**Iniciar juego:**

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

using UnityEngine.SceneManagement;

public class IniciarJuego : MonoBehaviour

{

//public int numEscena = 1;

// Start is called before the first frame update

void Start()

{

CargarEscena(1);

}

// Update is called once per frame

void Update()

{

}

public void CargarEscena(int numEscena)

{

SceneManager.LoadScene(numEscena);

}

}

**Cosas varias:**

private int baraja = 50;

if (baraja > 0)

{

baraja - 1;

(llamar función: Dar carta);

}

private int sangre = 0;

if (sangre < 5)

{

sangre + 1;

}

if (Input.GetKeyDown(“space”))

{

(Llamar función: Atacar)

}

**Enemigo:**

private int enemigo = 20;

public bool muerto = false;

private void Awake()

{

CreaEnemigo();

misVidas.text = vidaPlayer.ToString();

}

private void Update()

{

if (enemigo <= 0)

{

bool = true;

}

}

public void CreaEnemigo()

{

GameObject enemigoMortal = Instantiate(Jefe);

enemigoMortal.name = "Jefe";

}

**Menú:**

public int vidaPlayer = 10;

public void CargarMenu()

{

SceneManager.LoadScene(0);

}

public void restaVidas()

{

vidaPlayer -= 1;

Debug.Log("Has perdido una vida: " + vidaPlayer);

misVidas.text = vidaPlayer.ToString();

if (vidaPlayer <= 0)

{

Debug.Log("Game Over");

Invoke("CargarMenu", 2);

}

}

**Ganar:**

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

using UnityEngine.SceneManagement;

public class Win : MonoBehaviour

{

public GameObject YouWin;

// Start is called before the first frame update

private void OnTriggerEnter2D(Collider2D collision)

{

if(collision.transform.tag == "Player")

{

YouWin.SetActive(true);

Invoke("Restart", 2);

}

}

private void Restart()

{

SceneManager.LoadScene(0);

}

}

**Lista cartas:**

public int[] cartas = new int[] { 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35, 36, 37, 38, 39, 40, 41 };

int