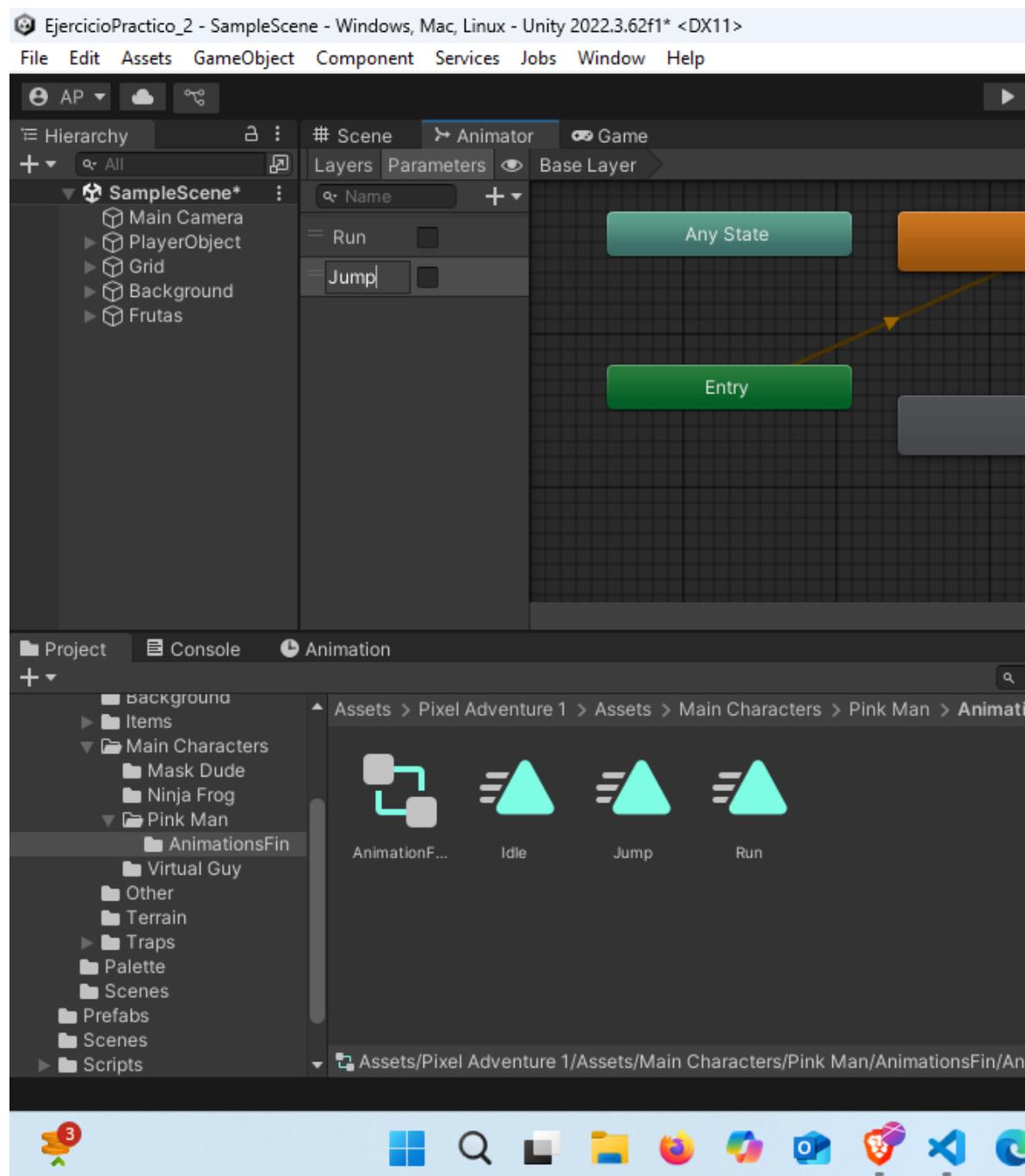
## Video\_04. Animaciones del Personaje.



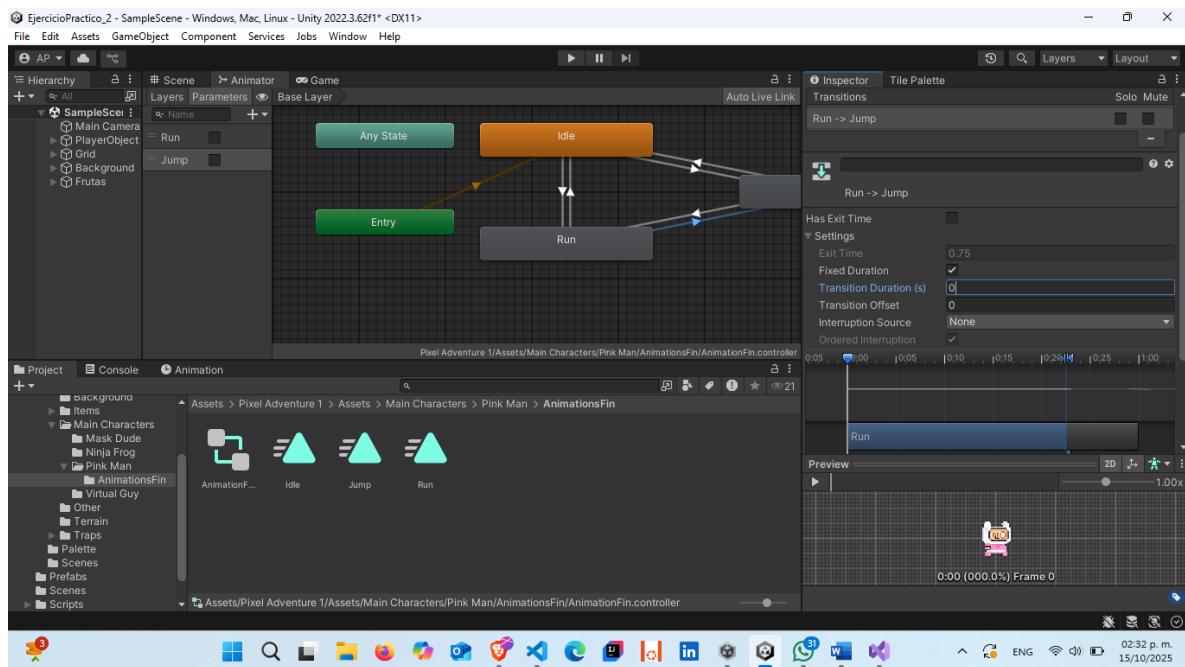
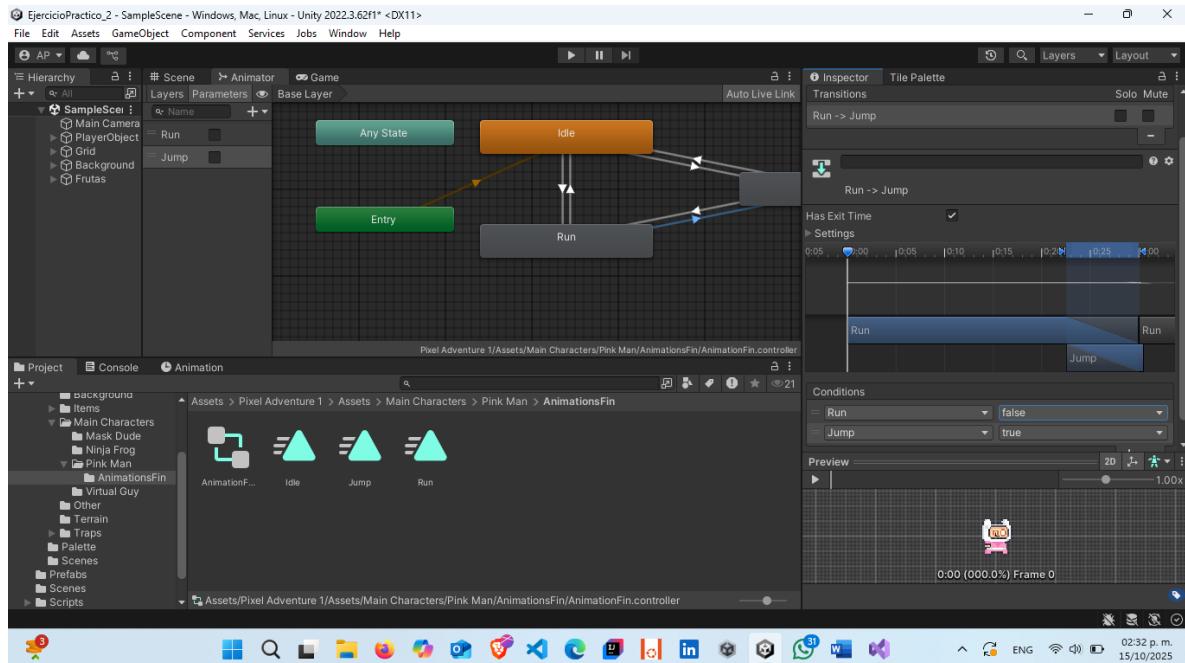
## Video\_04. Animaciones del Personaje.



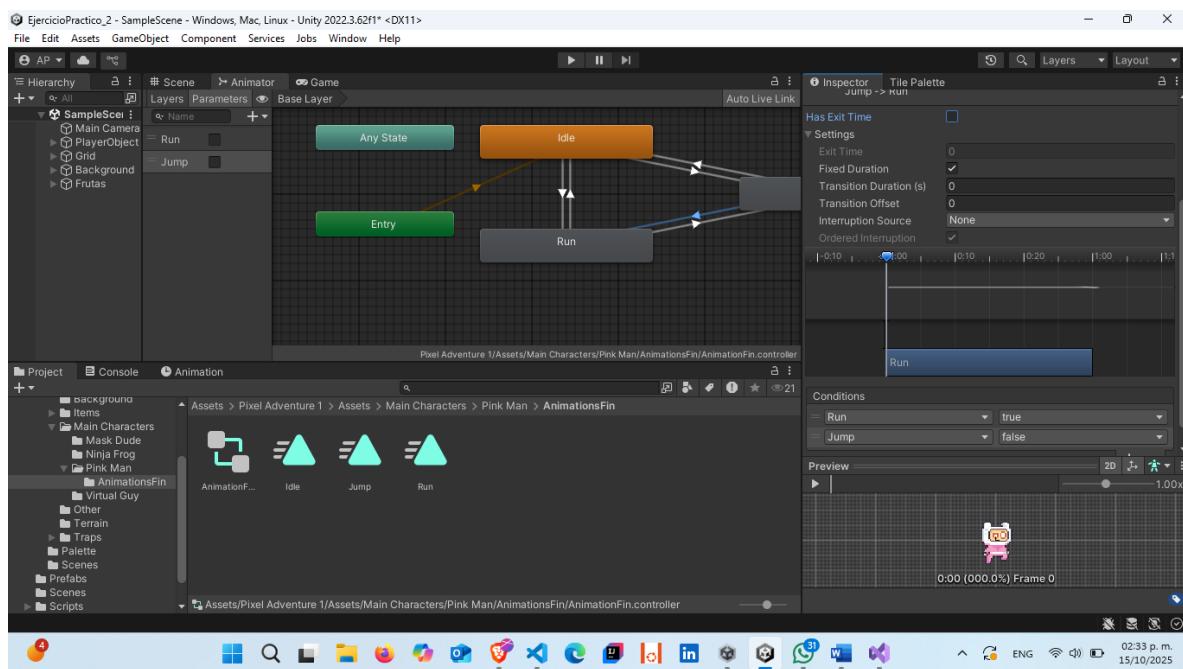
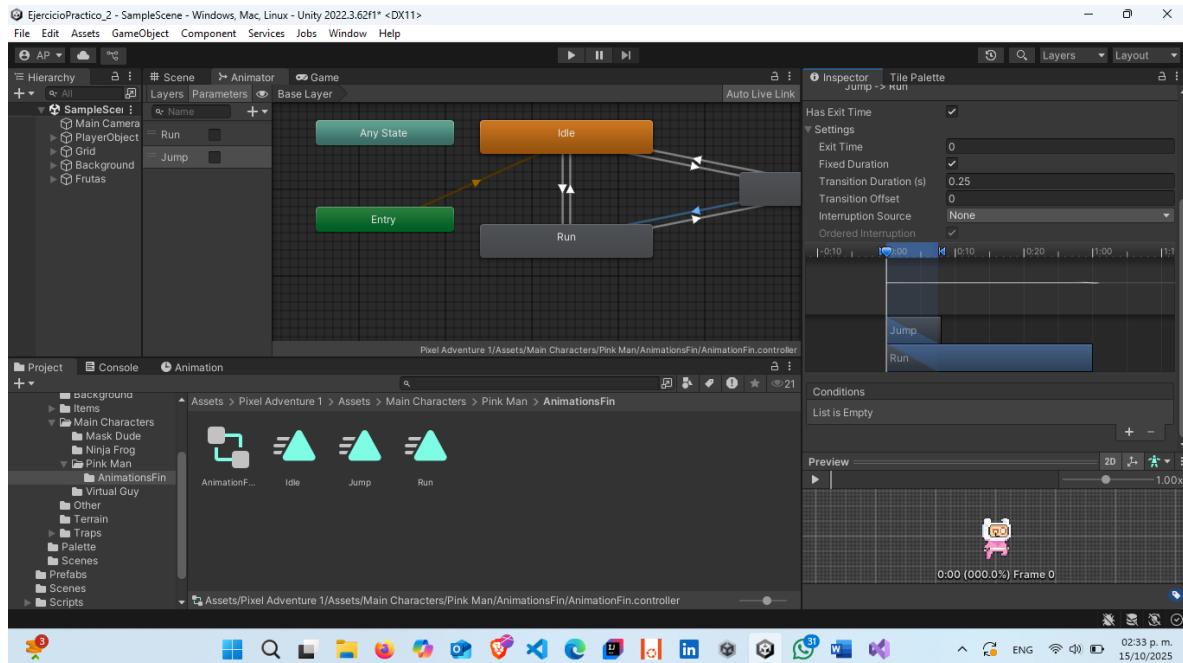
#### Video\_04. Animaciones del Personaje.



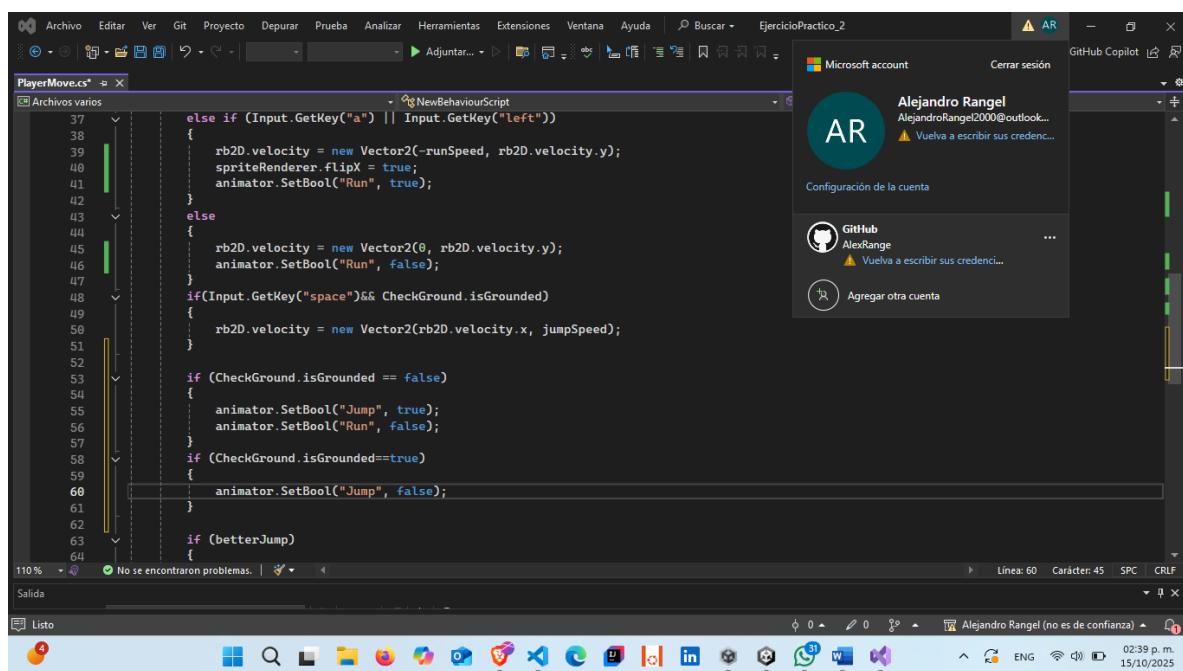
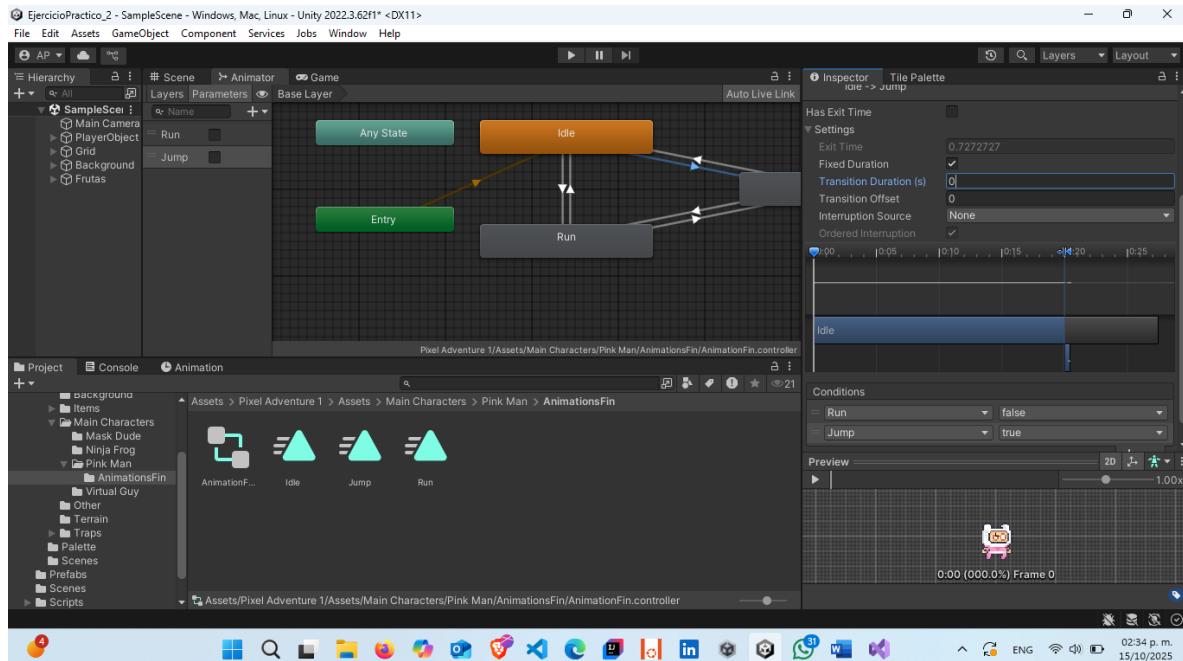
## Video\_04. Animaciones del Personaje.



## Video\_04. Animaciones del Personaje.



## Video\_04. Animaciones del Personaje.



## Video\_04. Animaciones del Personaje.

