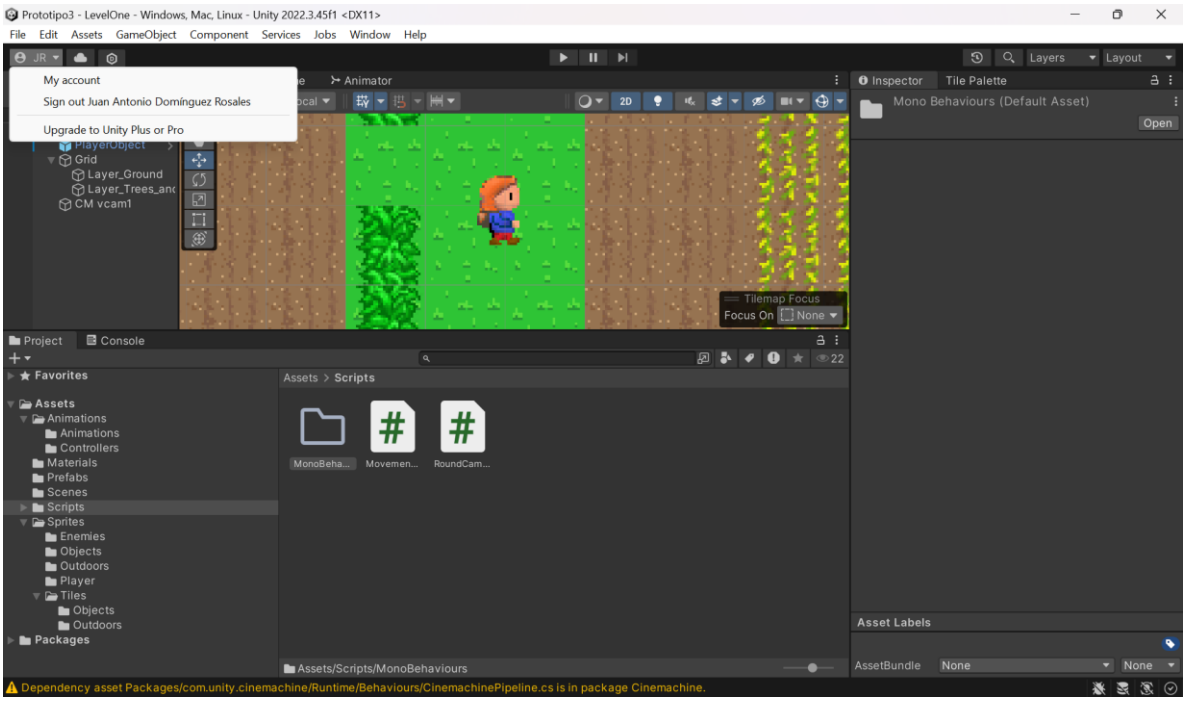
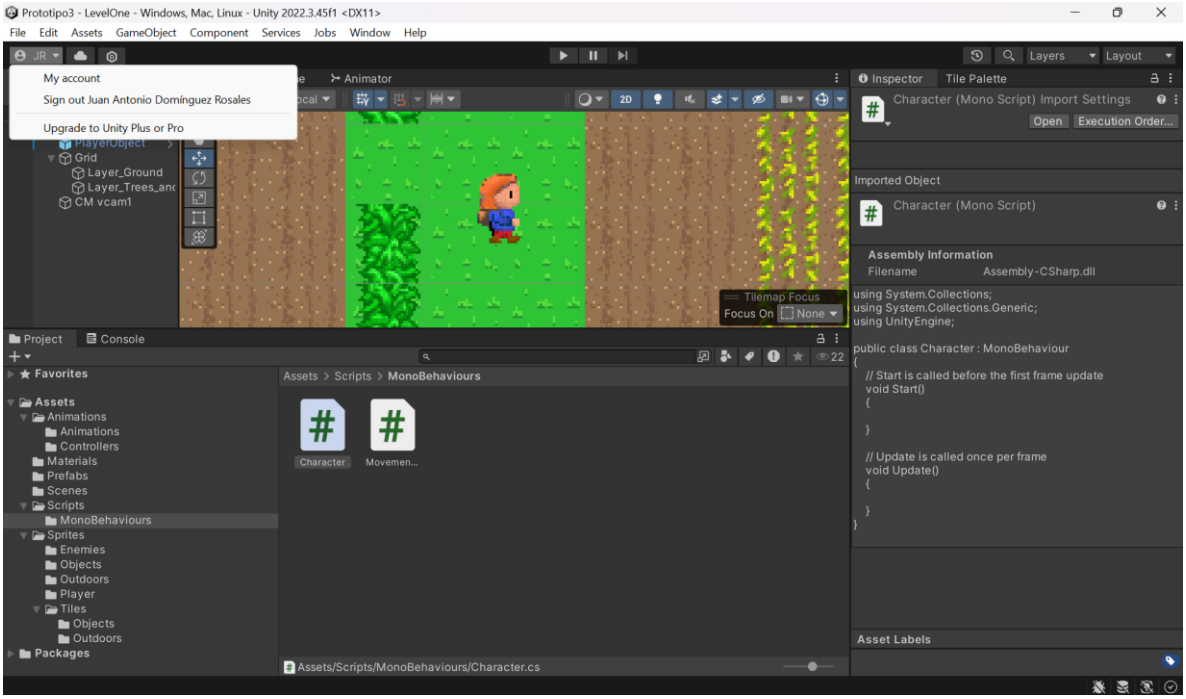
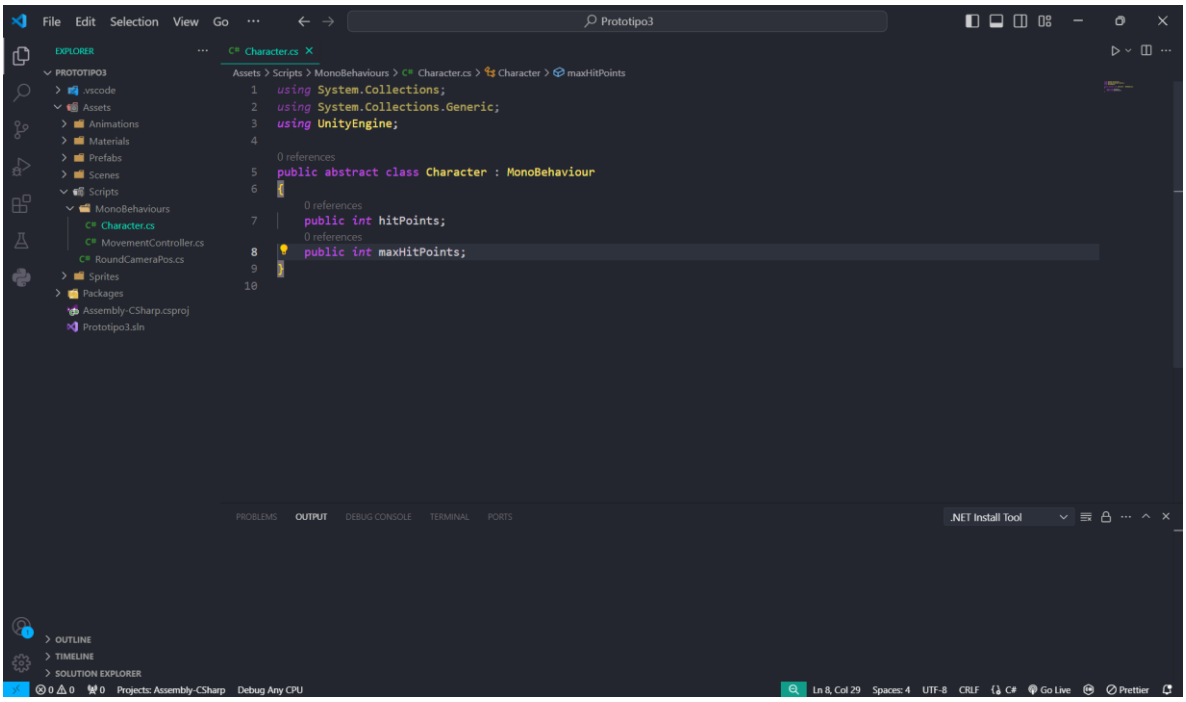
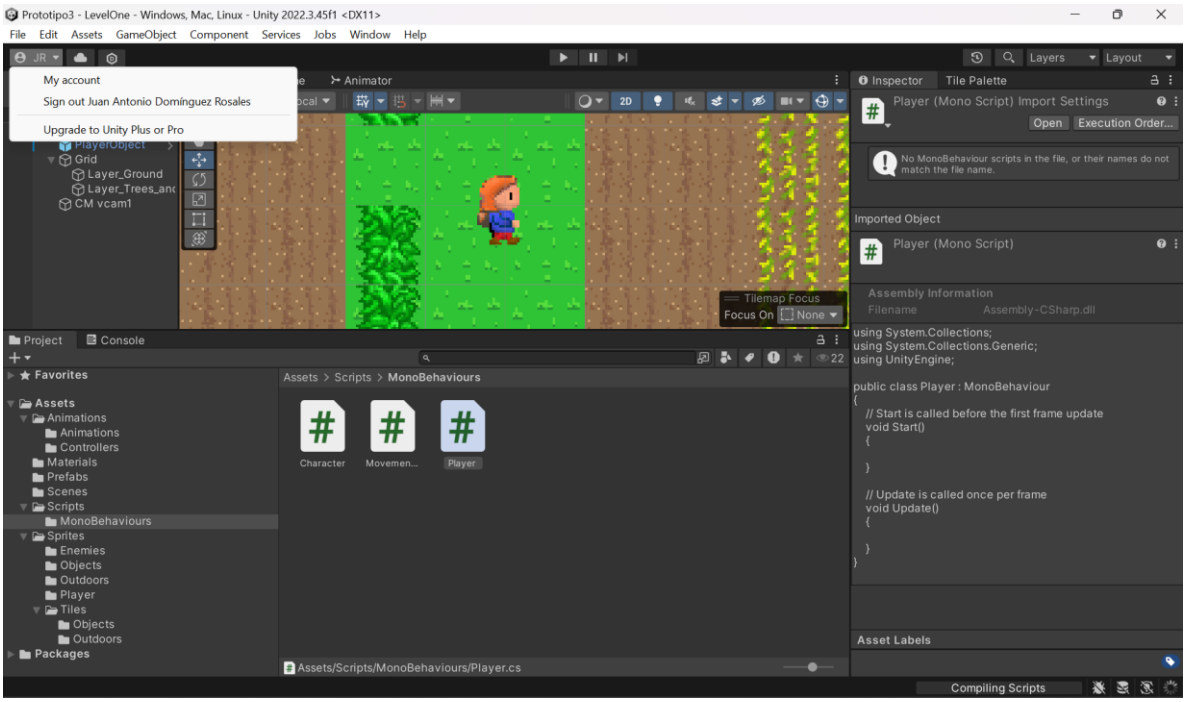
Prototipo 5 – Evidencia 14/11/2024

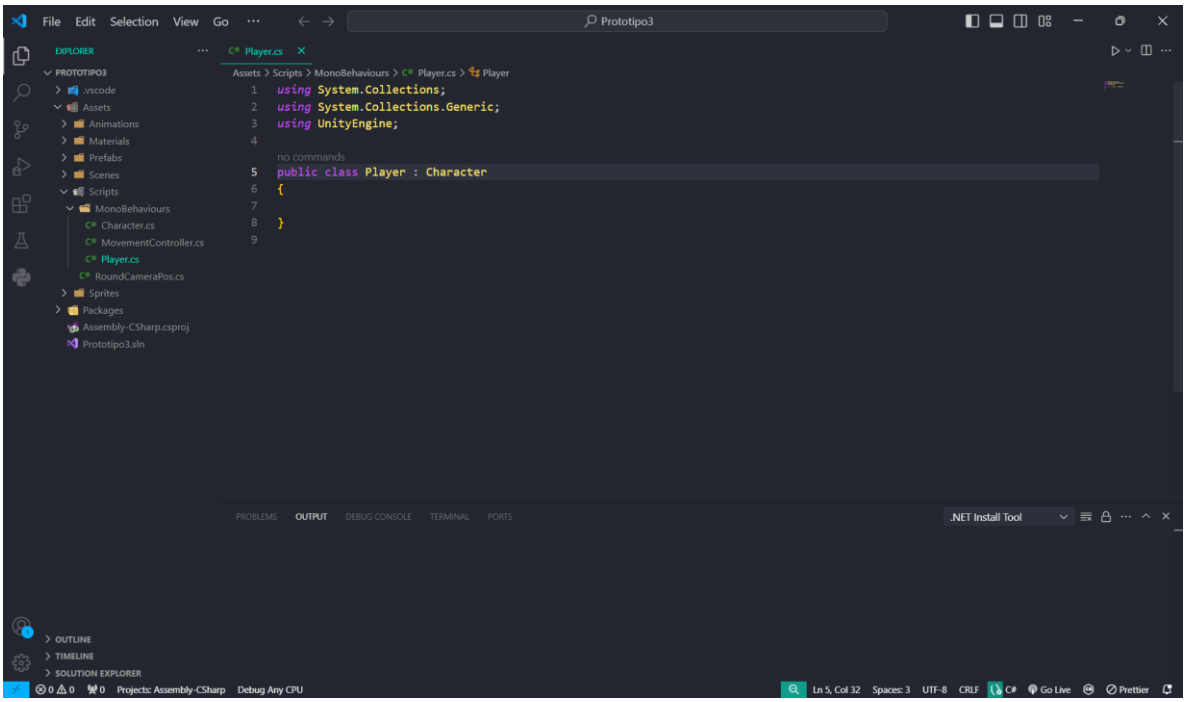
Juan Antonio Domínguez Rosales – GIDS4102

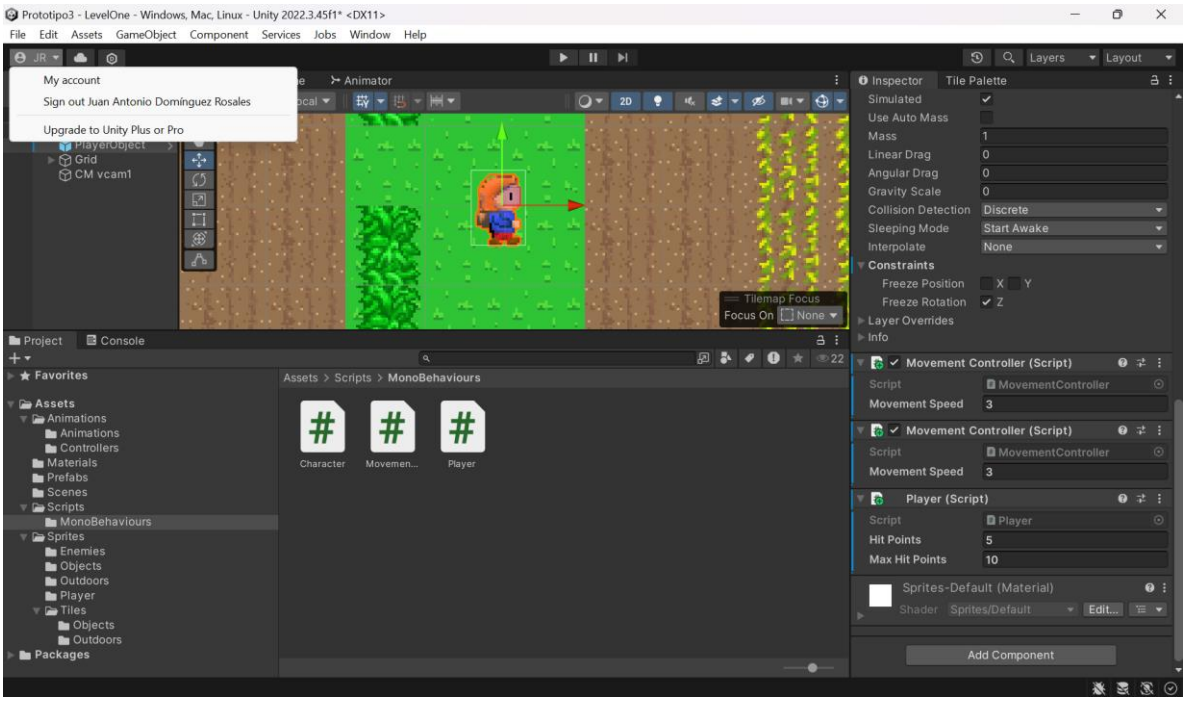





File Edit Selection View Go
Prototipo3
EXPLORER
Character.cs
Assets > Scripts > MonoBehaviours > Character.cs > Character > maxHitPoints
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
0 references
public abstract class Character : MonoBehaviour
{
0 references
public int hitPoints;
0 references
public int maxHitPoints;
}
PROTOTIPO3
.vscode
Assets
Animations
Materials
Prefabs
Scenes
Scripts
MonoBehaviours
Character.cs
MovementController.cs
RoundCameraPos.cs
Sprites
Packages
Assembly-CSharp.csproj
Prototipo3.sln
PROBLEMS
OUTPUT
DEBUG CONSOLE
TERMINAL
PORTS
.NET Install Tool
OUTLINE
TIMELINE
SOLUTION EXPLORER
Projects: Assembly-CSharp
Debug Any CPU
Ln 8, Col 29
Spaces: 4
UTF-8
CRLF
C#
Go Live
Prettier


Prototipo3 - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
My account
Sign out Juan Antonio Domínguez Rosales
Upgrade to Unity Plus or Pro
Animator
Layers
Layout
Inspector
Tile Palette
Player (Mono Script) Import Settings
Open
Execution Order...
No MonoBehaviour scripts in the file, or their names do not match the file name.
Imported Object
Player (Mono Script)
Assembly Information
Filename
Assembly-CSharp.dll
Grid
Layer_Ground
CM vcam1
Tilemap Focus
Focus On
None
Project
Console
Favorites
Assets
Animations
Controllers
Materials
Prefabs
Scenes
Scripts
MonoBehaviours
Sprites
Enemies
Objects
Outdoors
Player
Tiles
Packages
Assets > Scripts > MonoBehaviours
Character
Movemen...
Player
Assets/Scripts/MonoBehaviours/Player.cs
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
public class Player : MonoBehaviour
{
// Start is called before the first frame update
void Start()
{
}
// Update is called once per frame
void Update()
{
}
}
Asset Labels
Compiling Scripts


File Edit Selection View Go
Prototipo3
EXPLORER
Player.cs
PROTOTIPO3
.vscode
Assets
Animations
Materials
Prefabs
Scenes
Scripts
MonoBehaviours
Character.cs
MovementController.cs
Player.cs
RoundCameraPos.cs
Sprites
Packages
Assembly-CSharp.csproj
Prototipo3.sln
Assets > Scripts > MonoBehaviours > Player.cs > Player
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
no commands
public class Player : Character
{
}
PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL PORTS
.NET Install Tool
OUTLINE
TIMELINE
SOLUTION EXPLORER
Projects: Assembly-CSharp
Debug Any CPU
Ln 5, Col 32
Spaces: 3
UTF-8
CRLF
C#
Go Live
Prettier


Prototipo3 - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
My account
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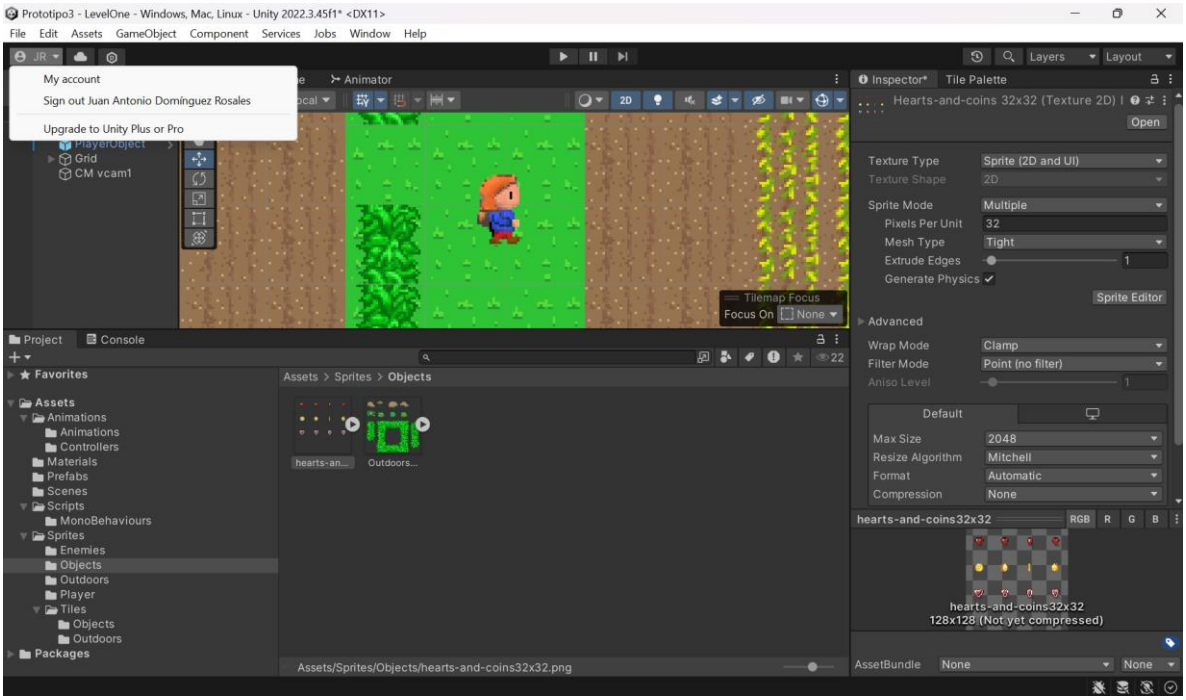
Upgrade to Unity Plus or Pro
Animator
Layers
Layout
Grid
CM vcam1
Tilemap Focus
Focus On None
Project
Console
Favorites
Assets
Animations
Controllers
Materials
Prefabs
Scenes
Scripts
MonoBehaviours
Sprites
Enemies
Objects
Outdoors
Player
Tiles
Packages
Assets > Scripts > MonoBehaviours
Character
Movemen...
Player
Inspector
Tile Palette
Simulated
Use Auto Mass
Mass 1
Linear Drag 0
Angular Drag 0
Gravity Scale 0
Collision Detection Discrete
Sleeping Mode Start Awake
Interpolate None
Constraints
Freeze Position X Y
Freeze Rotation Z
Layer Overrides
Info
Movement Controller (Script)
Script MovementController
Movement Speed 3
Movement Controller (Script)
Script MovementController
Movement Speed 3
Player (Script)
Script Player
Hit Points 5
Max Hit Points 10
Sprites-Default (Material)
Shader Sprites/Default
Edit...
Add Component


Prototipo3 - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
My account
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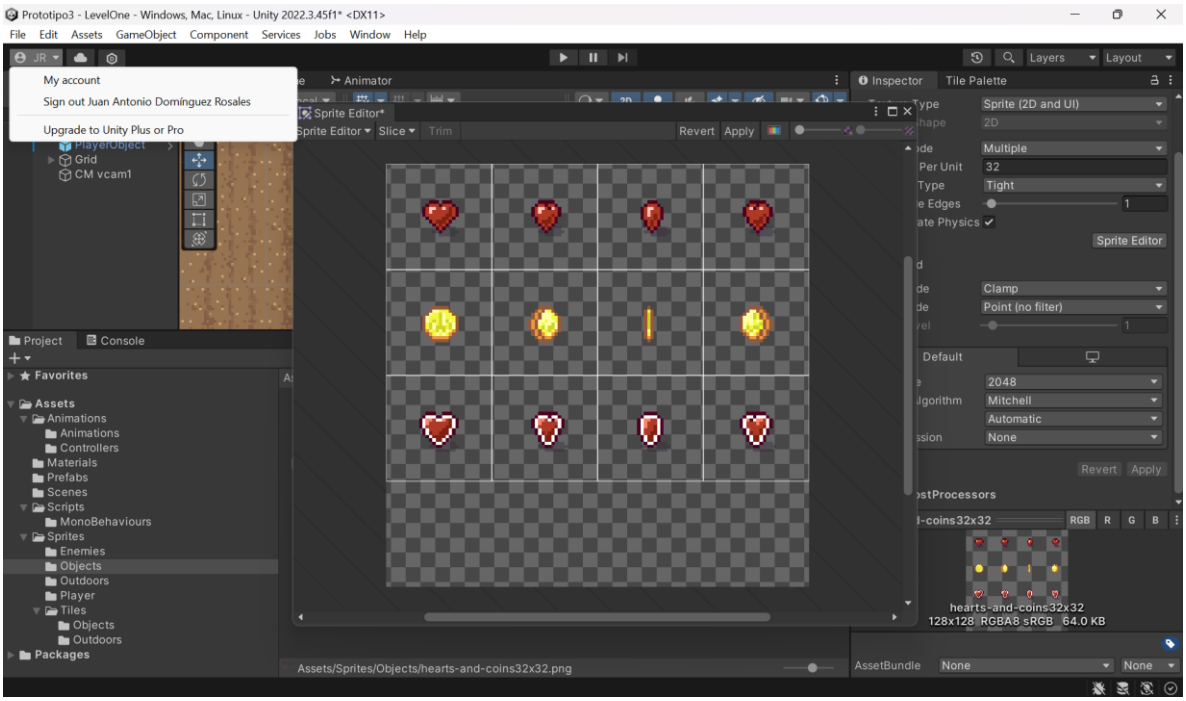
Upgrade to Unity Plus or Pro
Hierarchy
Animator
Inspector*
Tile Palette
Hearts-and-coins 32x32 (Texture 2D)
Open
Texture Type
Sprite (2D and UI)
Texture Shape
2D
Sprite Mode
Multiple
Pixels Per Unit
32
Mesh Type
Tight
Extrude Edges
Generate Physics
Sprite Editor
Advanced
Wrap Mode
Clamp
Filter Mode
Point (no filter)
Aniso Level
Default
Max Size
2048
Resize Algorithm
Mitchell
Format
Automatic
Compression
None
hearts-and-coins32x32
RGB R G B
hearts-and-coins32x32
128x128 (Not yet compressed)
Project
Console
Favorites
Assets
Animations
Controllers
Materials
Prefabs
Scenes
Scripts
MonoBehaviours
Sprites
Enemies
Objects
Outdoors
Player
Tiles
Packages
Assets > Sprites > Objects
Tilemap Focus
Focus On
None
Assets/Sprites/Objects/hearts-and-coins32x32.png
AssetBundle
None


Prototipo3 - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
My account
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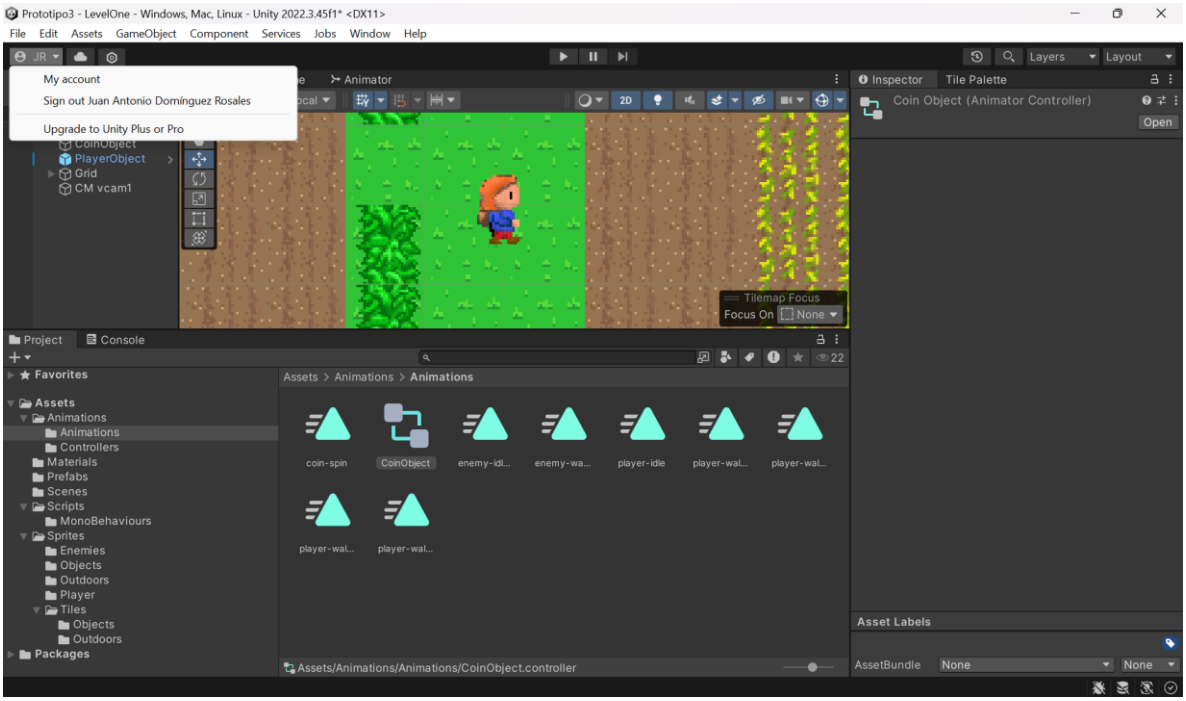
Upgrade to Unity Plus or Pro
Sprite Editor*
Sprite Editor
Slice
Trim
Revert
Apply
Inspector
Tile Palette
Sprite Editor
Revert
Apply
hearts-and-coins32x32
RGB R G B
hearts-and-coins32x32
128x128 RGBA8 sRGB 64.0 KB
Assets/Sprites/Objects/hearts-and-coins32x32.png
AssetBundle
None


Prototipo3 - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
My account
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Upgrade to Unity Plus or Pro
Animator
Inspector
Tile Palette
Coin Object (Animator Controller)
Open
PlayerObject
Grid
CM vcam1
Tilemap Focus
Focus On None
Project
Console
Favorites
Assets
Animations
Animations
Controllers
Materials
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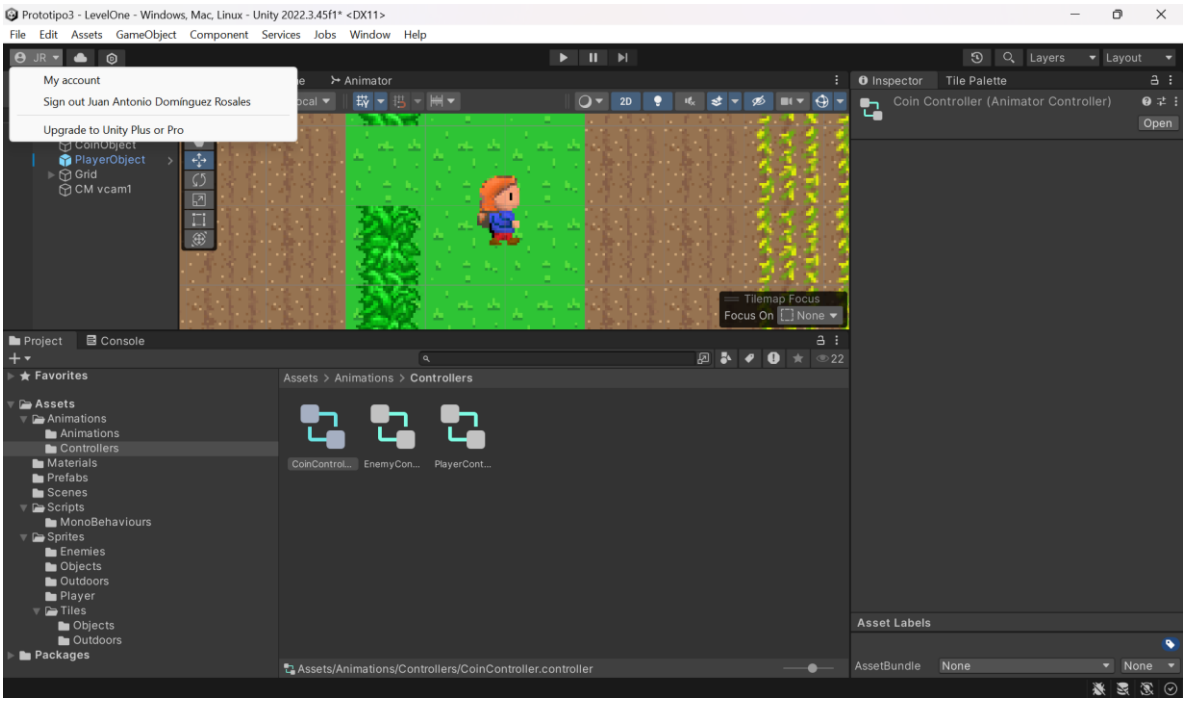
Scripts
MonoBehaviours
Sprites
Enemies
Objects
Outdoors
Player
Tiles
Objects
Outdoors
Packages
Assets > Animations > Animations
coin-spin
CoinObject
enemy-idl...
enemy-wa...
player-idle
player-wal...
player-wal...
player-wal...
player-wal...
Asset Labels
AssetBundle
None
None
Assets/Animations/Animations/CoinObject.controller


Prototipo3 - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
My account
Sign out Juan Antonio Domínguez Rosales
Upgrade to Unity Plus or Pro
Animator
Inspector
Tile Palette
Coin Controller (Animator Controller)
Open
PlayerObject
Grid
CM vcam1
Tilemap Focus
Focus On None
Project
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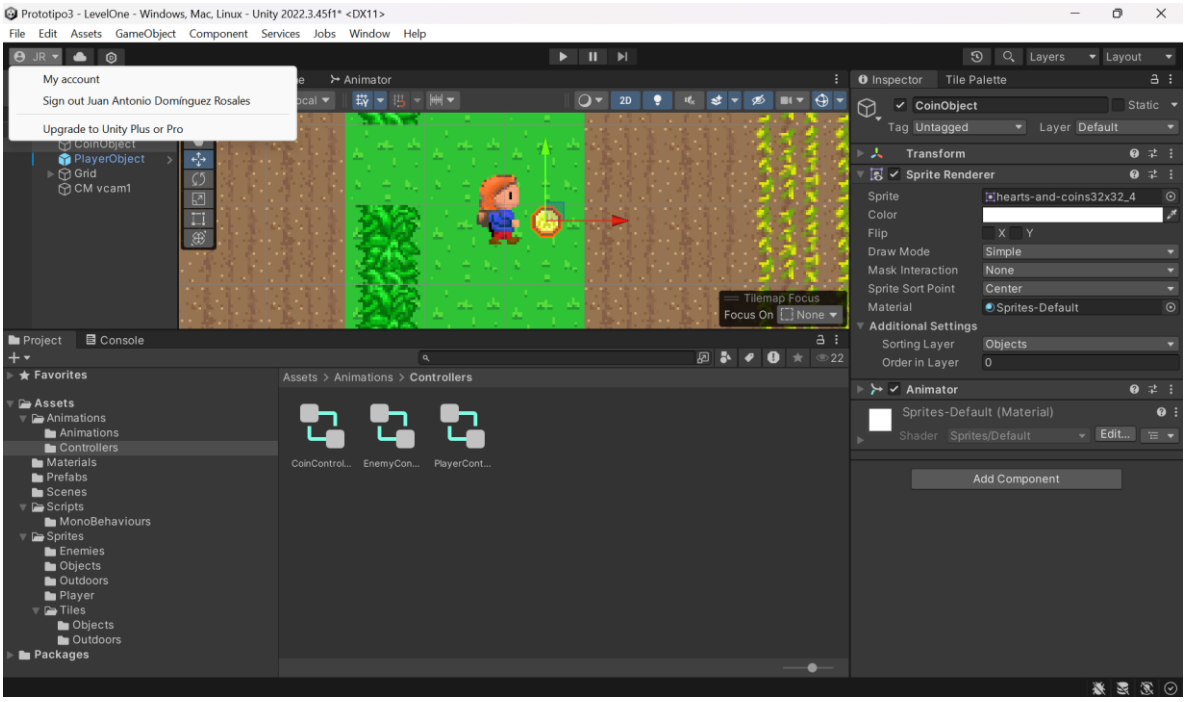
Scripts
MonoBehaviours
Sprites
Enemies
Objects
Outdoors
Player
Tiles
Objects
Outdoors
Packages
Assets > Animations > Controllers
CoinControl...
EnemyCon...
PlayerCont...
Asset Labels
AssetBundle
None
None
Assets/Animations/Controllers/CoinController.controller


Prototipo3 - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
My account
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Upgrade to Unity Plus or Pro
Hierarchy
PlayerObject
Grid
CM vcam1
Animator
Inspector
Tile Palette
CoinObject
Static
Tag Untagged
Layer Default
Transform
Sprite Renderer
Sprite hearts-and-coins32x32_4
Color
Flip X Y
Draw Mode Simple
Mask Interaction None
Sprite Sort Point Center
Material Sprites-Default
Additional Settings
Sorting Layer Objects
Order in Layer 0
Animator
Sprites-Default (Material)
Shader Sprites/Default
Edit...
Add Component
Tilemap Focus
Focus On None
Project
Console
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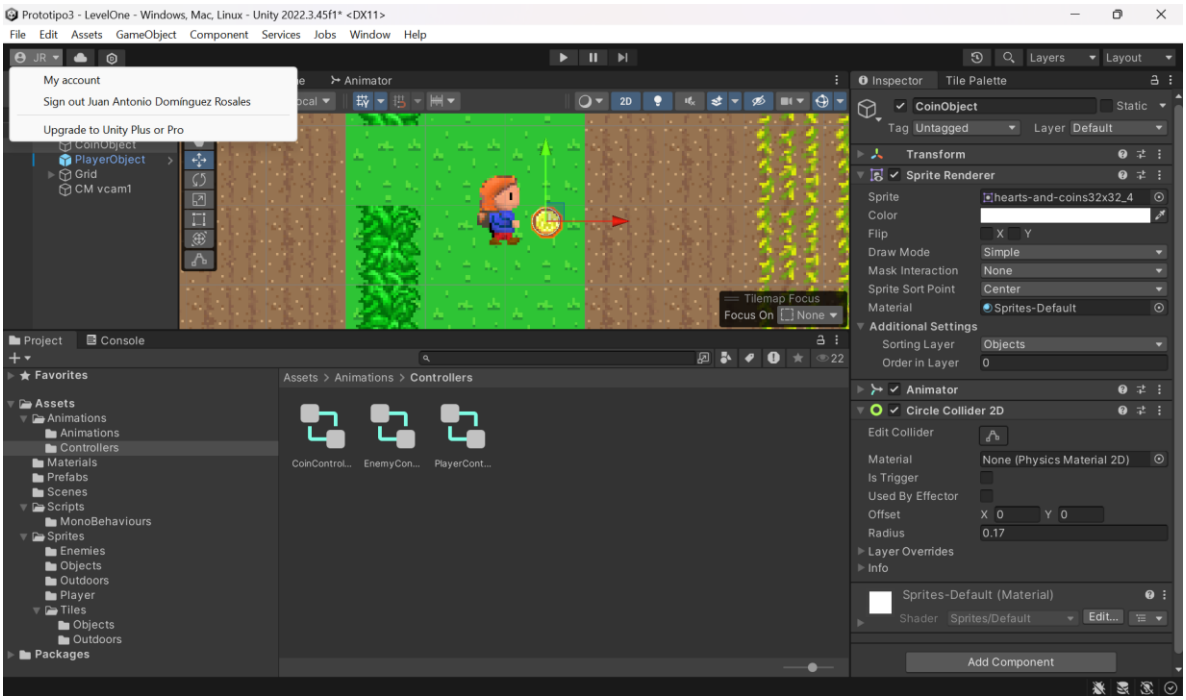
CoinControl...
EnemyCon...
PlayerCont...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File Edit Assets GameObject Component Services Jobs Window Help
My account
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Upgrade to Unity Plus or Pro
Hierarchy
PlayerObject
Grid
CM vcam1
Animator
Inspector
Tile Palette
CoinObject
Static
Tag Untagged
Layer Default
Transform
Sprite Renderer
Sprite hearts-and-coins32x32_4
Color
Flip X Y
Draw Mode Simple
Mask Interaction None
Sprite Sort Point Center
Material Sprites-Default
Additional Settings
Sorting Layer Objects
Order in Layer 0
Animator
Circle Collider 2D
Edit Collider
Material None (Physics Material 2D)
Is Trigger
Used By Effector
Offset X 0 Y 0
Radius 0.17
Layer Overrides
Info
Sprites-Default (Material)
Shader Sprites/Default
Edit...
Add Component
Tilemap Focus
Focus On None
Project
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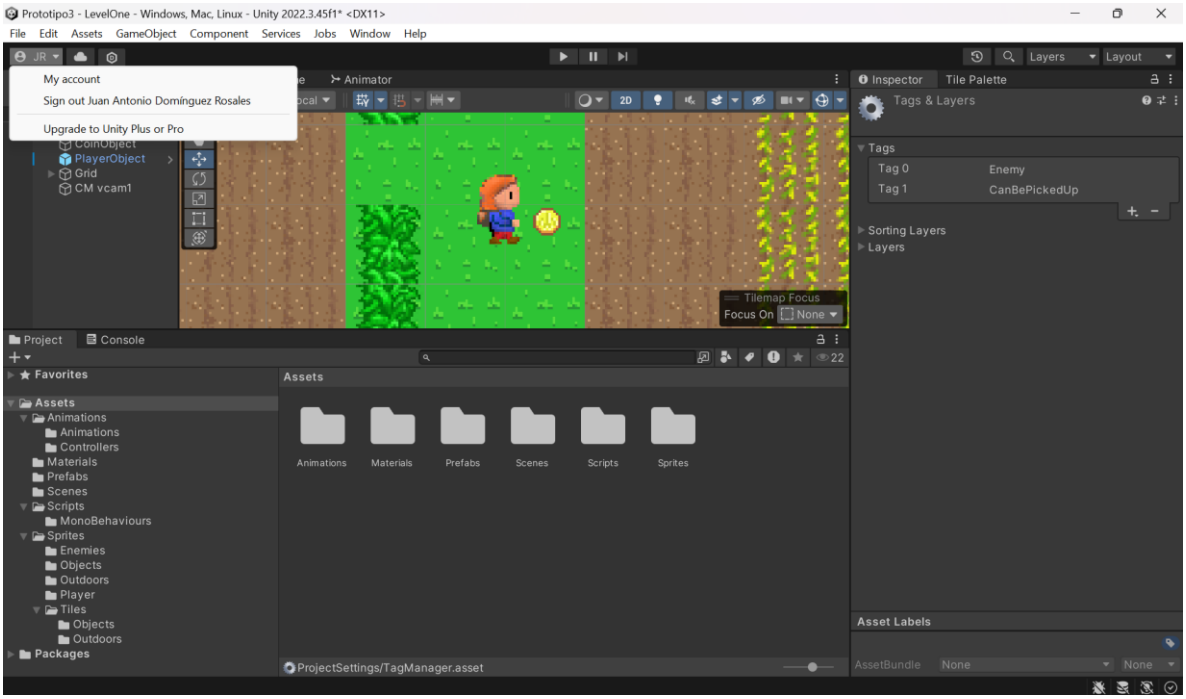
Sprites
Enemies
Objects
Outdoors
Player
Tiles
Packages
Assets > Animations > Controllers
CoinControl...
EnemyCon...
PlayerCont...


Prototipo3 - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
My account
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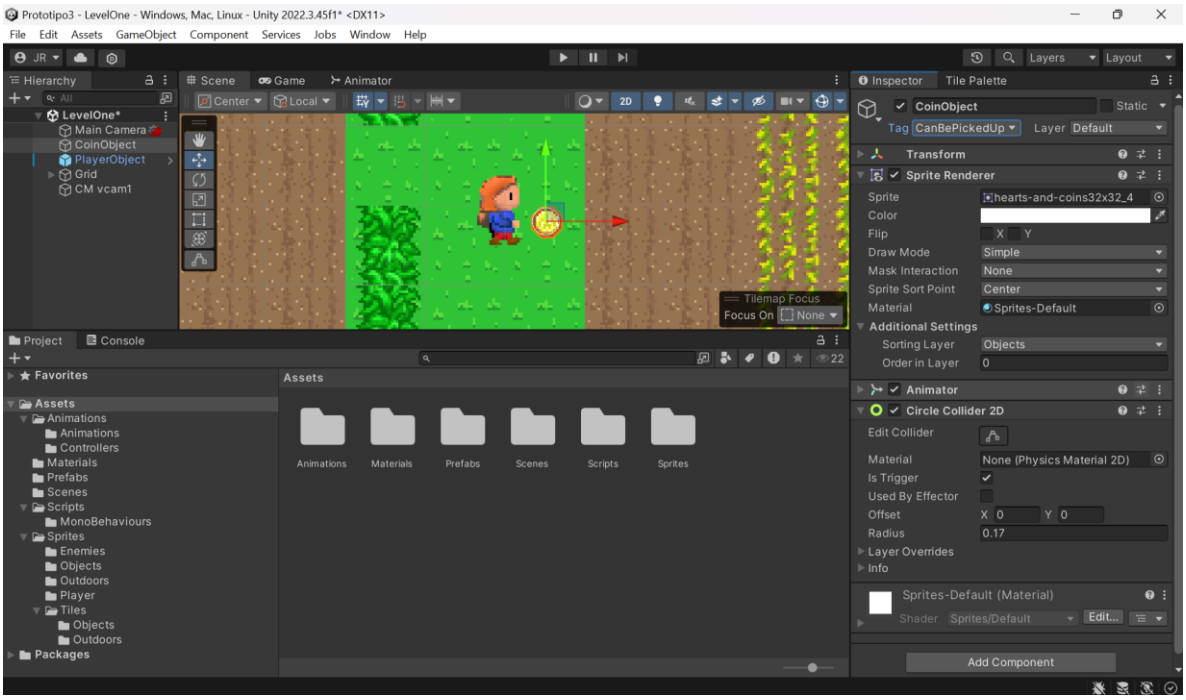
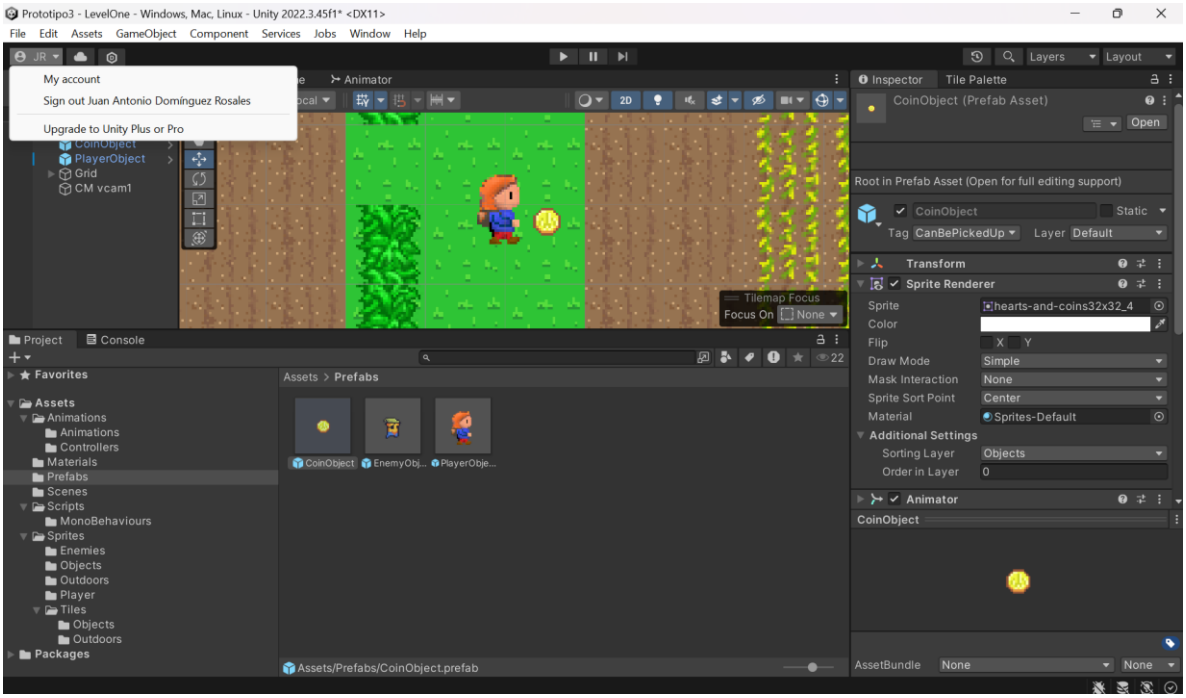
Upgrade to Unity Plus or Pro
Hierarchy
PlayerObject
Grid
CM vcam1
Animator
Inspector
Tile Palette
Tags & Layers
Tags
Tag 0 Enemy
Tag 1 CanBePickedUp
Sorting Layers
Layers
Tilemap Focus
Focus On None
Project
Console
Favorites
Assets
Animations
Materials
Prefabs
Scenes
Scripts
Sprites
Enemies
Objects
Outdoors
Player
Tiles
Packages
ProjectSettings/TagManager.asset
Asset Labels
AssetBundle None None


Prototipo3 - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
CoinObject
PlayerObject
Grid
CM vcam1
Scene
Game
Animator
Inspector
Tile Palette
CoinObject
Static
Tag CanBePickedUp
Layer Default
Transform
Sprite Renderer
Sprite hearts-and-coins32x32_4
Color
Flip X Y
Draw Mode Simple
Mask Interaction None
Sprite Sort Point Center
Material Sprites-Default
Additional Settings
Sorting Layer Objects
Order in Layer 0
Animator
Circle Collider 2D
Edit Collider
Material None (Physics Material 2D)
Is Trigger
Used By Effector
Offset X 0 Y 0
Radius 0.17
Layer Overrides
Info
Sprites-Default (Material)
Shader Sprites/Default Edit...
Add Component
Tilemap Focus
Focus On None
Project
Console
Favorites
Assets
Animations
Materials
Prefabs
Scenes
Scripts
Sprites
Enemies
Objects
Outdoors
Player
Tiles
Packages


Prototipo3 - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
My account
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Upgrade to Unity Plus or Pro
Hierarchy
PlayerObject
Grid
CM vcam1
Animator
Inspector
Tile Palette
CoinObject (Prefab Asset)
Open
Root in Prefab Asset (Open for full editing support)
CoinObject
Static
Tag CanBePickedUp
Layer Default
Transform
Sprite Renderer
Sprite hearts-and-coins32x32_4
Color
Flip
Draw Mode Simple
Mask Interaction None
Sprite Sort Point Center
Material Sprites-Default
Additional Settings
Sorting Layer Objects
Order in Layer 0
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Focus On None
Project
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Objects
Outdoors
Player
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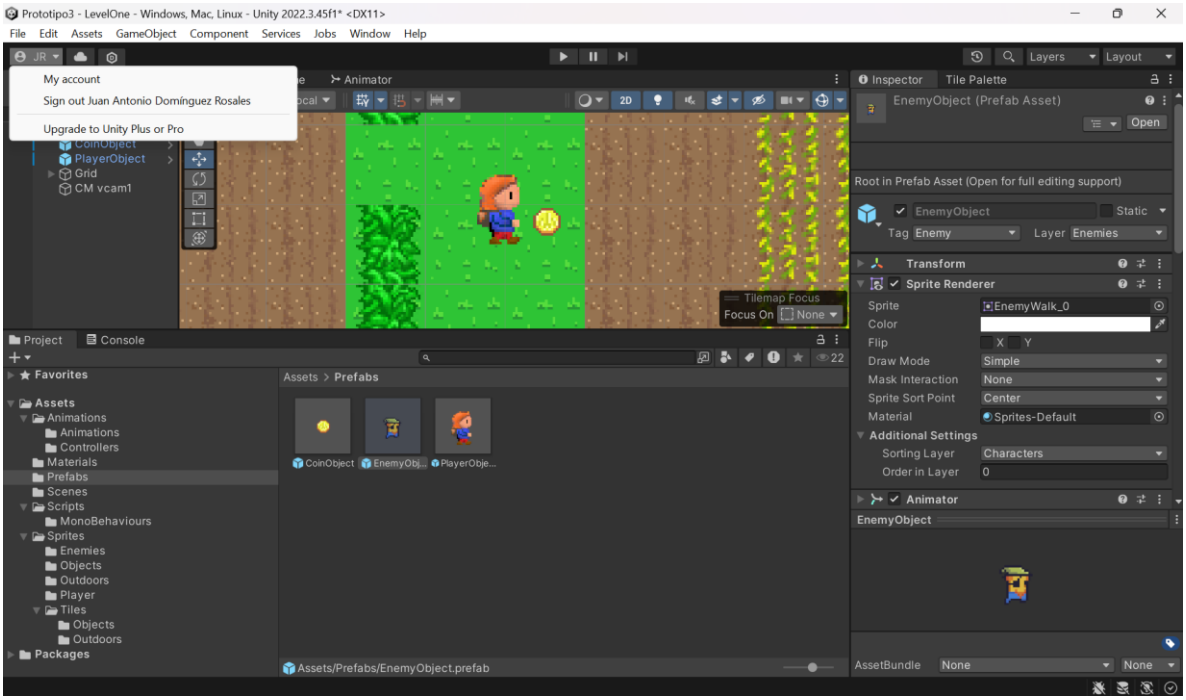
Packages
Assets > Prefabs
CoinObject
EnemyObj...
PlayerObje...
Assets/Prefabs/CoinObject.prefab
AssetBundle None None


Prototipo3 - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
My account
Sign out Juan Antonio Domínguez Rosales
Upgrade to Unity Plus or Pro
Hierarchy
PlayerObject
Grid
CM vcam1
Animator
Inspector
Tile Palette
EnemyObject (Prefab Asset)
Open
Root in Prefab Asset (Open for full editing support)
EnemyObject
Static
Tag Enemy
Layer Enemies
Transform
Sprite Renderer
Sprite EnemyWalk_0
Color
Flip
Draw Mode Simple
Mask Interaction None
Sprite Sort Point Center
Material Sprites-Default
Additional Settings
Sorting Layer Characters
Order in Layer 0
Animator
Tilemap Focus
Focus On None
Project
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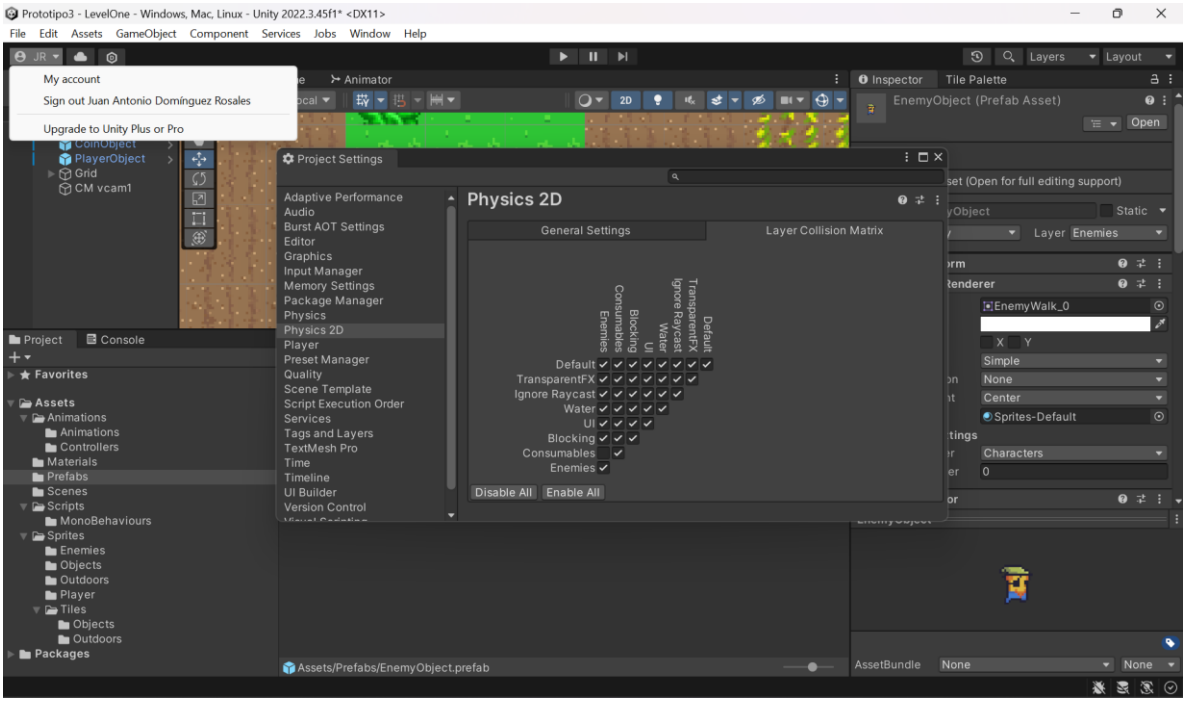
MonoBehaviours
Sprites
Enemies
Objects
Outdoors
Player
Tiles
Packages
Assets > Prefabs
CoinObject
EnemyObj...
PlayerObje...
Assets/Prefabs/EnemyObject.prefab
AssetBundle None None


Prototipo3 - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
My account
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Upgrade to Unity Plus or Pro
Project Settings
Physics 2D
General Settings
Layer Collision Matrix
Adaptive Performance
Audio
Burst AOT Settings
Editor
Graphics
Input Manager
Memory Settings
Package Manager
Physics
Physics 2D
Player
Preset Manager
Quality
Scene Template
Script Execution Order
Services
Tags and Layers
TextMesh Pro
Time
Timeline
UI Builder
Version Control
Default
TransparentFX
Ignore Raycast
Water
UI
Blocking
Consumables
Enemies
Disable All
Enable All
Inspector
Tile Palette
EnemyObject (Prefab Asset)
Open
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MonoBehaviours
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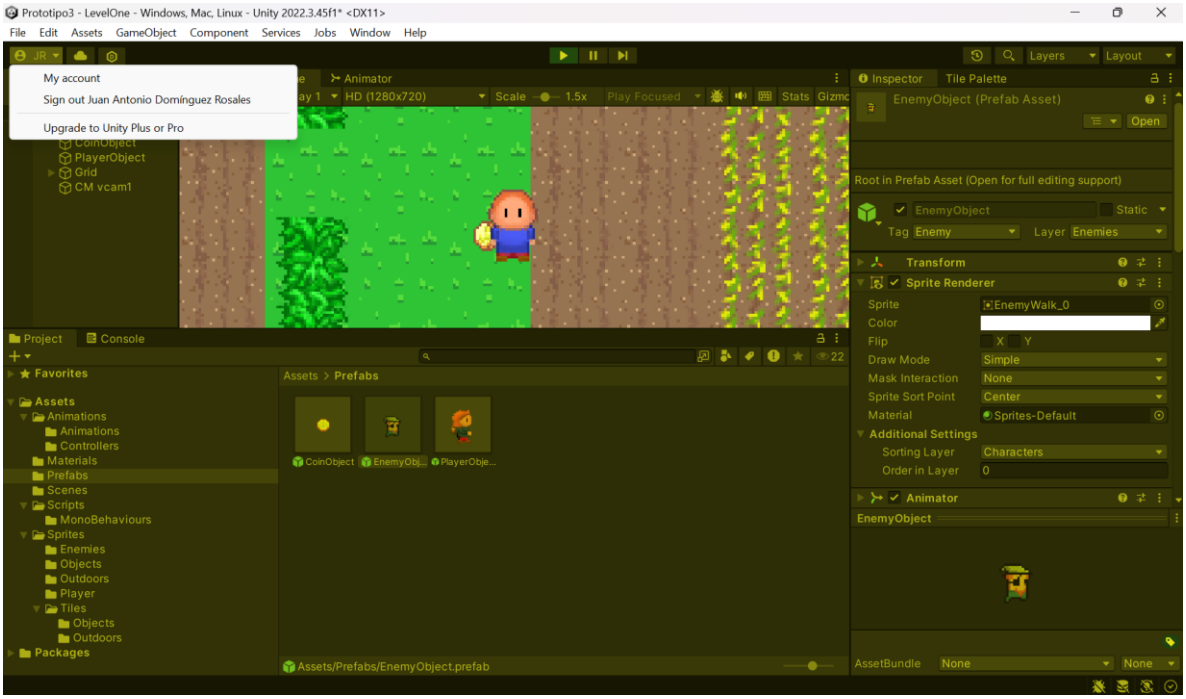
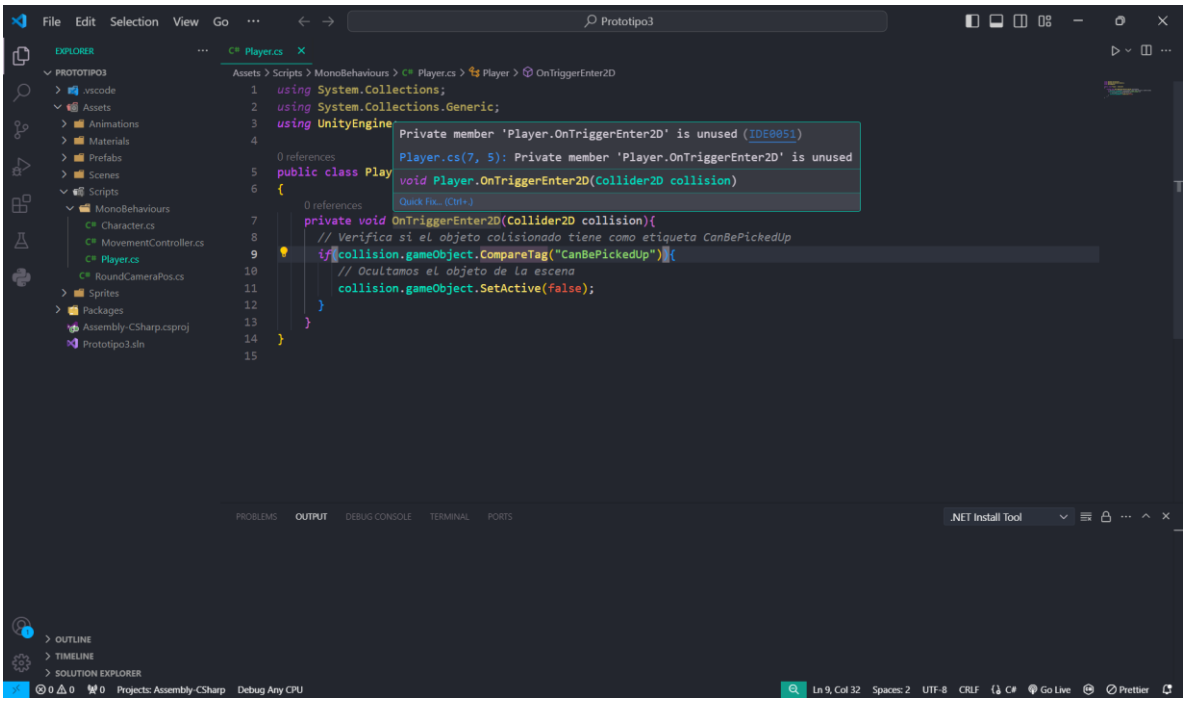
Tiles
Packages
Assets/Prefabs/EnemyObject.prefab
AssetBundle
None


Prototipo3 - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
My account
Sign out Juan Antonio Domínguez Rosales
Upgrade to Unity Plus or Pro
HD (1280x720)
Scale
1.5x
Play Focused
Inspector
Tile Palette
EnemyObject (Prefab Asset)
Open
Root in Prefab Asset (Open for full editing support)
EnemyObject
Static
Tag Enemy
Layer Enemies
Transform
Sprite Renderer
Sprite EnemyWalk_0
Color
Flip
Draw Mode Simple
Mask Interaction None
Sprite Sort Point Center
Material Sprites-Default
Additional Settings
Sorting Layer Characters
Order in Layer 0
Animator
EnemyObject
Project
Console
Favorites
Assets > Prefabs
CoinObject
EnemyObj...
PlayerObje...
Assets/Prefabs/EnemyObject.prefab
AssetBundle
None


File Edit Selection View Go
Prototipo3
EXPLORER
Player.cs
PROTOTIPO3
.vscode
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Scripts
MonoBehaviours
Character.cs
MovementController.cs
Player.cs
RoundCameraPos.cs
Sprites
Packages
Assembly-CSharp.csproj
Prototipo3.sln
Assets > Scripts > MonoBehaviours > Player.cs > Player > OnTriggerEnter2D
using System.Collections;
using System.Collections.Generic;
using UnityEngine
Private member 'Player.OnTriggerEnter2D' is unused (IDE0051)
Player.cs(7, 5): Private member 'Player.OnTriggerEnter2D' is unused
void Player.OnTriggerEnter2D(Collider2D collision)
Quick Fix... (Ctrl+.)
0 references
public class Play
{
0 references
private void OnTriggerEnter2D(Collider2D collision){
// Verifica si el objeto colisionado tiene como etiqueta CanBePickedUp
if(collision.gameObject.CompareTag("CanBePickedUp")){
// Ocultamos el objeto de la escena
collision.gameObject.SetActive(false);
}
}
}
PROBLEMS
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DEBUG CONSOLE
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PORTS
.NET Install Tool
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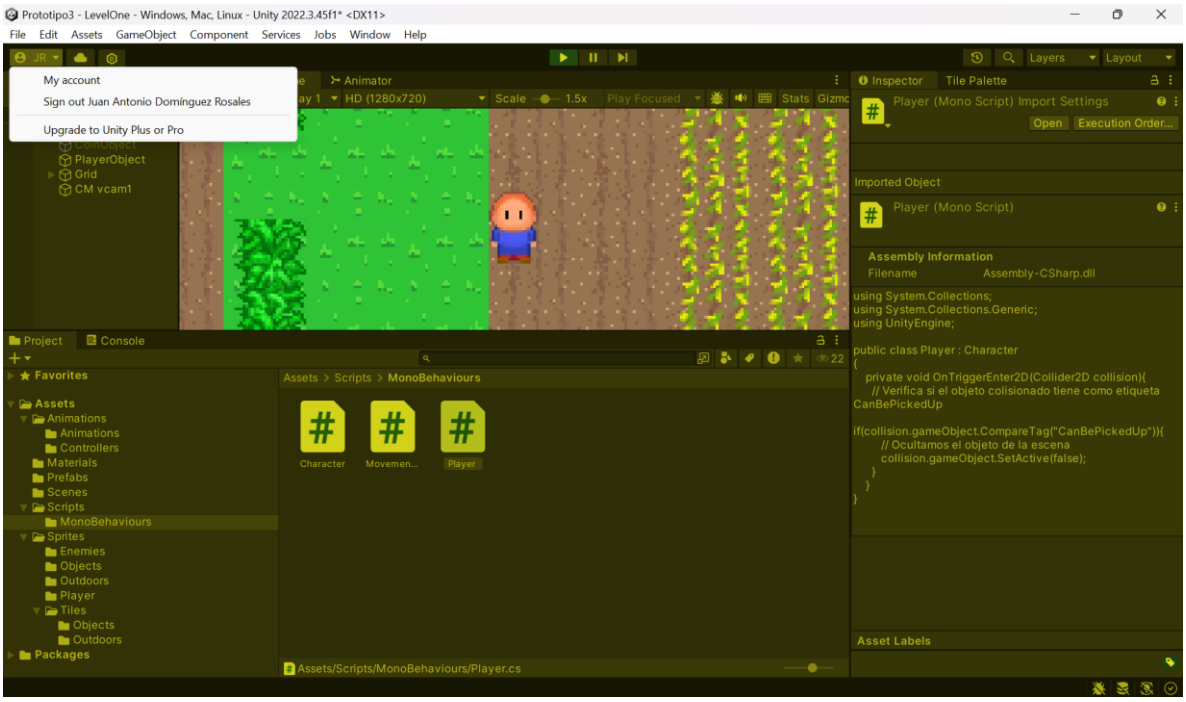
TIMELINE
SOLUTION EXPLORER
Projects: Assembly-CSharp
Debug Any CPU
Ln 9, Col 32
Spaces: 2
UTF-8
CRLF
C#
Go Live
Prettier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Upgrade to Unity Plus or Pro
Animator
HD (1280x720)
Scale 1.5x
Play Focused
Stats
Gizmo
PlayerObject
Grid
CM vcam1
Inspector
Tile Palette
Player (Mono Script) Import Settings
Open
Execution Order...
Imported Object
Player (Mono Script)
Assembly Information
Filename
Assembly-CSharp.dll
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
public class Player : Character
{
private void OnTriggerEnter2D(Collider2D collision){
// Verifica si el objeto colisionado tiene como etiqueta CanBePickedUp
if(collision.gameObject.CompareTag("CanBePickedUp")){
// Ocultamos el objeto de la escena
collision.gameObject.SetActive(false);
}
}
}
Asset Labels
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Animations
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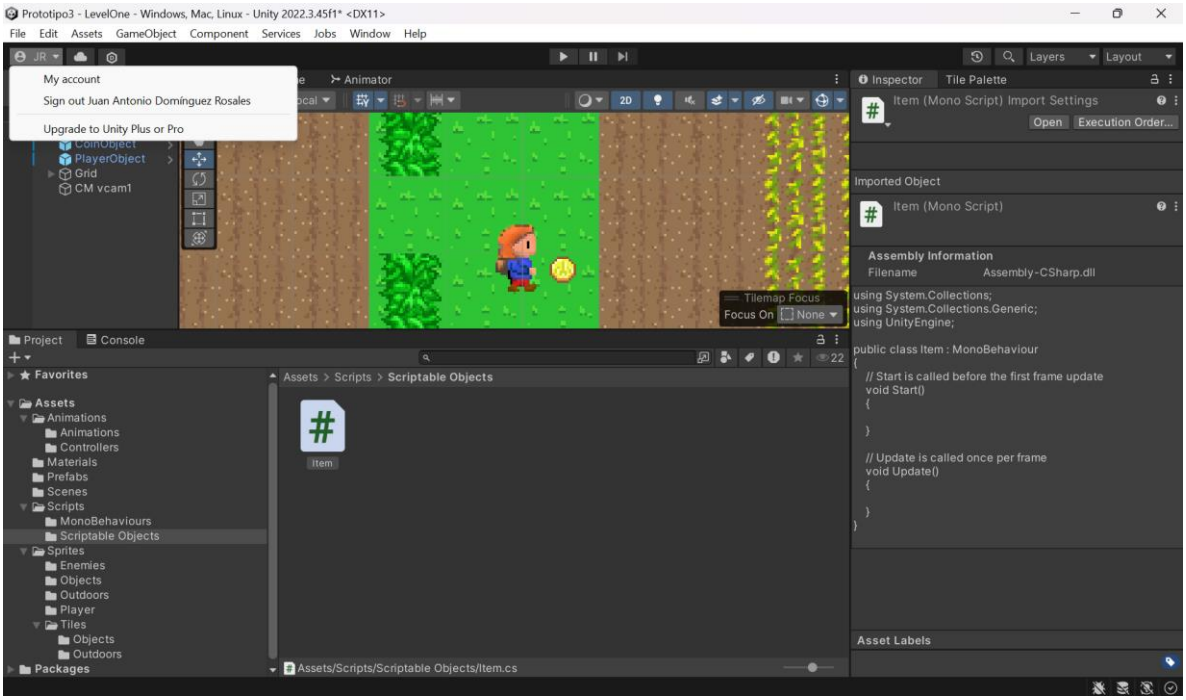
Player
Tiles
Objects
Outdoors
Packages
Assets > Scripts > MonoBehaviours
Character
Movemen...
Player
Assets/Scripts/MonoBehaviours/Player.cs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Hierarchy
PlayerObject
Grid
CM vcam1
Animator
Inspector
Tile Palette
Item (Mono Script) Import Settings
Open
Execution Order...
Imported Object
Item (Mono Script)
Assembly Information
Filename
Assembly-CSharp.dll
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
public class Item : MonoBehaviour
{
// Start is called before the first frame update
void Start()
{
}
// Update is called once per frame
void Update()
{
}
}
Tilemap Focus
Focus On
None
Project
Console
Favorites
Assets
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Controllers
Materials
Prefabs
Scenes
Scripts
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Scriptable Objects
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Enemies
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Outdoors
Player
Tiles
Packages
Assets > Scripts > Scriptable Objects
Item
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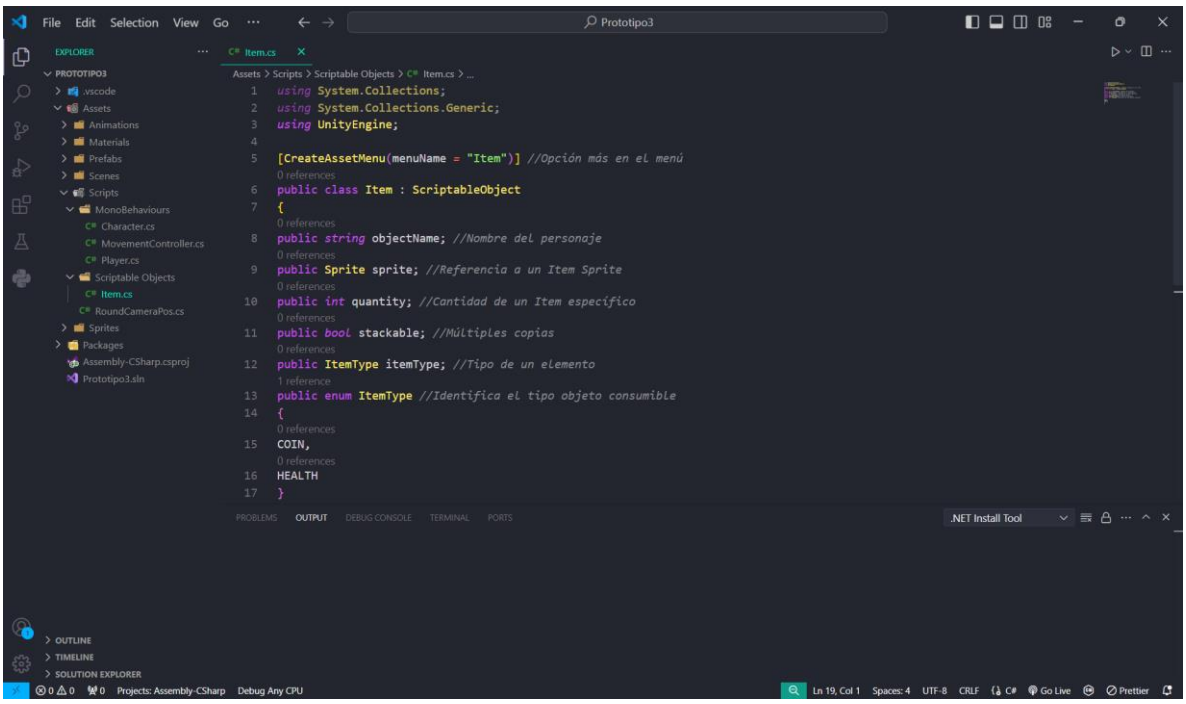
Asset Labels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Prototipo3
EXPLORER
Item.cs
PROTOTIPO3
.vscode
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Scenes
Scripts
MonoBehaviours
Character.cs
MovementController.cs
Player.cs
Scriptable Objects
Item.cs
RoundCameraPos.cs
Sprites
Packages
Assembly-CSharp.csproj
Prototipo3.sln
Assets > Scripts > Scriptable Objects > Item.cs > ...
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
[CreateAssetMenu(menuName = "Item")] //Opción más en el menú
0 references
public class Item : ScriptableObject
{
0 references
public string objectName; //Nombre del personaje
0 references
public Sprite sprite; //Referencia a un Item Sprite
0 references
public int quantity; //Cantidad de un Item específico
0 references
public bool stackable; //Múltiples copias
0 references
public ItemType itemType; //Tipo de un elemento
1 reference
public enum ItemType //Identifica el tipo objeto consumible
{
0 references
COIN,
0 references
HEALTH
}
PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL PORTS
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TIMELINE
SOLUTION EXPLORER
Projects: Assembly-CSharp
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Ln 19, Col 1
Spaces: 4
UTF-8
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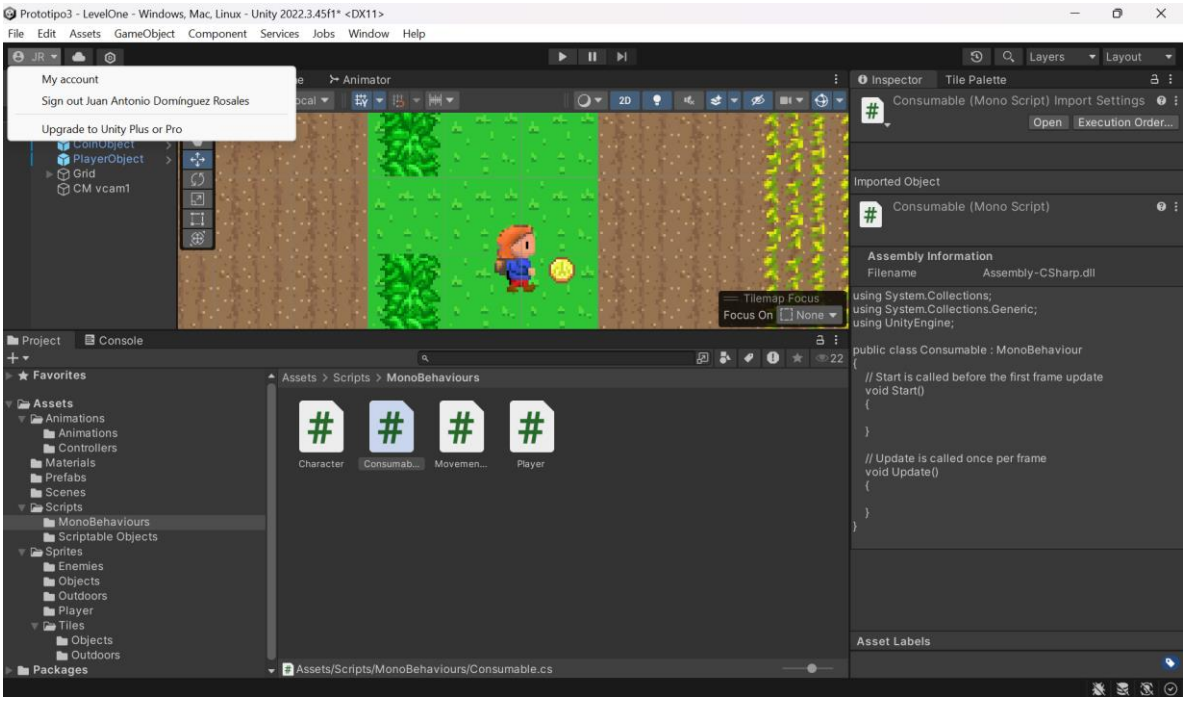
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Animator
Inspector
Tile Palette
Consumable (Mono Script) Import Settings
Open
Execution Order...
Imported Object
Consumable (Mono Script)
Assembly Information
Filename
Assembly-CSharp.dll
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
public class Consumable : MonoBehaviour
{
// Start is called before the first frame update
void Start()
{
}
// Update is called once per frame
void Update()
{
}
}
Asset Labels
PlayerObject
Grid
CM vcam1
Tilemap Focus
Focus On
None
Project
Console
Favorites
Assets
Animations
Controllers
Materials
Prefabs
Scenes
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MonoBehaviours
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Sprites
Enemies
Objects
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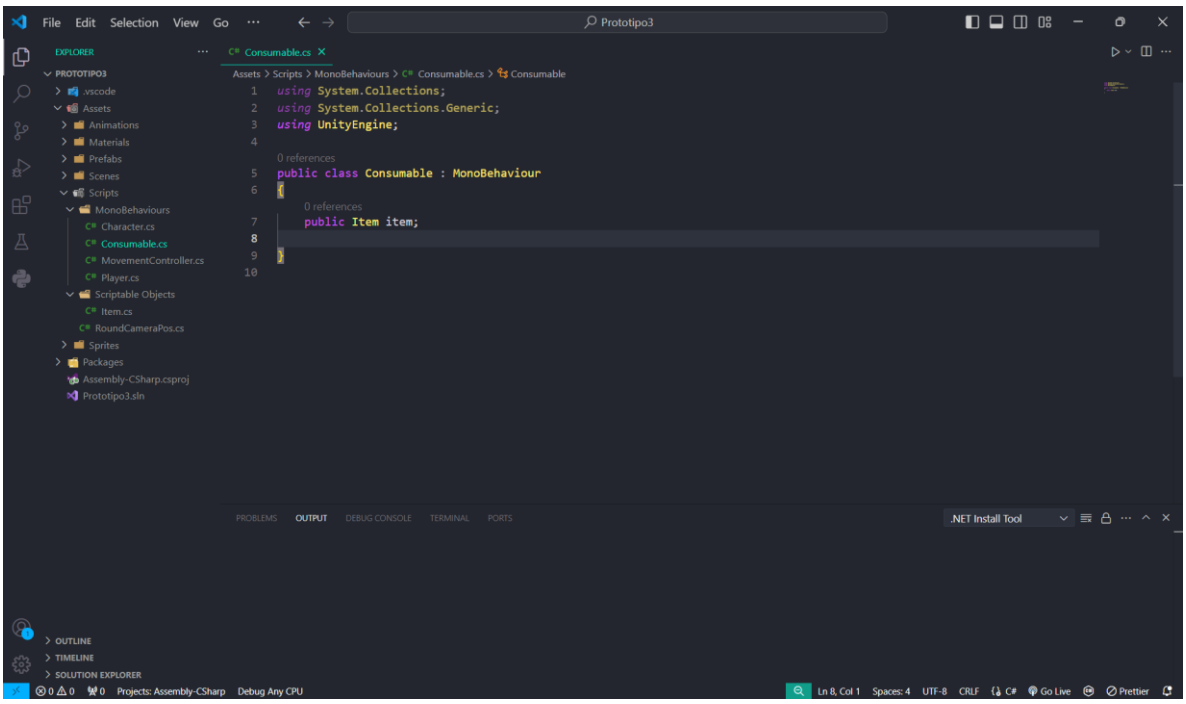
Player
Tiles
Packages
Assets > Scripts > MonoBehaviours
Character
Consumab...
Movemen...
Player
Assets/Scripts/MonoBehaviours/Consumable.cs


File Edit Selection View Go
Prototipo3
EXPLORER
Consumable.cs
PROTOTIPO3
Assets > Scripts > MonoBehaviours > Consumable.cs > Consumable
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
0 references
public class Consumable : MonoBehaviour
{
0 references
public Item item;
}
vscode
Assets
Animations
Materials
Prefabs
Scenes
Scripts
MonoBehaviours
Character.cs
Consumable.cs
MovementController.cs
Player.cs
Scriptable Objects
Item.cs
RoundCameraPos.cs
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Debug Any CPU
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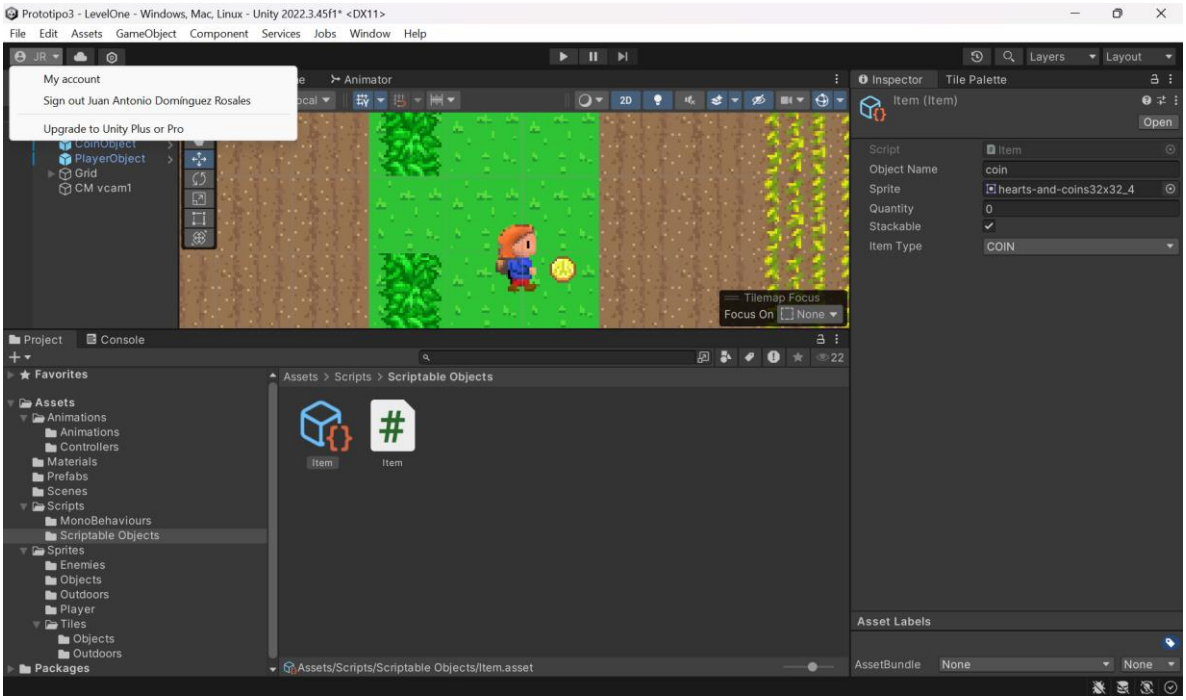
Spaces: 4
UTF-8
CRLF
C#
Go Live
Prettier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My account
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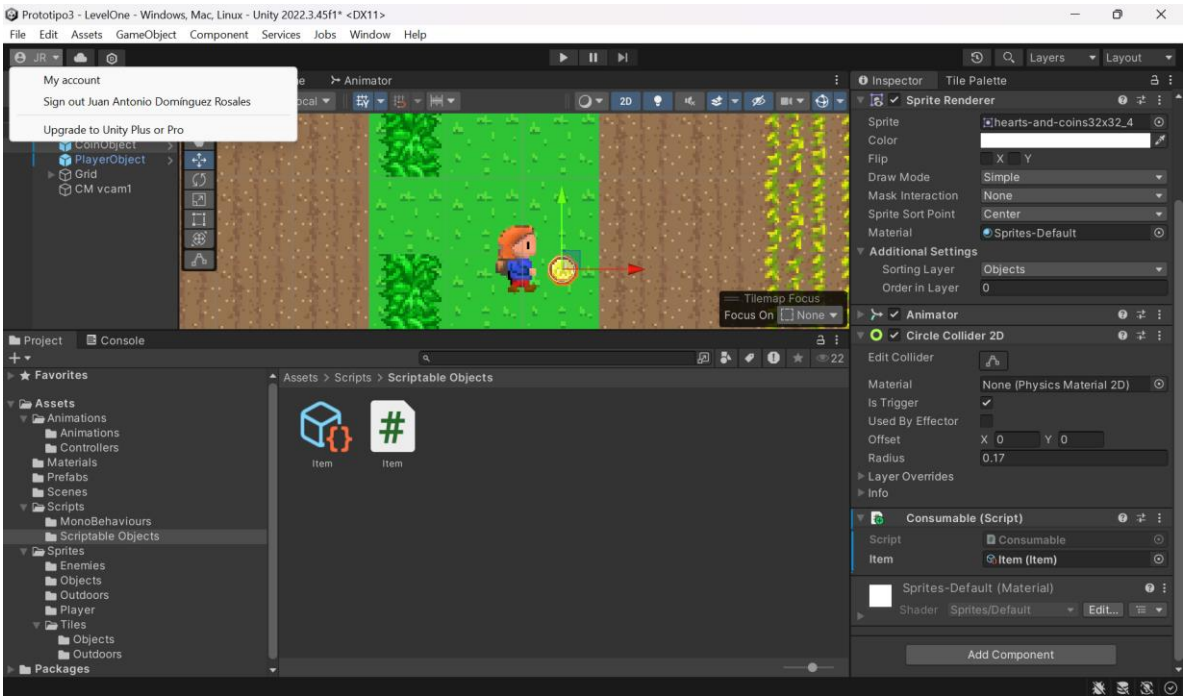
Animator
Inspector
Tile Palette
Item (Item)
Open
Script Item
Object Name coin
Sprite hearts-and-coins32x32_4
Quantity 0
Stackable
Item Type COIN
Tilemap Focus
Focus On None
Project
Console
Favorites
Assets
Animations
Controllers
Materials
Prefabs
Scenes
Scripts
MonoBehaviours
Scriptable Objects
Sprites
Enemies
Objects
Outdoors
Player
Tiles
Packages
Assets > Scripts > Scriptable Objects
Item
Asset Labels
AssetBundle None None
Assets/Scripts/Scriptable Objects/Item.asset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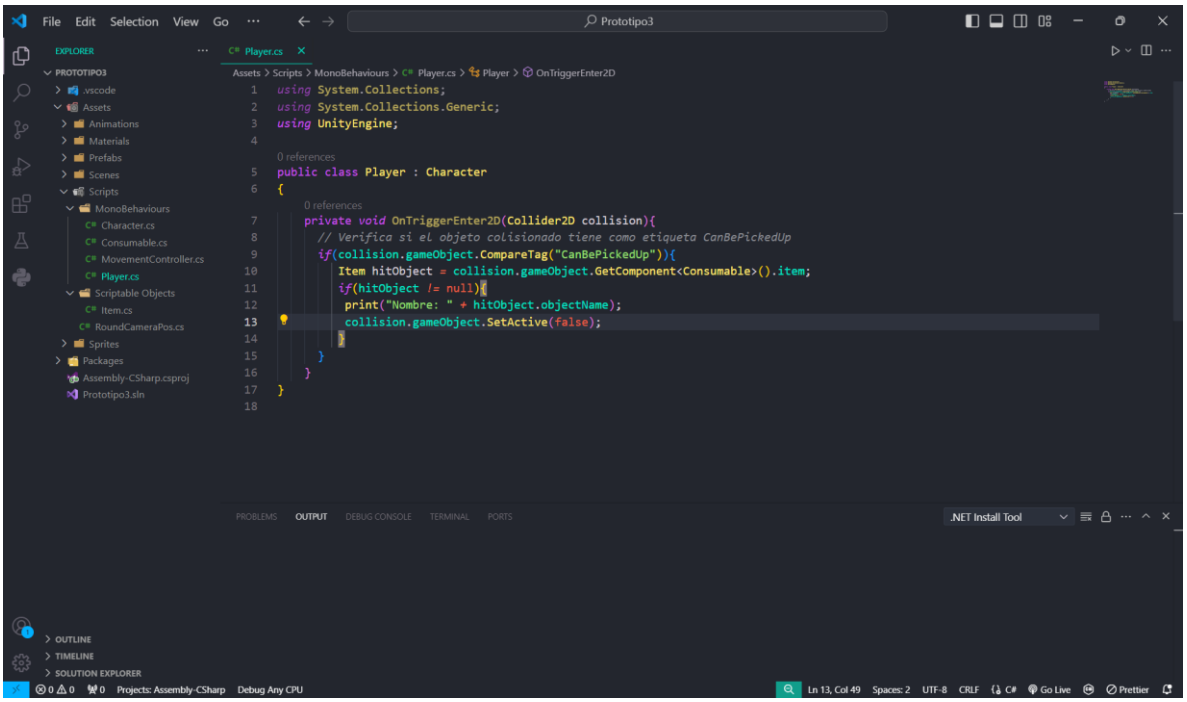
Upgrade to Unity Plus or Pro
Inspector
Tile Palette
Sprite Renderer
Sprite hearts-and-coins32x32_4
Color
Flip X Y
Draw Mode Simple
Mask Interaction None
Sprite Sort Point Center
Material Sprites-Default
Additional Settings
Sorting Layer Objects
Order in Layer 0
Animator
Circle Collider 2D
Edit Collider
Material None (Physics Material 2D)
Is Trigger
Used By Effector
Offset X 0 Y 0
Radius 0.17
Layer Overrides
Info
Consumable (Script)
Script Consumable
Item Item (Item)
Sprites-Default (Material)
Shader Sprites/Default Edit...
Add Component
Tilemap Focus
Focus On None
Assets > Scripts > Scriptable Objects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Prototipo3
EXPLORER
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PROTOTIPO3
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Consumable.cs
MovementController.cs
Player.cs
Scriptable Objects
Item.cs
RoundCameraPos.cs
Sprites
Packages
Assembly-CSharp.csproj
Prototipo3.sln
Assets > Scripts > MonoBehaviours > Player.cs > Player > OnTriggerEnter2D
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
0 references
public class Player : Character
{
0 references
private void OnTriggerEnter2D(Collider2D collision){
// Verifica si el objeto colisionado tiene como etiqueta CanBePickedUp
if(collision.gameObject.CompareTag("CanBePickedUp")){
Item hitObject = collision.gameObject.GetComponent<Consumable>().item;
if(hitObject != null){
print("Nombre: " + hitObject.objectName);
collision.gameObject.SetActive(false);
}
}
}
}
PROBLEMS
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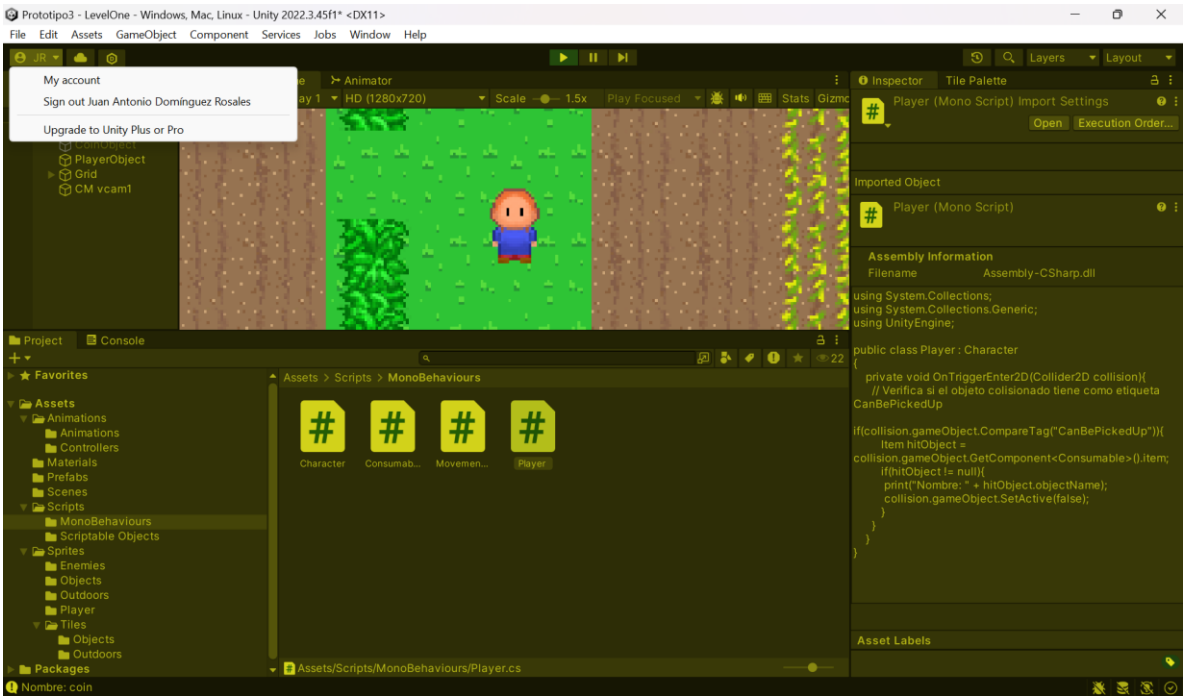
Prettier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My account
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Upgrade to Unity Plus or Pro
Animator
HD (1280x720)
Scale 1.5x
Play Focused
Stats
PlayerObject
Grid
CM vcam1
Inspector
Tile Palette
Player (Mono Script) Import Settings
Open
Execution Order...
Imported Object
Player (Mono Script)
Assembly Information
Filename Assembly-CSharp.dll
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
public class Player : Character
{
private void OnTriggerEnter2D(Collider2D collision){
// Verifica si el objeto colisionado tiene como etiqueta CanBePickedUp
if(collision.gameObject.CompareTag("CanBePickedUp")){
Item hitObject = collision.gameObject.GetComponent<Consumable>().item;
if(hitObject != null){
print("Nombre: " + hitObject.objectName);
collision.gameObject.SetActive(false);
}
}
}
}
Project
Console
Favorites
Assets
Animations
Animations
Controllers
Materials
Prefabs
Scenes
Scripts
MonoBehaviours
Scriptable Objects
Sprites
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Objects
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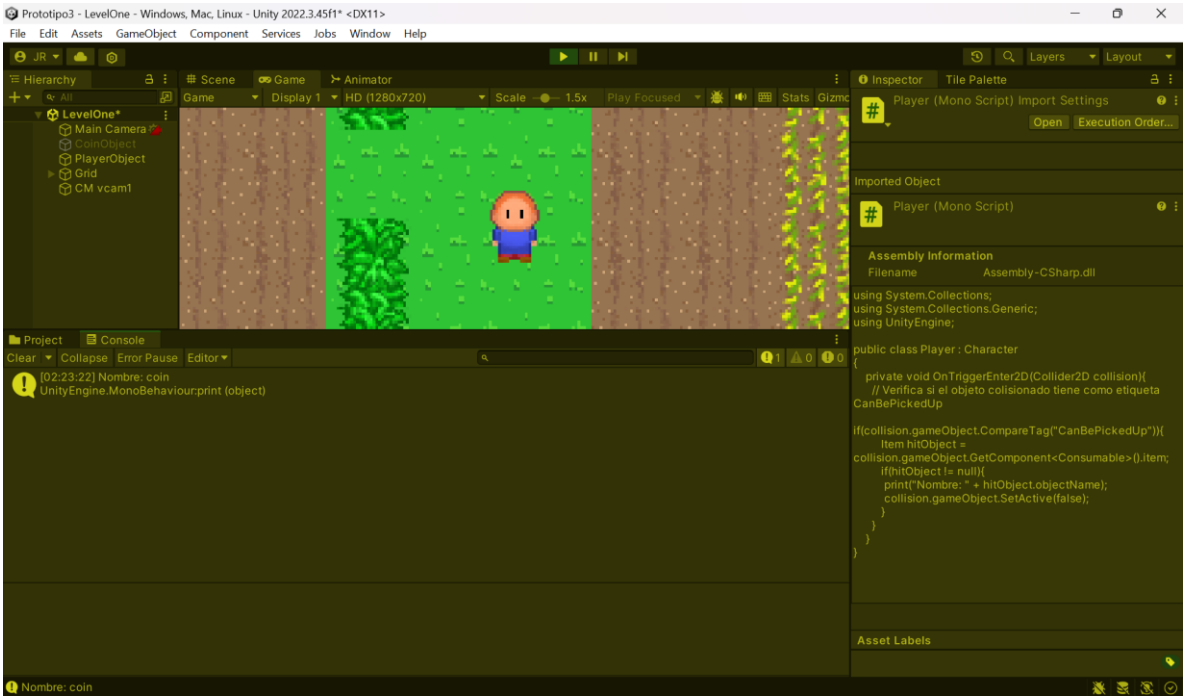
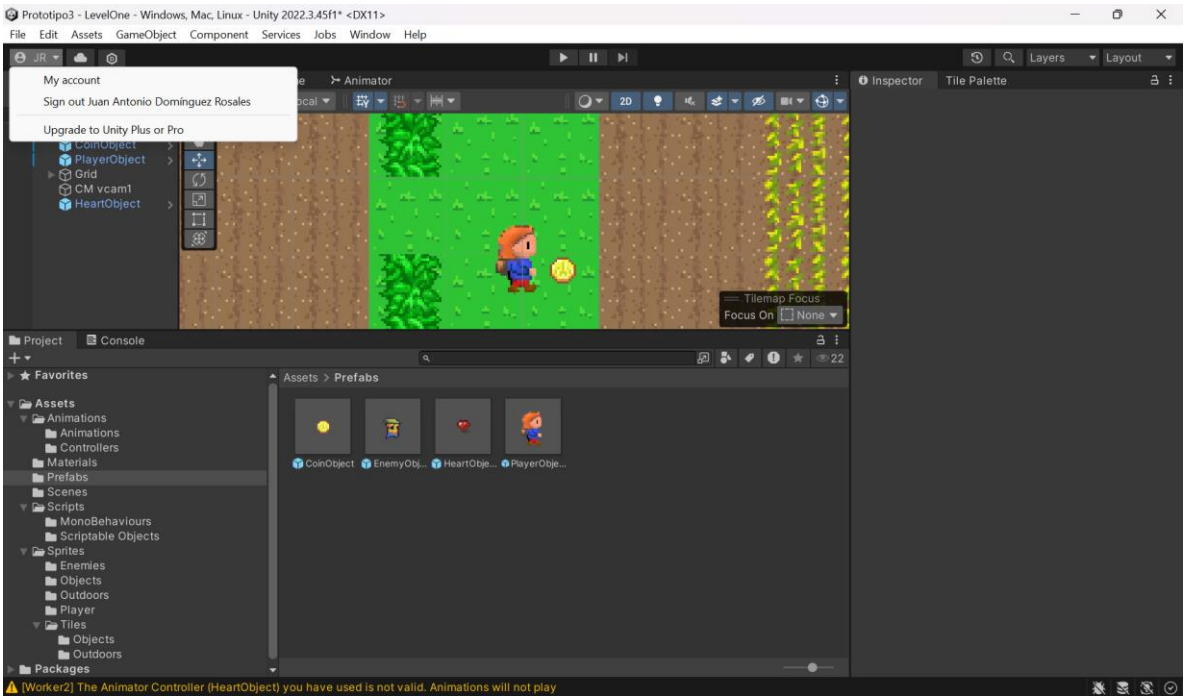
Assets > Scripts > MonoBehaviours
Character
Consumab...
Movemen...
Player
Assets/Scripts/MonoBehaviours/Player.cs
Asset Labels
Nombre: coin


Prototipo3 - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
CoinObject
PlayerObject
Grid
CM vcam1
Scene Game Animator
Display 1 HD (1280x720) Scale 1.5x Play Focused Stats
Inspector Tile Palette
Player (Mono Script) Import Settings
Open Execution Order...
Imported Object
Player (Mono Script)
Assembly Information
Filename Assembly-CSharp.dll
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
public class Player : Character
{
private void OnTriggerEnter2D(Collider2D collision){
// Verifica si el objeto colisionado tiene como etiqueta CanBePickedUp
if(collision.gameObject.CompareTag("CanBePickedUp")){
Item hitObject = collision.gameObject.GetComponent<Consumable>().item;
if(hitObject != null){
print("Nombre: " + hitObject.objectName);
collision.gameObject.SetActive(false);
}
}
}
}
Project Console
Clear Collapse Error Pause Editor
[02:23:22] Nombre: coin
UnityEngine.MonoBehaviour:print (object)
Asset Labels
Nombre: coin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Inspector Tile Palette
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Grid
CM vcam1
HeartObject
Tilemap Focus
Focus On None
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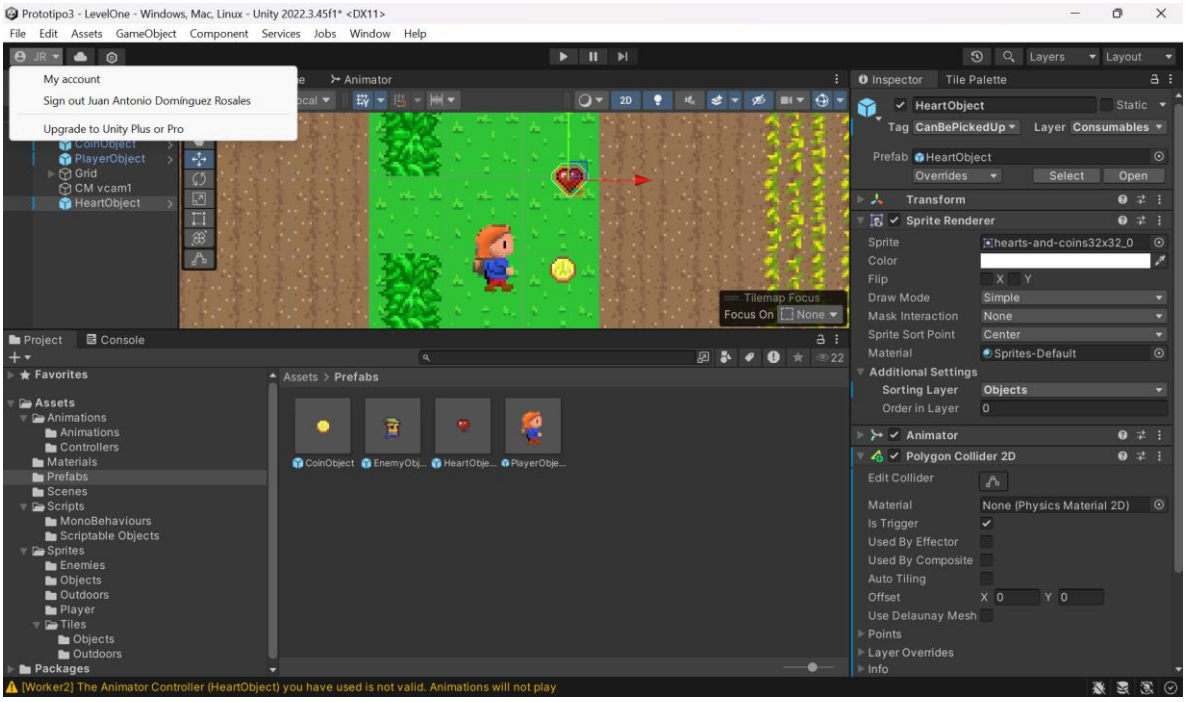
Assets > Prefabs
CoinObject
EnemyObj...
HeartObje...
PlayerObje...
[Worker2] The Animator Controller (HeartObject) you have used is not valid. Animations will not play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CM vcam1
HeartObject
Animator
Inspector
Tile Palette
HeartObject
Tag CanBePickedUp
Layer Consumables
Prefab HeartObject
Overrides
Select
Open
Transform
Sprite Renderer
Sprite hearts-and-coins32x32_0
Color
Flip
Draw Mode Simple
Mask Interaction None
Sprite Sort Point Center
Material Sprites-Default
Additional Settings
Sorting Layer Objects
Order in Layer 0
Animator
Polygon Collider 2D
Edit Collider
Material None (Physics Material 2D)
Is Trigger
Used By Effector
Used By Composite
Auto Tiling
Offset X 0 Y 0
Use Delaunay Mesh
Points
Layer Overrides
Info
Tilemap Focus
Focus On None
Project
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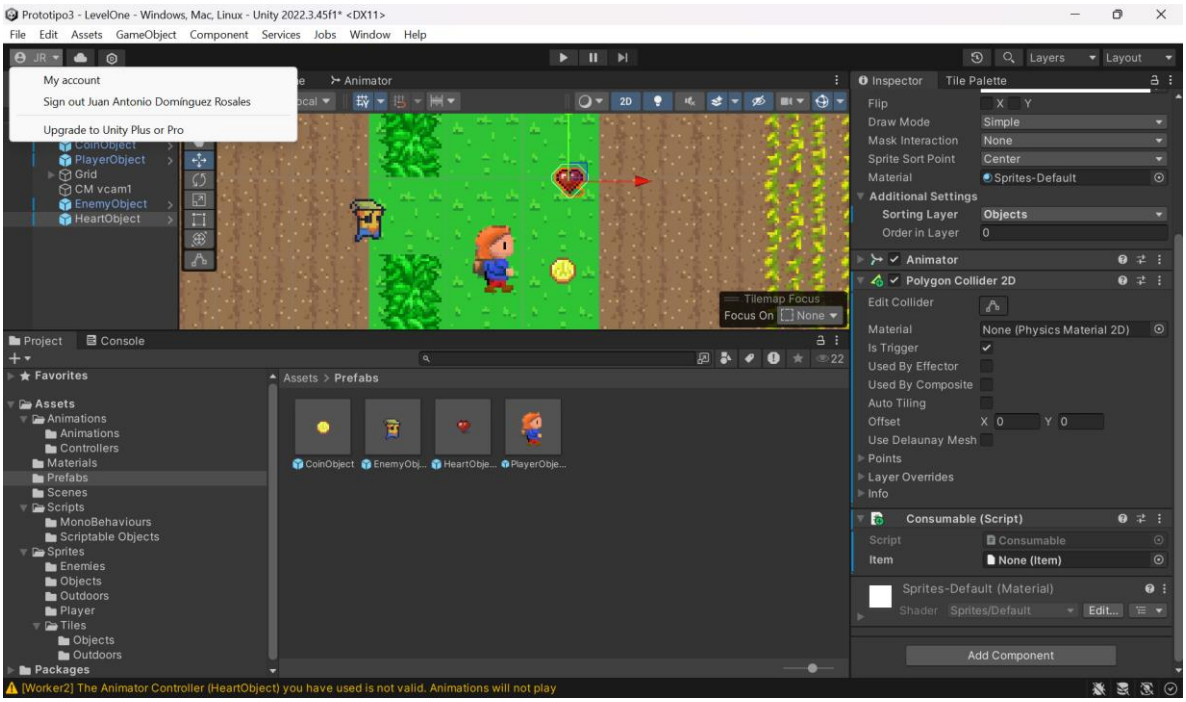
Assets > Prefabs
CoinObject
EnemyObj...
HeartObje...
PlayerObje...
[Worker2] The Animator Controller (HeartObject) you have used is not valid. Animations will not play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Flip
Draw Mode Simple
Mask Interaction None
Sprite Sort Point Center
Material Sprites-Default
Additional Settings
Sorting Layer Objects
Order in Layer 0
Animator
Polygon Collider 2D
Edit Collider
Material None (Physics Material 2D)
Is Trigger
Used By Effector
Used By Composite
Auto Tiling
Offset X 0 Y 0
Use Delaunay Mesh
Points
Layer Overrides
Info
Consumable (Script)
Script Consumable
Item None (Item)
Sprites-Default (Material)
Shader Sprites/Default
Edit...
Add Component
Tilemap Focus
Focus On None
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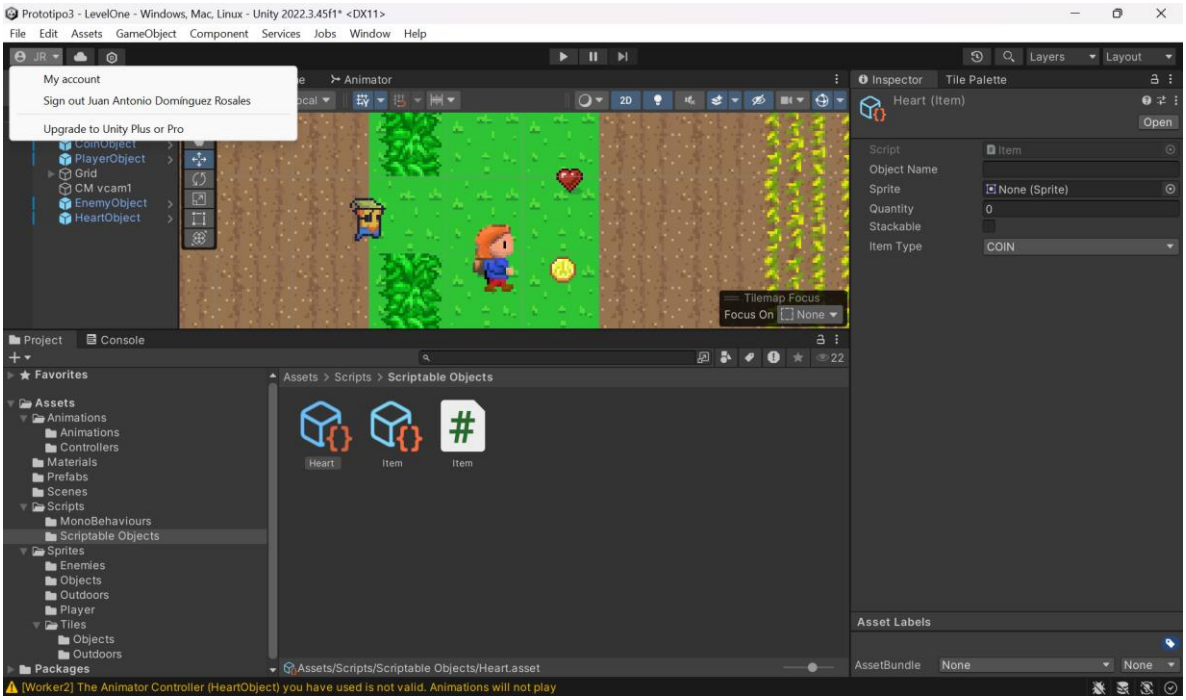
CoinObject
EnemyObj...
HeartObje...
PlayerObje...
[Worker2] The Animator Controller (HeartObject) you have used is not valid. Animations will not play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Heart (Item)
Open
Script
Item
Object Name
Sprite
None (Sprite)
Quantity
Stackable
Item Type
COIN
Tilemap Focus
Focus On
None
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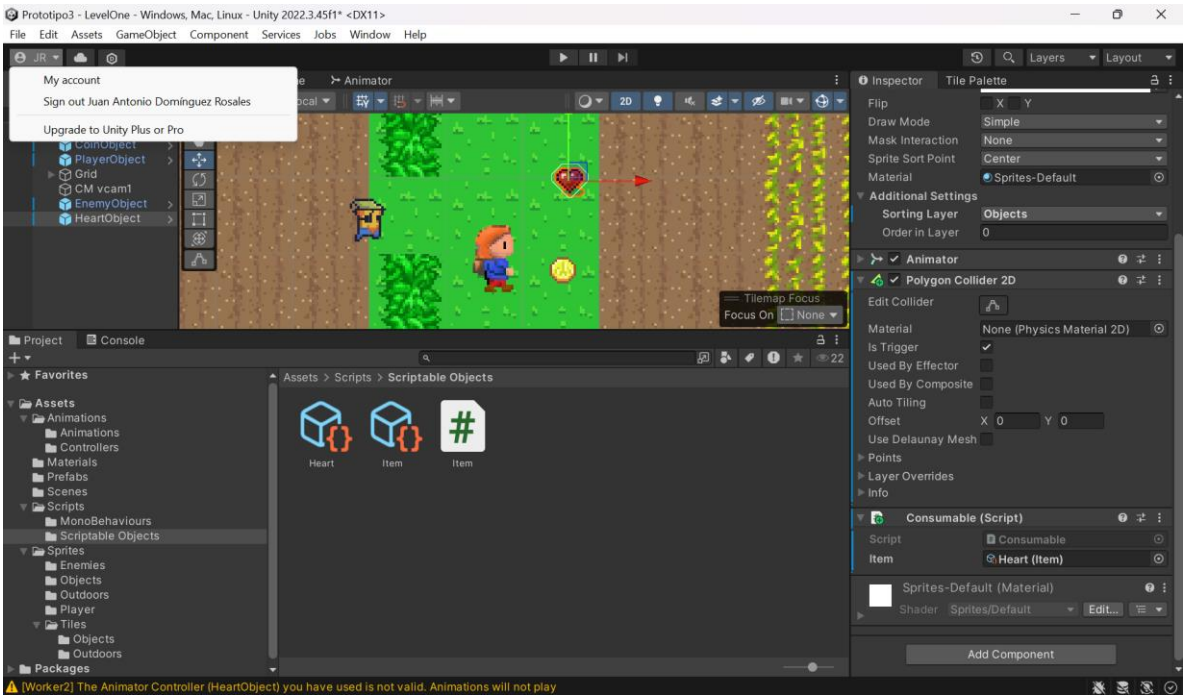
Assets/Scripts/Scriptable Objects/Heart.asset
Asset Labels
AssetBundle
None
[Worker2] The Animator Controller (HeartObject) you have used is not valid. Animations will not play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Draw Mode
Simple
Mask Interaction
None
Sprite Sort Point
Center
Material
Sprites-Default
Additional Settings
Sorting Layer
Objects
Order in Layer
Animator
Polygon Collider 2D
Edit Collider
Material
None (Physics Material 2D)
Is Trigger
Used By Effector
Used By Composite
Auto Tiling
Offset
Use Delaunay Mesh
Points
Layer Overrides
Info
Consumable (Script)
Script
Consumable
Item
Heart (Item)
Sprites-Default (Material)
Shader
Sprites/Default
Edit...
Add Component
Tilemap Focus
Focus On
None
Project
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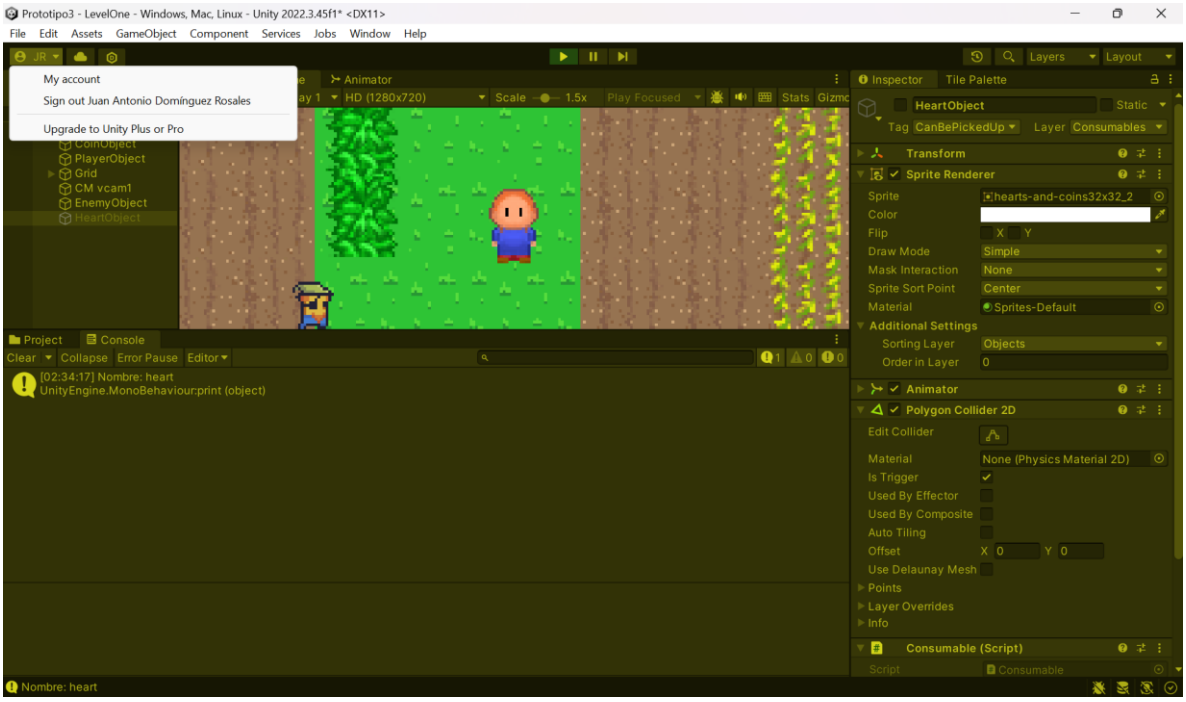
Heart
Item
Item
[Worker2] The Animator Controller (HeartObject) you have used is not valid. Animations will not play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PlayerObject
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HeartObject
Animator
HD (1280x720)
Scale 1.5x
Play Focused
Stats
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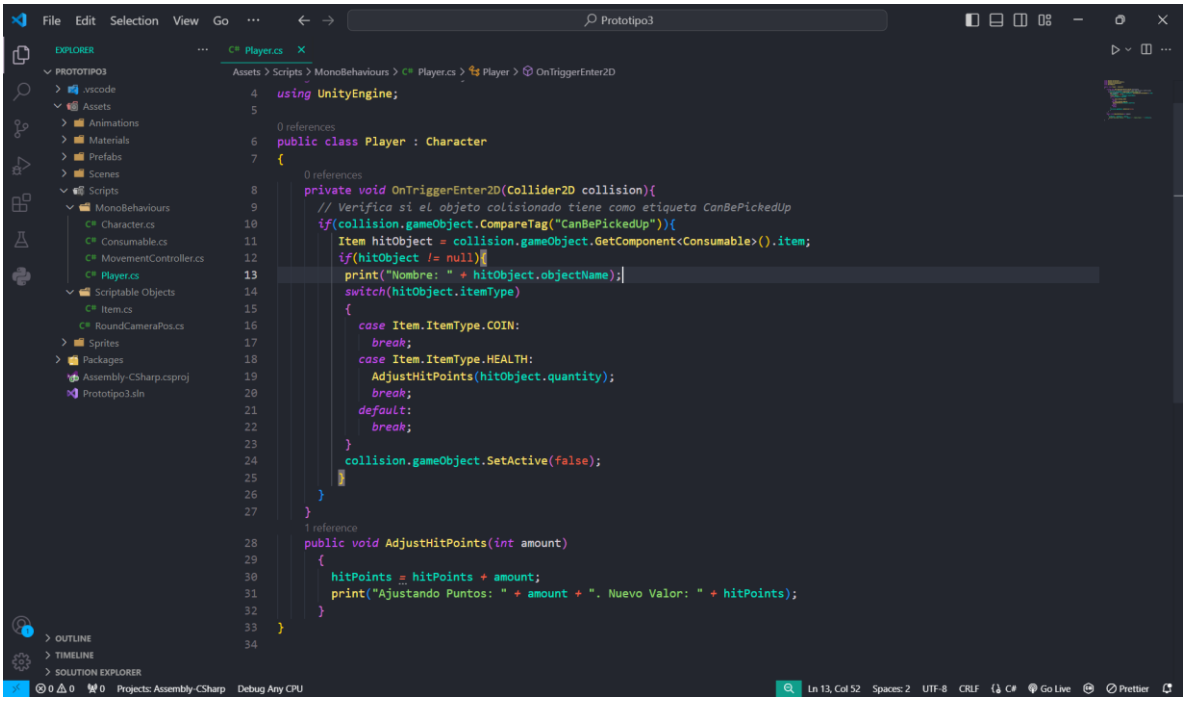
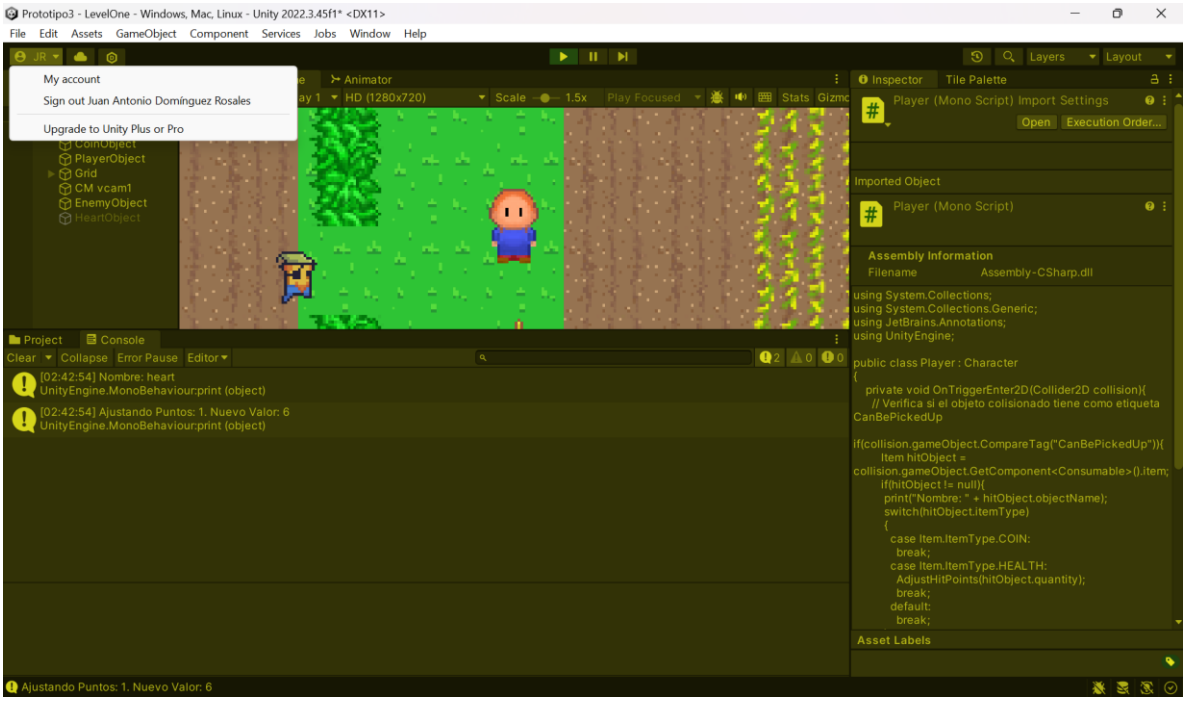
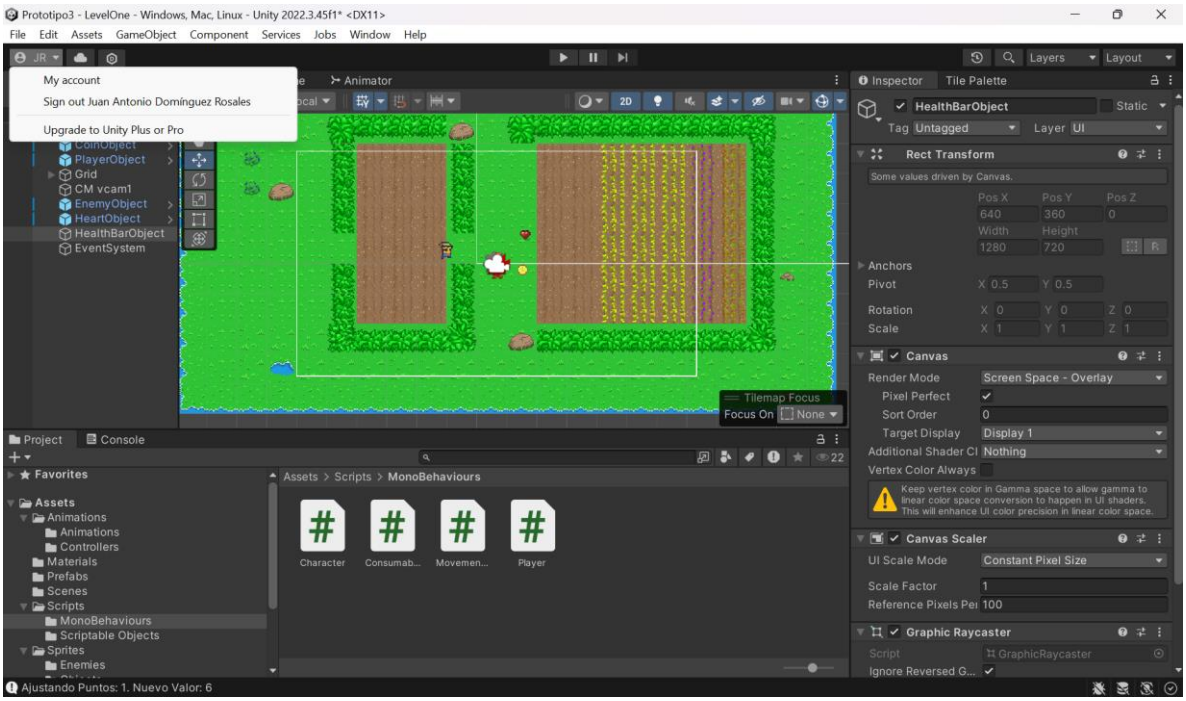
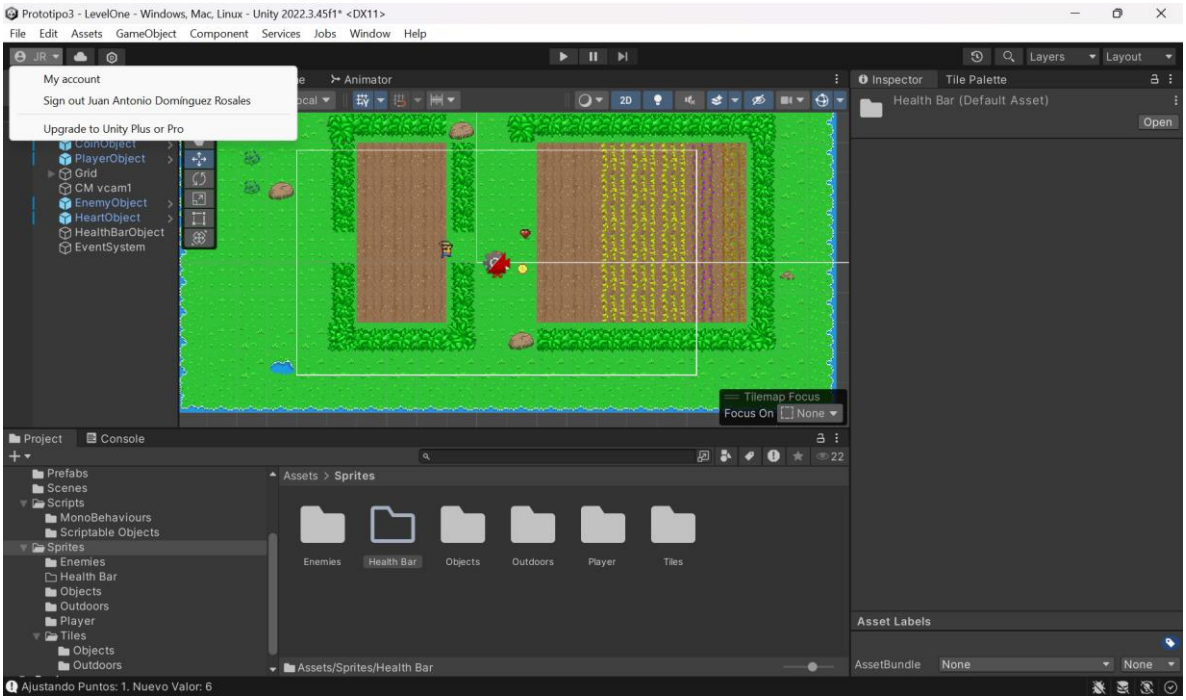
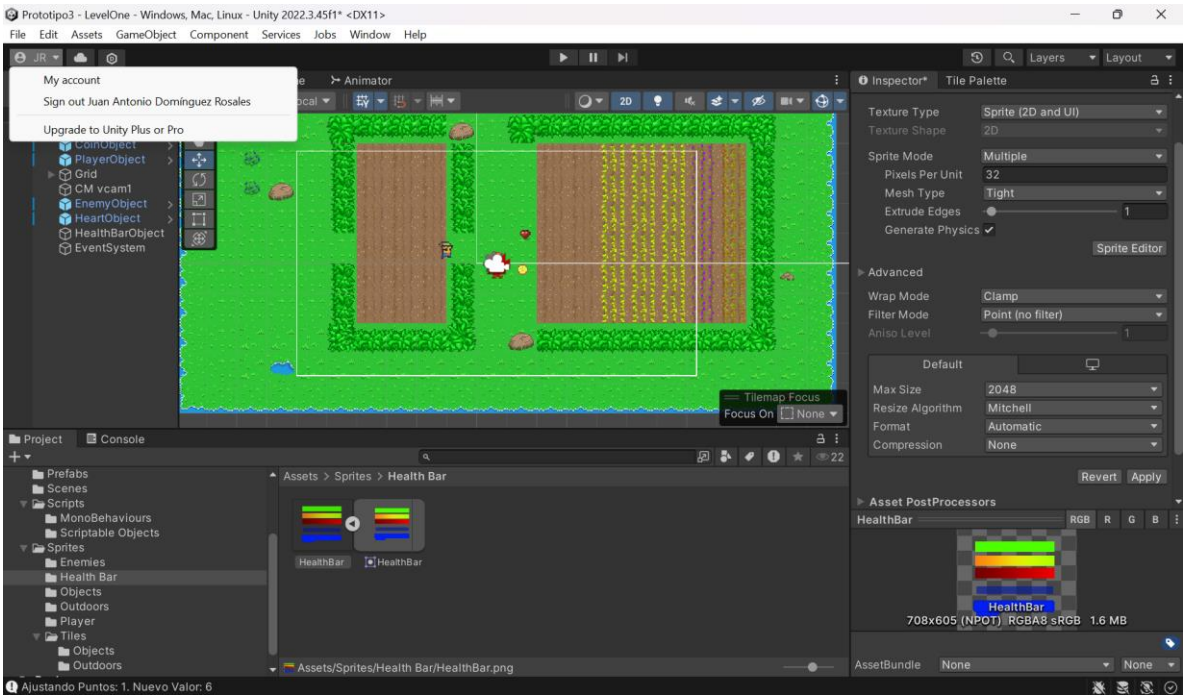
Tile Palette
HeartObject
Static
Tag CanBePickedUp
Layer Consumables
Transform
Sprite Renderer
Sprite hearts-and-coins32x32_2
Color
Flip
Draw Mode Simple
Mask Interaction None
Sprite Sort Point Center
Material Sprites-Default
Additional Settings
Sorting Layer Objects
Order in Layer 0
Animator
Polygon Collider 2D
Edit Collider
Material None (Physics Material 2D)
Is Trigger
Used By Effector
Used By Composite
Auto Tiling
Offset
Use Delaunay Mesh
Points
Layer Overrides
Info
Consumable (Script)
Script Consumable
Project
Console
Clear Collapse Error Pause Editor
[02:34:17] Nombre: heart
UnityEngine.MonoBehaviour:print (object)
Nombre: heart

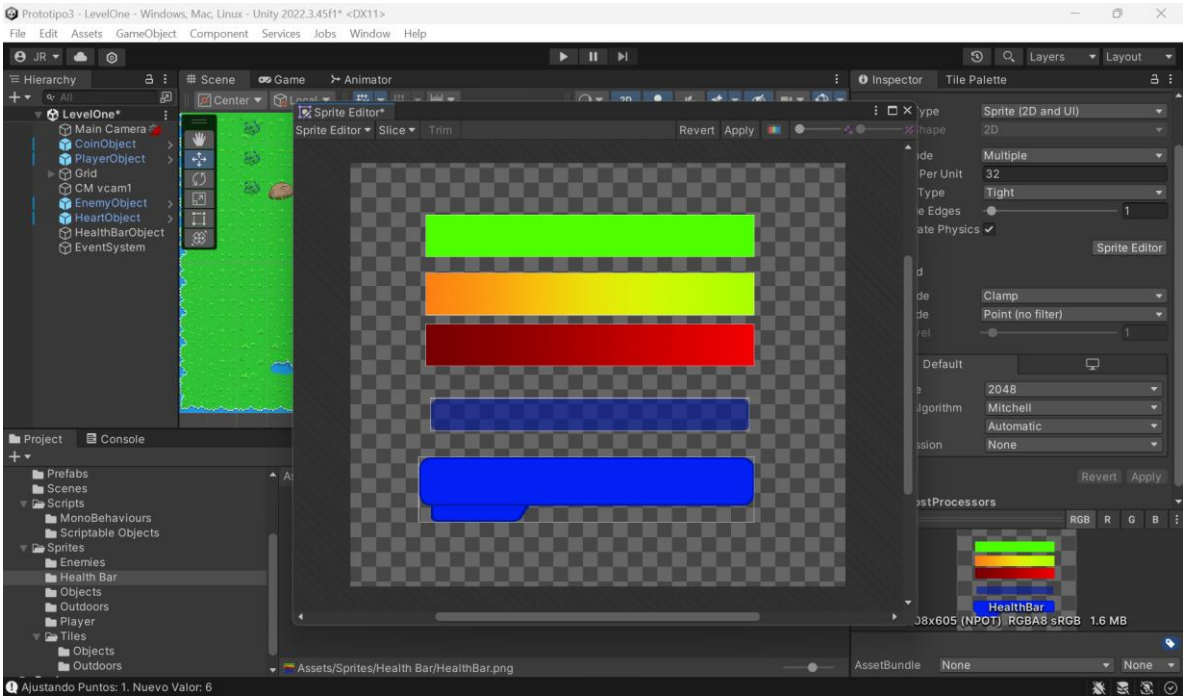

File Edit Selection View Go
Prototipo3
EXPLORER
PROTOTIPO3
Assets > Scripts > MonoBehaviours > Player.cs > Player > OnTriggerEnter2D
using UnityEngine;
0 references
public class Player : Character
{
0 references
private void OnTriggerEnter2D(Collider2D collision){
// Verifica si el objeto colisionado tiene como etiqueta CanBePickedUp
if(collision.gameObject.CompareTag("CanBePickedUp")){
Item hitObject = collision.gameObject.GetComponent<Consumable>().item;
if(hitObject != null){
print("Nombre: " + hitObject.objectName);
switch(hitObject.itemType)
{
case Item.ItemType.COIN:
break;
case Item.ItemType.HEALTH:
AdjustHitPoints(hitObject.quantity);
break;
default:
break;
}
collision.gameObject.SetActive(false);
}
}
}
1 reference
public void AdjustHitPoints(int amount)
{
hitPoints = hitPoints + amount;
print("Ajustando Puntos: " + amount + ". Nuevo Valor: " + hitPoints);
}
}
OUTLINE
TIMELINE
SOLUTION EXPLORER
Projects: Assembly-CSharp
Debug Any CPU
Ln 13, Col 52
Spaces: 2
UTF-8
CRLF
Go Live
Prettier

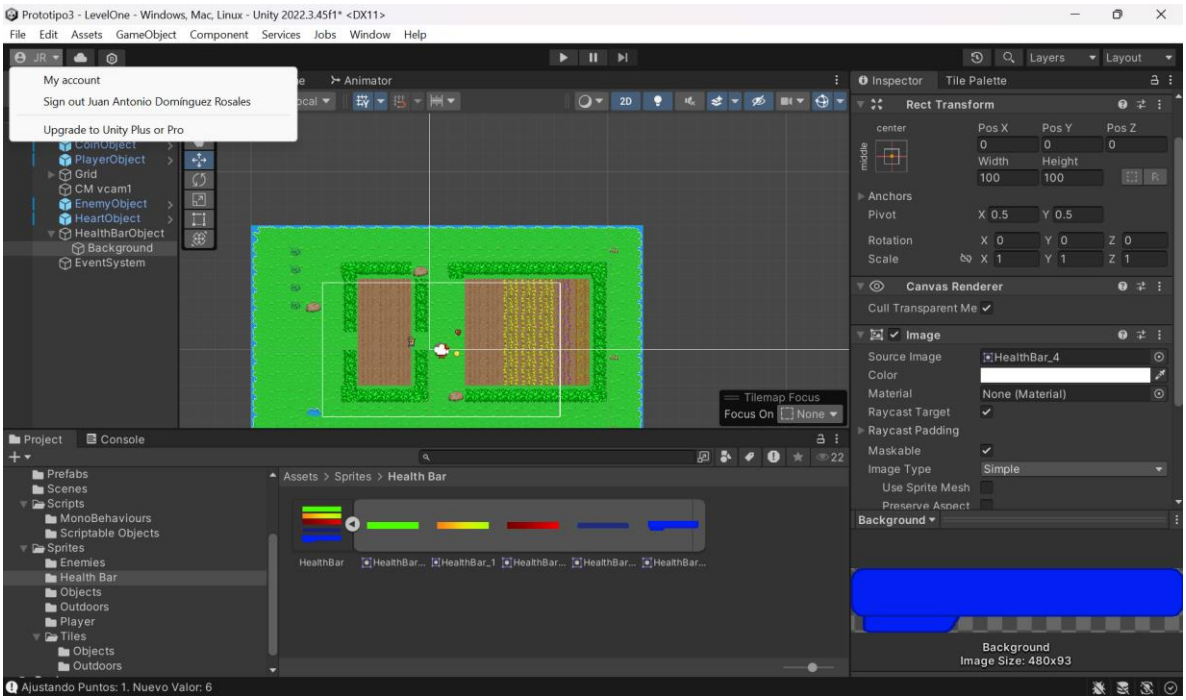

Prototipo3 - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
My account
Sign out Juan Antonio Domínguez Rosales
Upgrade to Unity Plus or Pro
Animator
Inspector
Tile Palette
Player (Mono Script) Import Settings
Open
Execution Order...
Imported Object
Player (Mono Script)
Assembly Information
Filename
Assembly-CSharp.dll
using System.Collections;
using System.Collections.Generic;
using JetBrains.Annotations;
using UnityEngine;
public class Player : Character
{
private void OnTriggerEnter2D(Collider2D collision){
// Verifica si el objeto colisionado tiene como etiqueta
CanBePickedUp
if(collision.gameObject.CompareTag("CanBePickedUp")){
Item hitObject =
collision.gameObject.GetComponent<Consumable>().item;
if(hitObject != null){
print("Nombre: " + hitObject.objectName);
switch(hitObject.itemType)
{
case Item.ItemType.COIN:
break;
case Item.ItemType.HEALTH:
AdjustHitPoints(hitObject.quantity);
break;
default:
break;
Asset Labels
Project
Console
Clear
Collapse
Error Pause
Editor
[02:42:54] Nombre: heart
UnityEngine.MonoBehaviour:print (object)
[02:42:54] Ajustando Puntos: 1. Nuevo Valor: 6
UnityEngine.MonoBehaviour:print (object)
Ajustando Puntos: 1. Nuevo Valor: 6

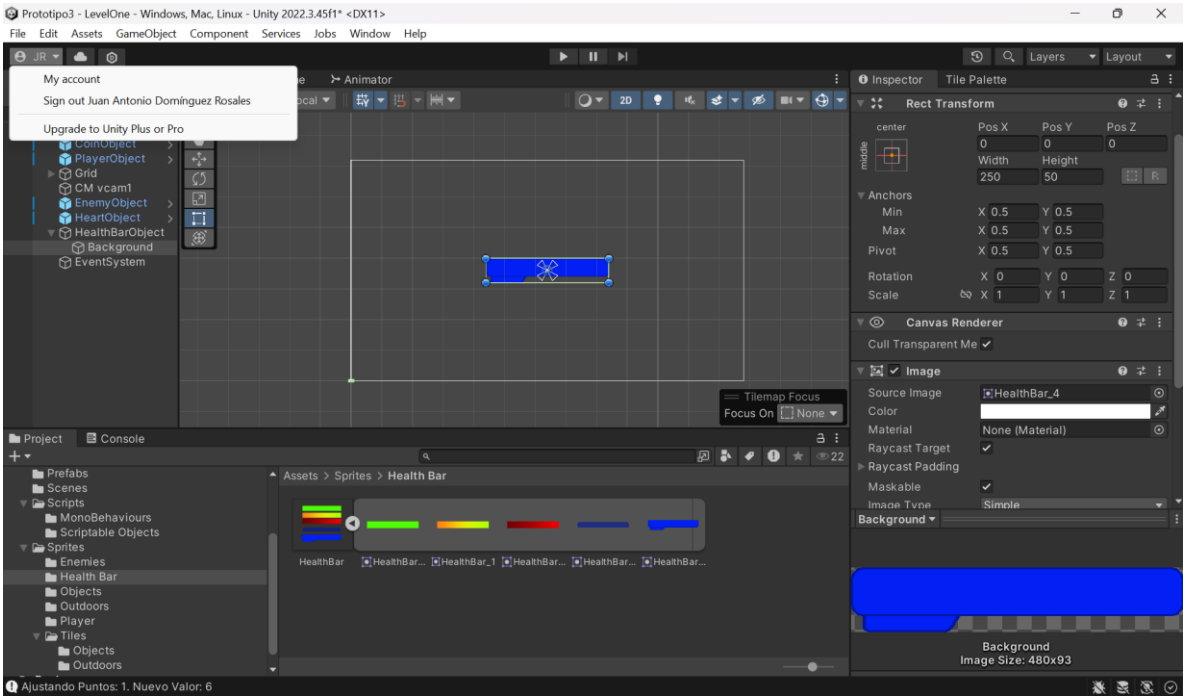

Prototipo3 - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
My account
Sign out Juan Antonio Domínguez Rosales
Upgrade to Unity Plus or Pro
Animator
Inspector
Tile Palette
HealthBarObject
Static
Tag Untagged
Layer UI
Rect Transform
Some values driven by Canvas.
Pos X
Pos Y
Pos Z
640
360
0
Width
Height
1280
720
Anchors
Pivot
Rotation
Scale
Canvas
Render Mode
Screen Space - Overlay
Pixel Perfect
Sort Order
Target Display
Display 1
Additional Shader Cl
Nothing
Vertex Color Always
Keep vertex color in Gamma space to allow gamma to linear color space conversion to happen in UI shaders. This will enhance UI color precision in linear color space.
Canvas Scaler
UI Scale Mode
Constant Pixel Size
Scale Factor
Reference Pixels Per
100
Graphic Raycaster
Script
GraphicRaycaster
Ignore Reversed G...
Tilemap Focus
Focus On
None
Project
Console
Favorites
Assets
Animations
Controllers
Materials
Prefabs
Scenes
Scripts
MonoBehaviours
Scriptable Objects
Sprites
Enemies
Assets > Scripts > MonoBehaviours
Character
Consumab...
Movemen...
Player
Ajustando Puntos: 1. Nuevo Valor: 6

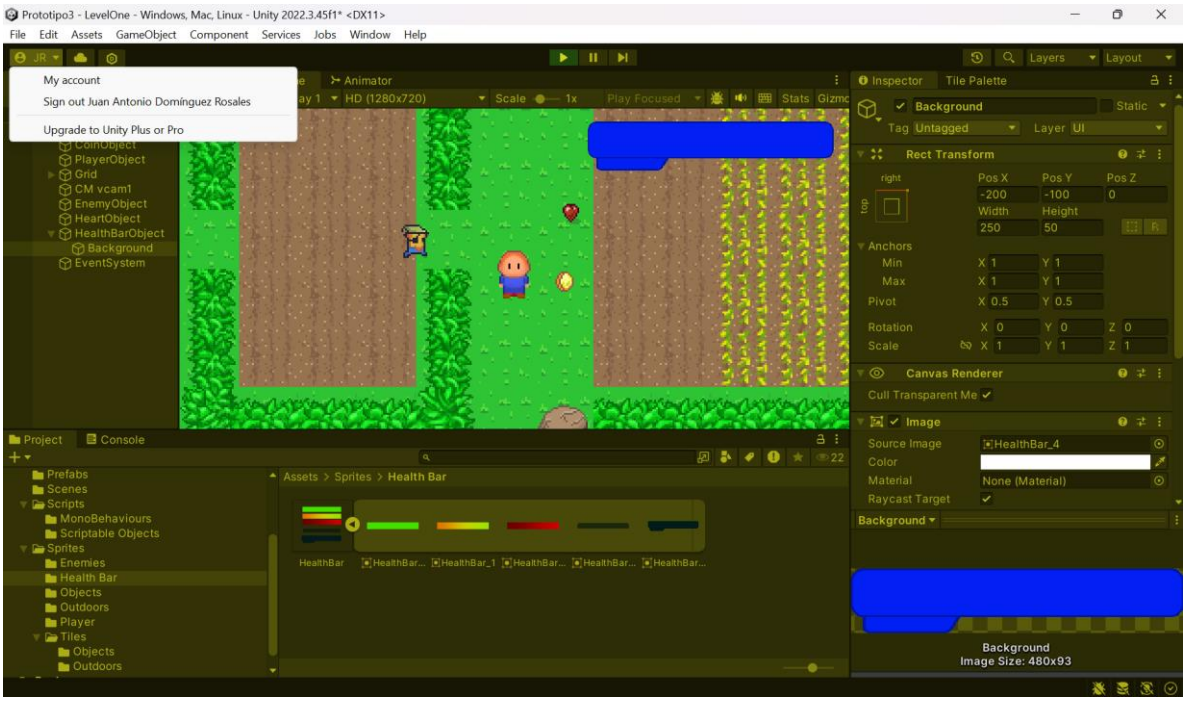

Prototipo3 - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
My account
Sign out Juan Antonio Domínguez Rosales
Upgrade to Unity Plus or Pro
Hierarchy
Animator
Inspector
Tile Palette
Health Bar (Default Asset)
Open
PlayerObject
Grid
CM vcam1
EnemyObject
HeartObject
HealthBarObject
EventSystem
Tilemap Focus
Focus On None
Project
Console
Prefabs
Scenes
Scripts
MonoBehaviours
Scriptable Objects
Sprites
Enemies
Health Bar
Objects
Outdoors
Player
Tiles
Assets > Sprites
Asset Labels
AssetBundle None None
Assets/Sprites/Health Bar
Ajustando Puntos: 1. Nuevo Valor: 6

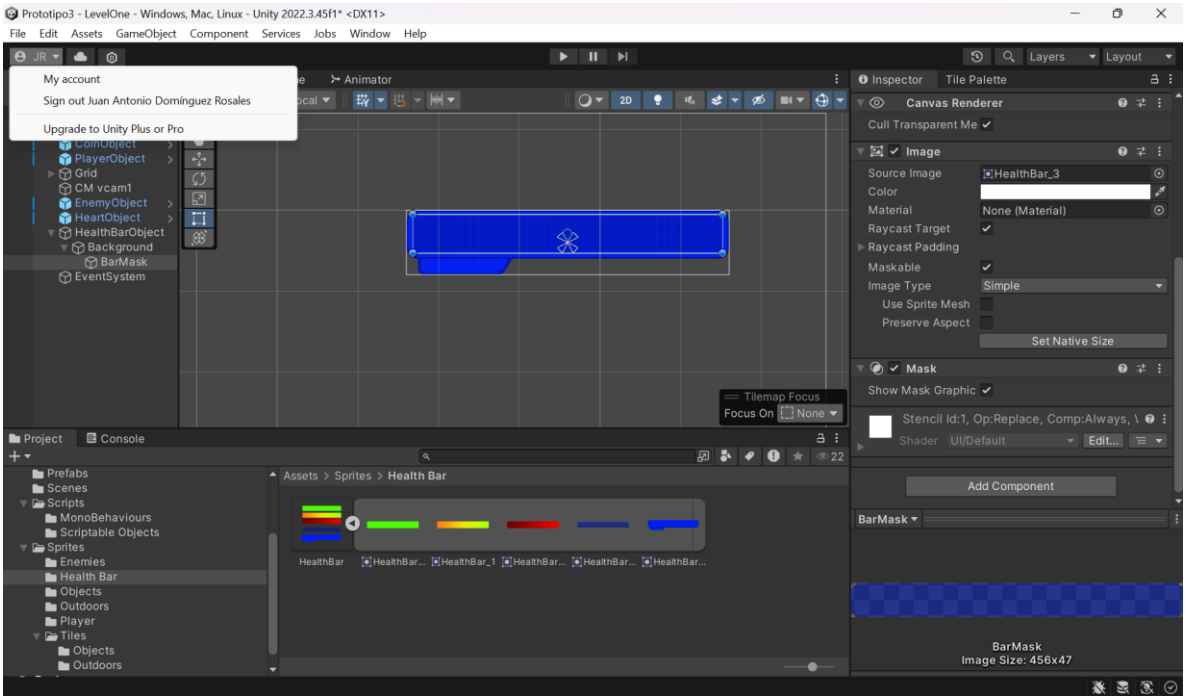

Prototipo3 - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
My account
Sign out Juan Antonio Domínguez Rosales
Upgrade to Unity Plus or Pro
Inspector*
Tile Palette
Texture Type Sprite (2D and UI)
Texture Shape 2D
Sprite Mode Multiple
Pixels Per Unit 32
Mesh Type Tight
Extrude Edges 1
Generate Physics
Sprite Editor
Advanced
Wrap Mode Clamp
Filter Mode Point (no filter)
Aniso Level 1
Default
Max Size 2048
Resize Algorithm Mitchell
Format Automatic
Compression None
Revert Apply
Asset PostProcessors
HealthBar
RGB R G B
708x605 (NPOT) RGBA8 sRGB 1.6 MB
Assets > Sprites > Health Bar
Assets/Sprites/Health Bar/HealthBar.png
Ajustando Puntos: 1. Nuevo Valor: 6

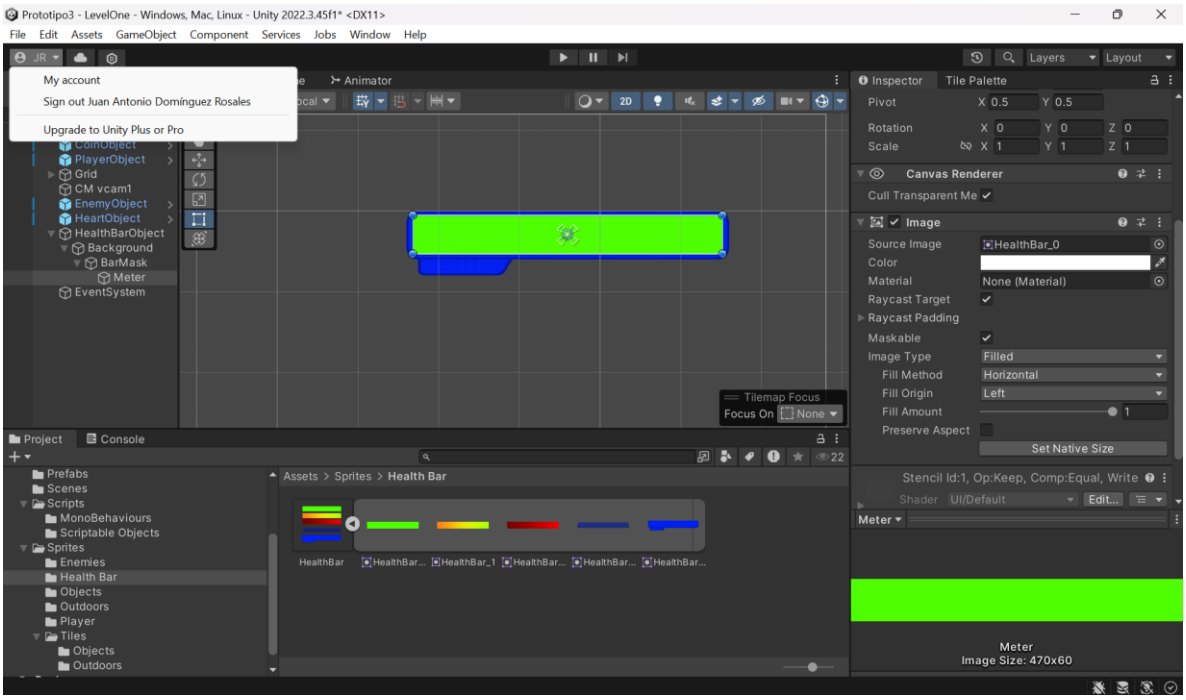

Prototipo3 - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
Scene
Game
Animator
Sprite Editor*
Inspector
Tile Palette
LevelOne*
Main Camera
CoinObject
PlayerObject
Grid
CM vcam1
EnemyObject
HeartObject
HealthBarObject
EventSystem
Project
Console
Prefabs
Scenes
Scripts
MonoBehaviours
Scriptable Objects
Sprites
Enemies
Health Bar
Objects
Outdoors
Player
Tiles
Objects
Outdoors
Assets/Sprites/Health Bar/HealthBar.png
HealthBar
Ajustando Puntos: 1. Nuevo Valor: 6

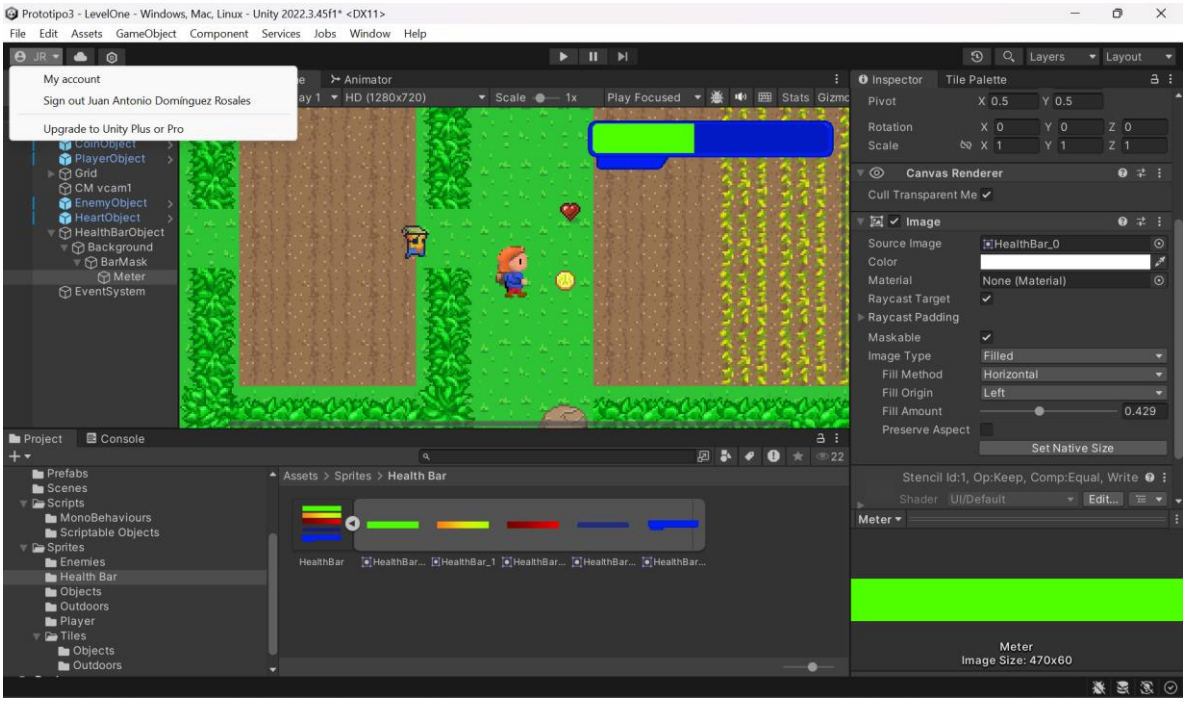

Prototipo3 - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
My account
Sign out Juan Antonio Domínguez Rosales
Upgrade to Unity Plus or Pro
Inspector
Tile Palette
Rect Transform
Canvas Renderer
Image
Source Image
HealthBar_4
Material
None (Material)
Raycast Target
Maskable
Image Type
Simple
Tilemap Focus
Focus On
None
Assets > Sprites > Health Bar
Background
Image Size: 480x93
Ajustando Puntos: 1. Nuevo Valor: 6

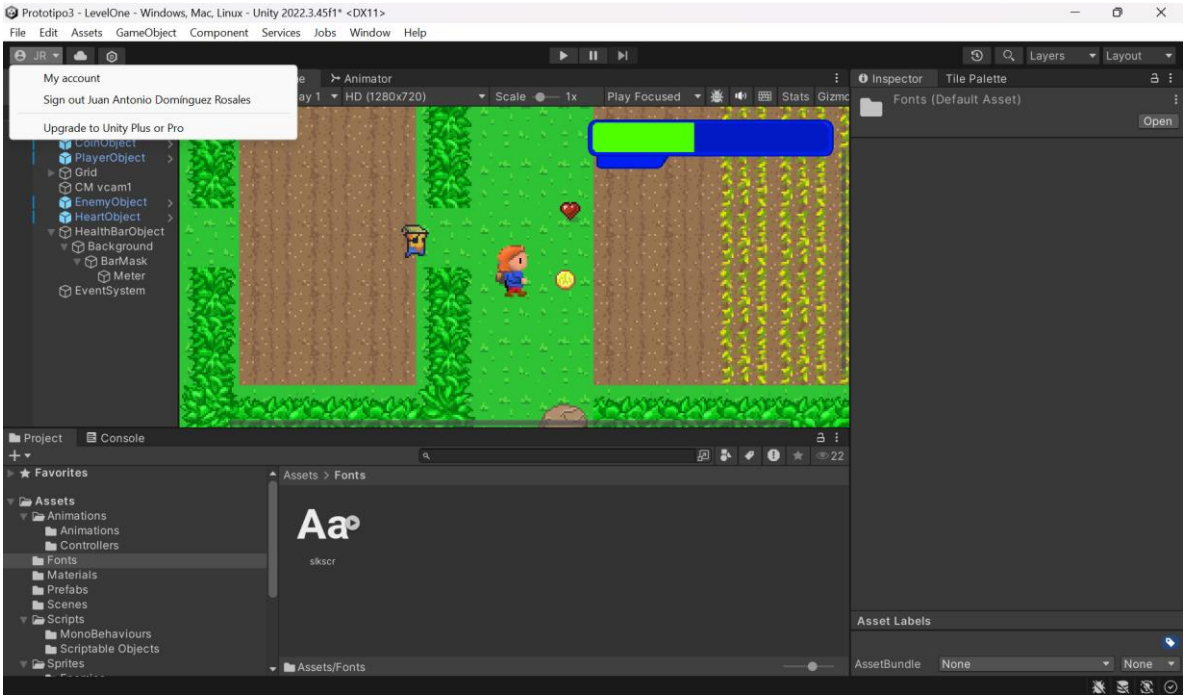

Prototipo3 - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
My account
Sign out Juan Antonio Domínguez Rosales
Upgrade to Unity Plus or Pro
Hierarchy
Animator
Inspector
Tile Palette
Rect Transform
Canvas Renderer
Image
Source Image
HealthBar_4
Material
None (Material)
Raycast Target
Raycast Padding
Maskable
Tilemap Focus
Focus On None
Project
Console
Assets > Sprites > Health Bar
Prefabs
Scenes
Scripts
MonoBehaviours
Scriptable Objects
Sprites
Enemies
Health Bar
Objects
Outdoors
Player
Tiles
Background
Image Size: 480x93
Ajustando Puntos: 1. Nuevo Valor: 6

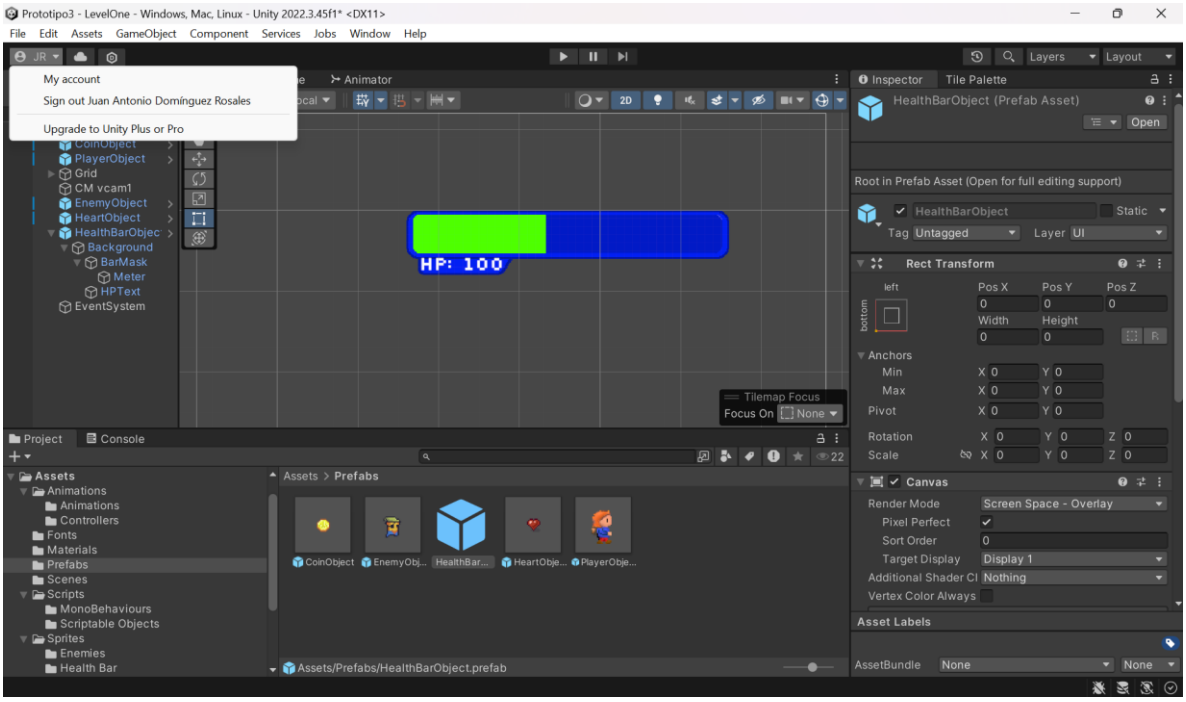

Prototipo3 - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
My account
Sign out Juan Antonio Domínguez Rosales
Upgrade to Unity Plus or Pro
Animator
HD (1280x720)
Scale 1x
Play Focused
Inspector
Tile Palette
Background
Rect Transform
Canvas Renderer
Image
Source Image
HealthBar_4
Material
None (Material)
Raycast Target
Project
Console
Assets > Sprites > Health Bar
Background
Image Size: 480x93

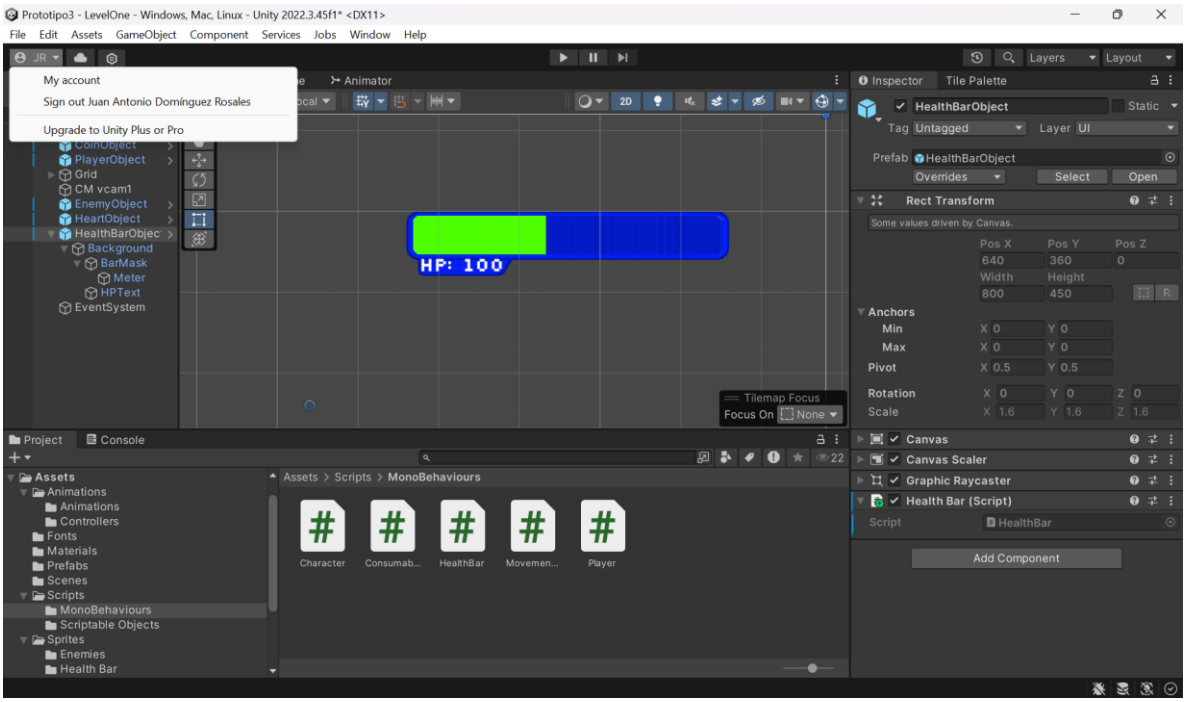

Prototipo3 - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
My account
Sign out Juan Antonio Domínguez Rosales
Upgrade to Unity Plus or Pro
Hierarchy
Animator
Inspector
Tile Palette
Canvas Renderer
Image
Source Image HealthBar_3
Material None (Material)
Raycast Target
Maskable
Image Type Simple
Use Sprite Mesh
Preserve Aspect
Set Native Size
Mask
Show Mask Graphic
Add Component
BarMask
Tilemap Focus
Focus On None
Project
Console
Assets > Sprites > Health Bar
Prefabs
Scenes
Scripts
MonoBehaviours
Scriptable Objects
Sprites
Enemies
Health Bar
Objects
Outdoors
Player
Tiles
PlayerObject
Grid
CM vcam1
EnemyObject
HeartObject
HealthBarObject
Background
BarMask
EventSystem
BarMask
Image Size: 456x47

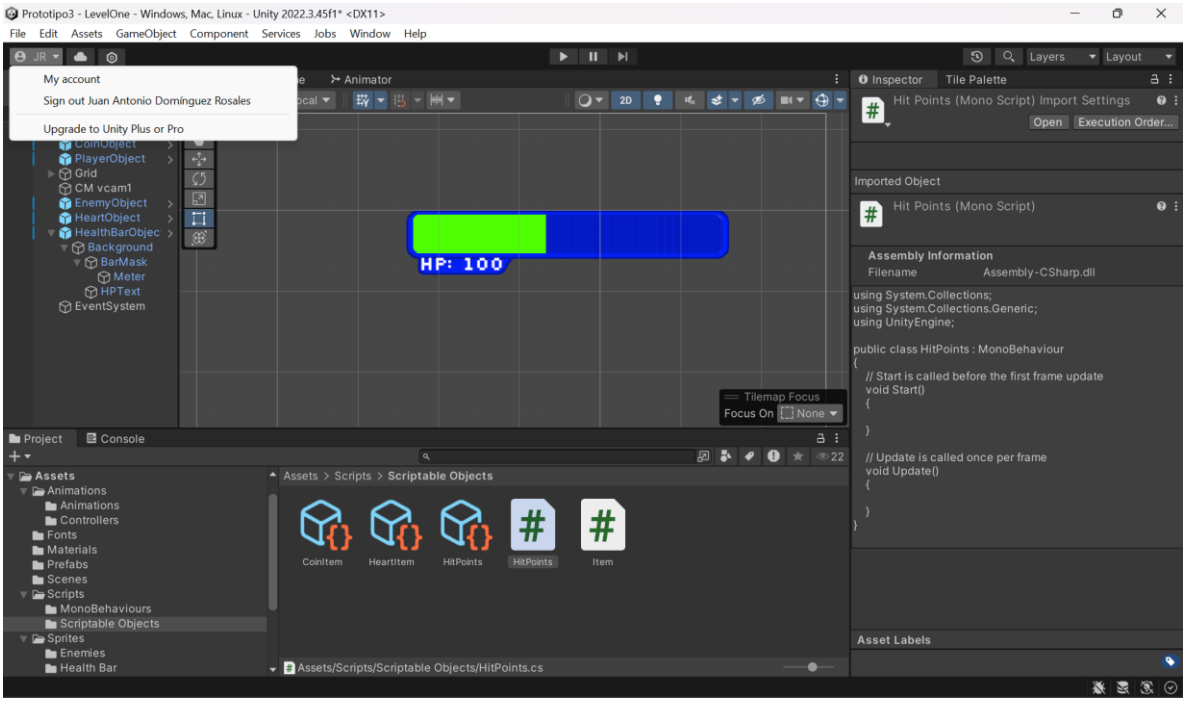

Prototipo3 - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
My account
Sign out Juan Antonio Domínguez Rosales
Upgrade to Unity Plus or Pro
Hierarchy
Animator
Inspector
Tile Palette
Pivot X 0.5 Y 0.5
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Canvas Renderer
Image
Source Image HealthBar_0
Material None (Material)
Raycast Target
Maskable
Image Type Filled
Fill Method Horizontal
Fill Origin Left
Fill Amount 1
Preserve Aspect
Set Native Size
Meter
Tilemap Focus
Focus On None
Project
Console
Assets > Sprites > Health Bar
Meter
Image Size: 470x60

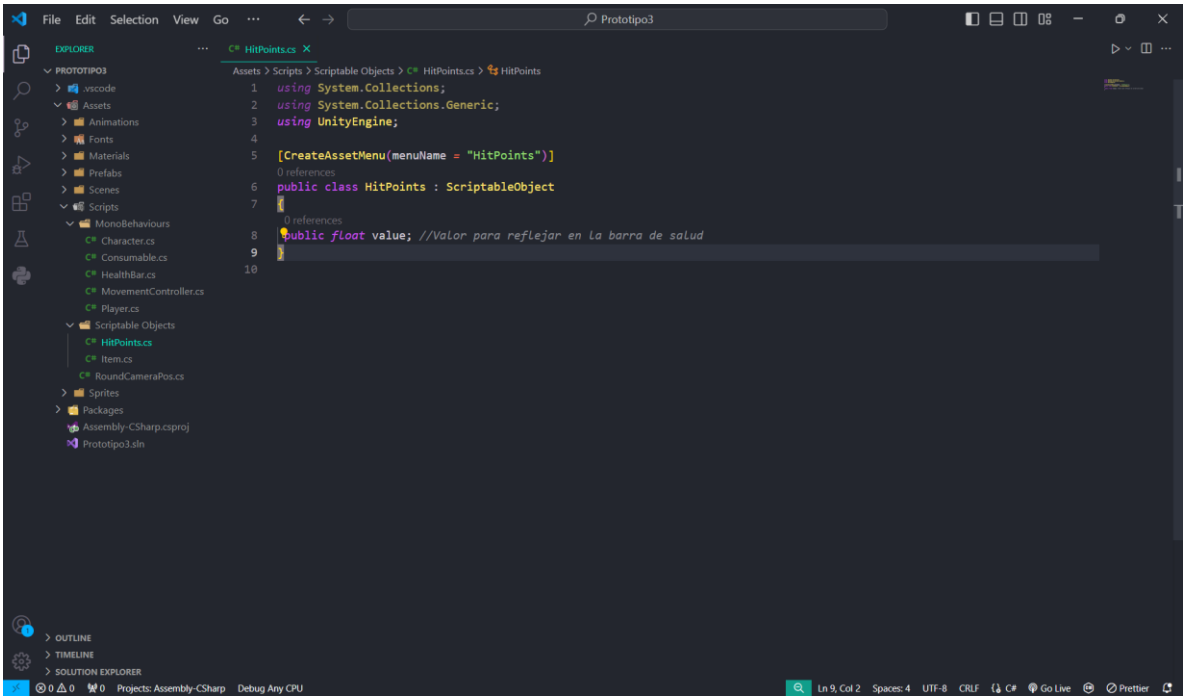

Prototipo3 - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
My account
Sign out Juan Antonio Domínguez Rosales
Upgrade to Unity Plus or Pro
Hierarchy
Animator
HD (1280x720)
Scale 1x
Play Focused
Stats
Inspector
Tile Palette
Pivot X 0.5 Y 0.5
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Canvas Renderer
Cull Transparent Me
Image
Source Image HealthBar_0
Color
Material None (Material)
Raycast Target
Raycast Padding
Maskable
Image Type Filled
Fill Method Horizontal
Fill Origin Left
Fill Amount 0.429
Preserve Aspect
Set Native Size
Stencil Id:1, Op:Keep, Comp:Equal, Write
Shader UI/Default Edit...
Meter
Meter
Image Size: 470x60
Project
Console
Assets > Sprites > Health Bar
Prefabs
Scenes
Scripts
MonoBehaviours
Scriptable Objects
Sprites
Enemies
Health Bar
Objects
Outdoors
Player
Tiles
Objects
Outdoors
HealthBar
HealthBar_1

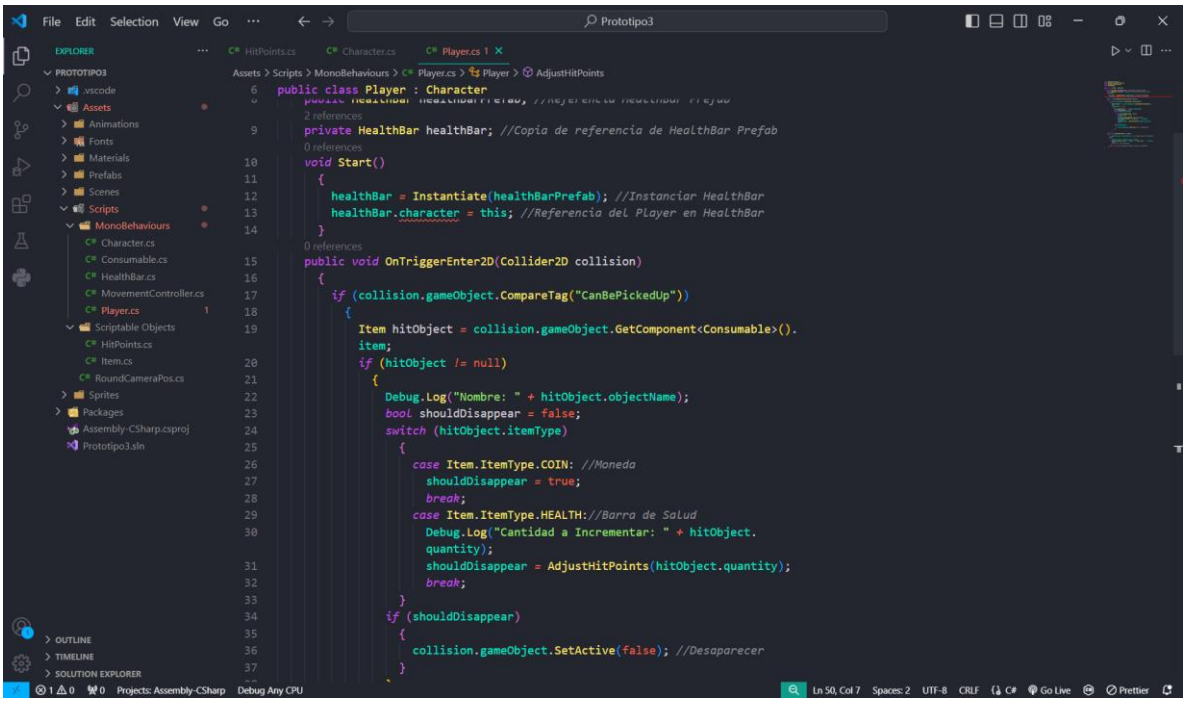

Prototipo3 - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
My account
Sign out Juan Antonio Domínguez Rosales
Upgrade to Unity Plus or Pro
Hierarchy
Animator
HD (1280x720)
Scale 1x
Play Focused
Stats
Inspector
Tile Palette
Fonts (Default Asset)
Open
Project
Console
Favorites
Assets
Animations
Animations
Controllers
Fonts
Materials
Prefabs
Scenes
Scripts
MonoBehaviours
Scriptable Objects
Sprites
Assets > Fonts
Aa
slkscr
Assets/Fonts
Asset Labels
AssetBundle None None


Prototipo3 - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
My account
Sign out Juan Antonio Domínguez Rosales
Upgrade to Unity Plus or Pro
HP: 100
Inspector
Tile Palette
HealthBarObject (Prefab Asset)
Open
Root in Prefab Asset (Open for full editing support)
Rect Transform
Canvas
Render Mode
Screen Space - Overlay
Asset Labels
Project
Console
Assets > Prefabs
Assets/Prefabs/HealthBarObject.prefab

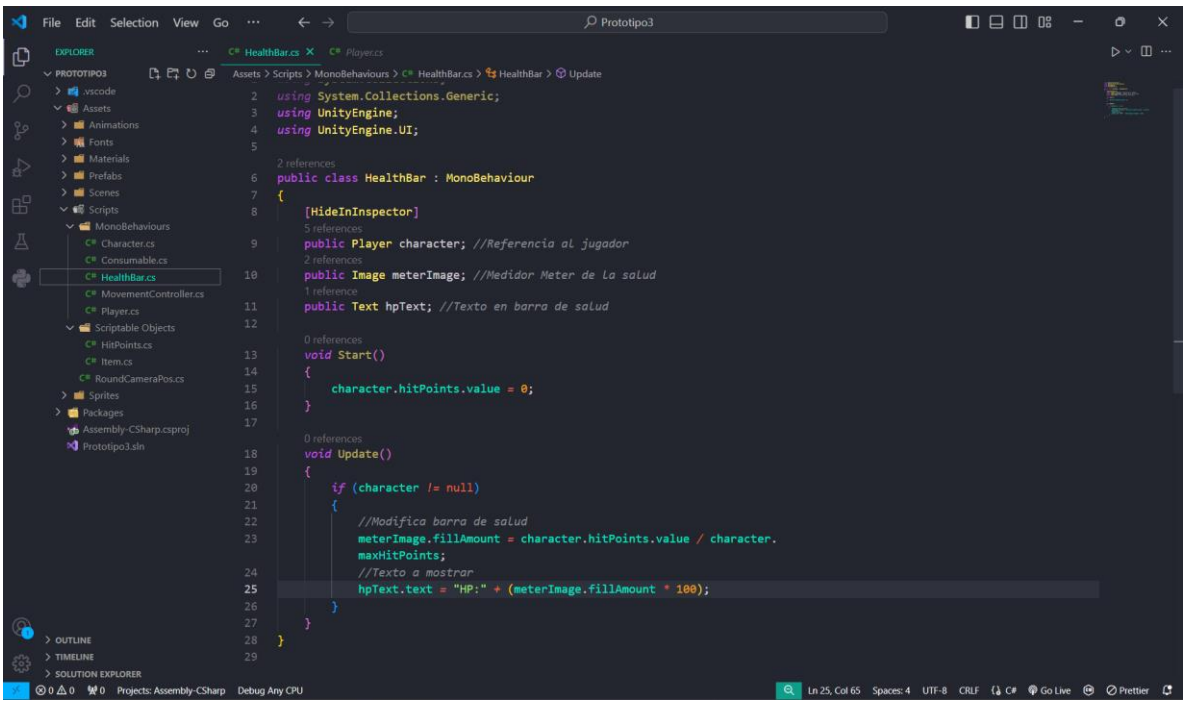

Prototipo3 - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
My account
Sign out Juan Antonio Domínguez Rosales
Upgrade to Unity Plus or Pro
HP: 100
HealthBarObject
Prefab HealthBarObject
Overrides
Select
Open
Rect Transform
Canvas
Canvas Scaler
Graphic Raycaster
Health Bar (Script)
Add Component
Assets > Scripts > MonoBehaviours
Character
HealthBar
Player


Prototipo3 - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
My account
Sign out Juan Antonio Domínguez Rosales
Upgrade to Unity Plus or Pro
Animator
Inspector
Tile Palette
Hit Points (Mono Script) Import Settings
Open
Execution Order...
PlayerObject
Grid
CM vcam1
EnemyObject
HeartObject
HealthBarObjec
Background
BarMask
Meter
HPText
EventSystem
HP: 100
Tilemap Focus
Focus On None
Imported Object
Hit Points (Mono Script)
Assembly Information
Filename Assembly-CSharp.dll
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
public class HitPoints : MonoBehaviour
{
// Start is called before the first frame update
void Start()
{
}
// Update is called once per frame
void Update()
{
}
}
Project
Console
Assets
Animations
Animations
Controllers
Fonts
Materials
Prefabs
Scenes
Scripts
MonoBehaviours
Scriptable Objects
Sprites
Enemies
Health Bar
Assets > Scripts > Scriptable Objects
CoinItem
HeartItem
HitPoints
HitPoints
Item
Assets/Scripts/Scriptable Objects/HitPoints.cs
Asset Labels

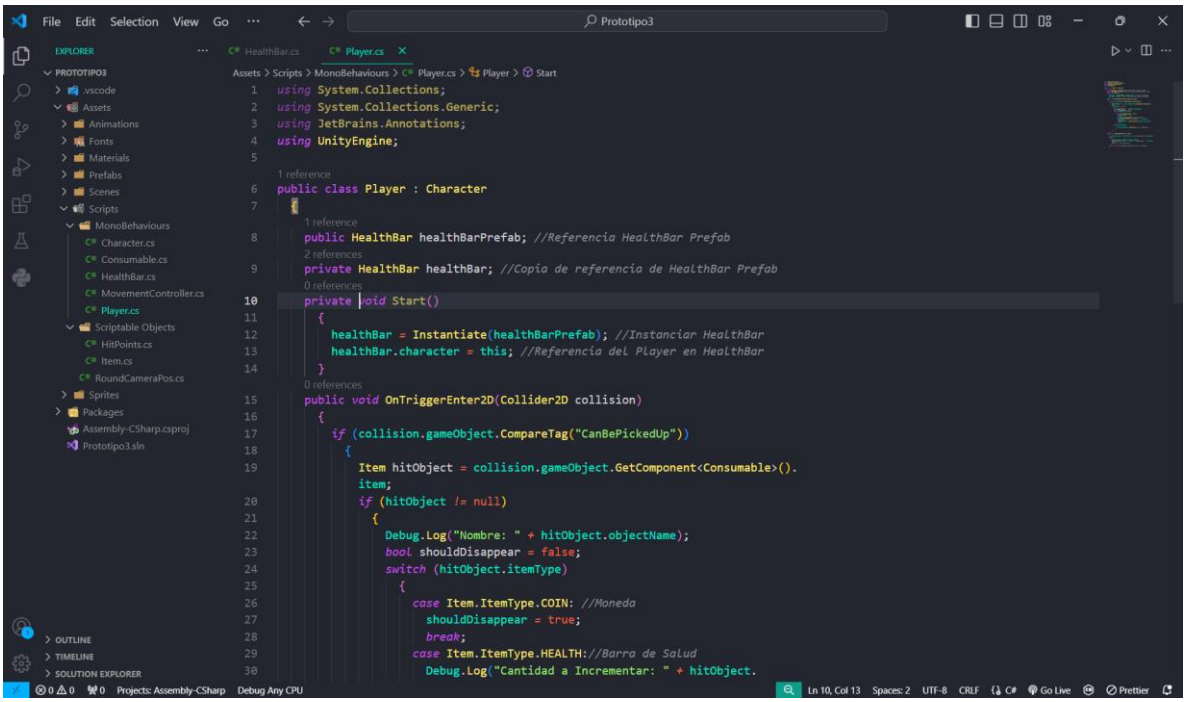

File Edit Selection View Go
Prototipo3
EXPLORER
HitPoints.cs
PROTOTIPO3
Assets > Scripts > Scriptable Objects > HitPoints.cs > HitPoints
.vscode
Assets
Animations
Fonts
Materials
Prefabs
Scenes
Scripts
MonoBehaviours
Character.cs
Consumable.cs
HealthBar.cs
MovementController.cs
Player.cs
Scriptable Objects
HitPoints.cs
Item.cs
RoundCameraPos.cs
Sprites
Packages
Assembly-CSharp.csproj
Prototipo3.sln
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
[CreateAssetMenu(menuName = "HitPoints")]
0 references
public class HitPoints : ScriptableObject
{
0 references
public float value; //Valor para reflejar en la barra de salud
}
OUTLINE
TIMELINE
SOLUTION EXPLORER
Projects: Assembly-CSharp
Debug Any CPU
Ln 9, Col 2
Spaces: 4
UTF-8
CRLF
C#
Go Live
Prettier



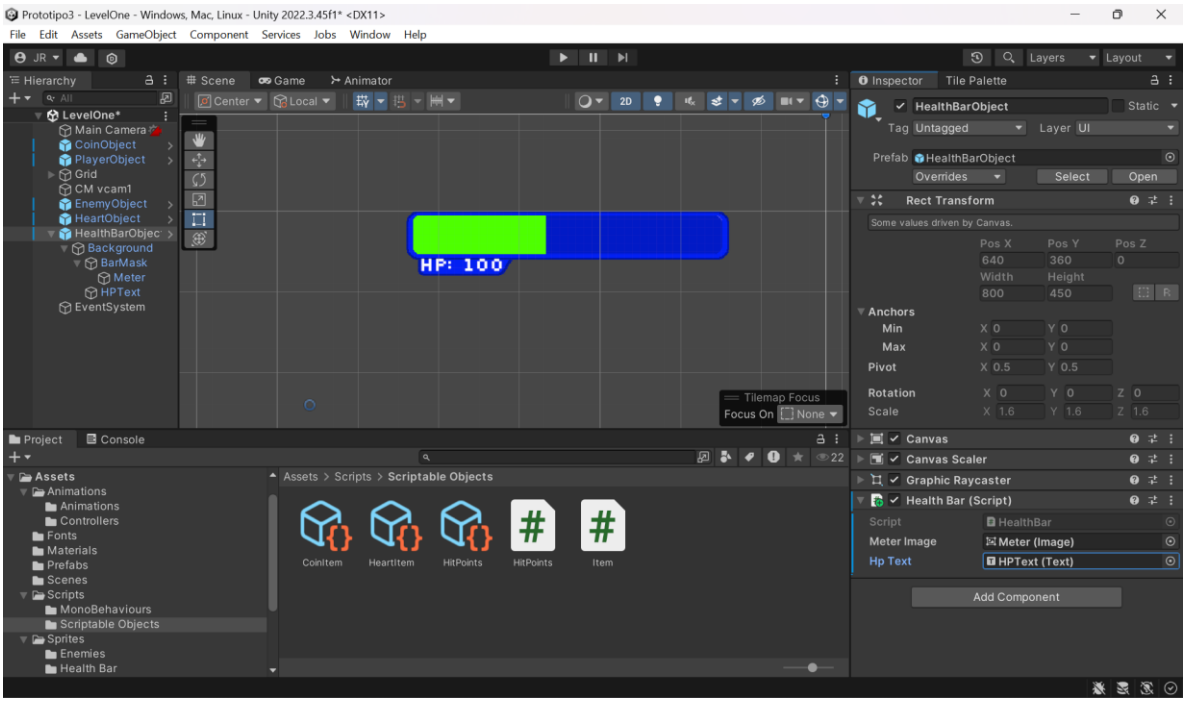
```
public class Player : Character
    2 references
    private HealthBar healthBar; //Copia de referencia de HealthBar Prefab
    0 references
    void Start()
    {
        healthBar = Instantiate(healthBarPrefab); //Instanciar HealthBar
        healthBar.character = this; //Referencia del PLayer en HealthBar
    }
    0 references
    public void OnTriggerEnter2D(Collider2D collision)
    {
        if (collision.gameObject.CompareTag("CanBePickedUp"))
        {
            Item hitObject = collision.gameObject.GetComponent<Consumable>().
            item;
            if (hitObject != null)
            {
                Debug.Log("Nombre: " + hitObject.objectName);
                bool shouldDisappear = false;
                switch (hitObject.itemType)
                {
                    case Item.ItemType.COIN: //Moneda
                        shouldDisappear = true;
                        break;
                    case Item.ItemType.HEALTH://Barra de Salud
                        Debug.Log("Cantidad a Incrementar: " + hitObject.
                        quantity);
                        shouldDisappear = AdjustHitPoints(hitObject.quantity);
                        break;
                }
                if (shouldDisappear)
                {
                    collision.gameObject.SetActive(false); //Desaparecer
                }
```

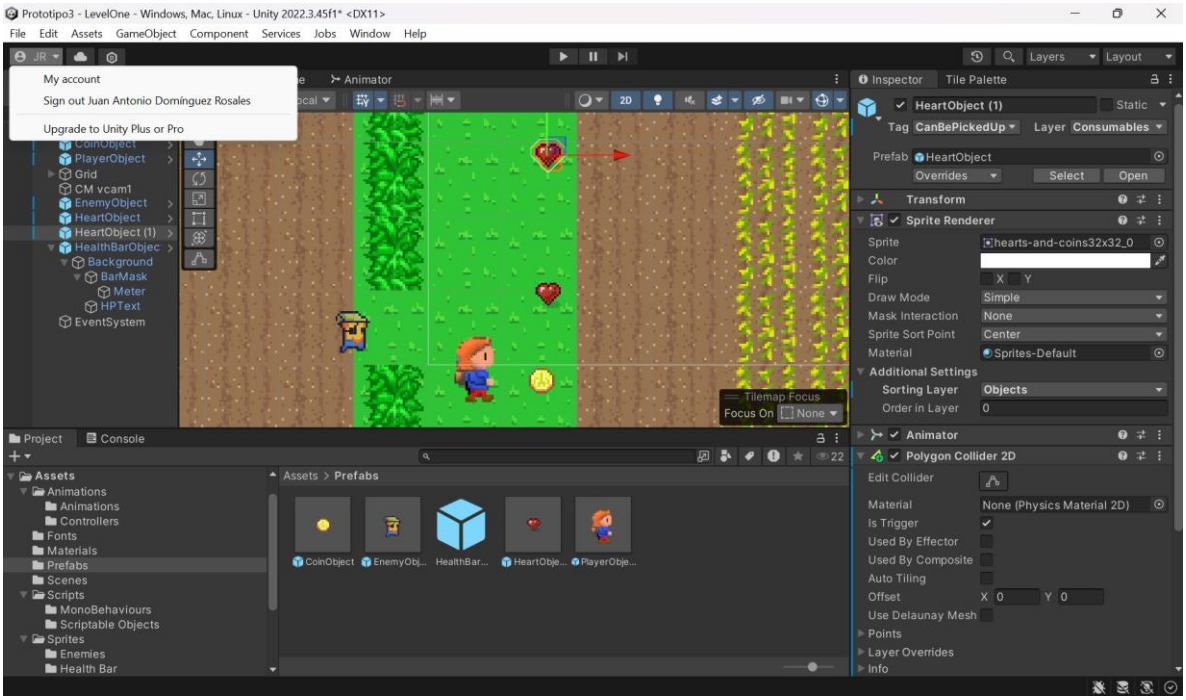


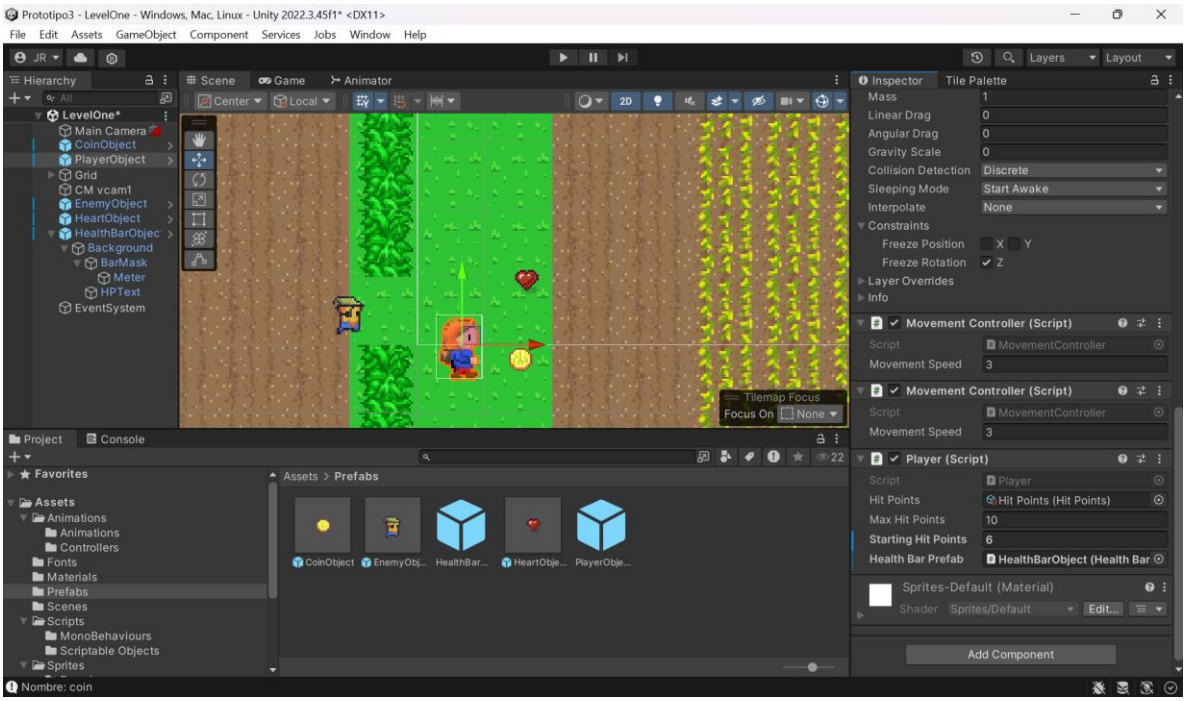
```
using System.Collections.Generic;
using UnityEngine;
using UnityEngine.UI;

2 references
public class HealthBar : MonoBehaviour
{
    [HideInInspector]
    5 references
    public Player character; //Referencia al jugador
    2 references
    public Image meterImage; //Medidor Meter de La salud
    1 reference
    public Text hpText; //Texto en barra de salud

    0 references
    void Start()
    {
        character.hitPoints.value = 0;
    }

    0 references
    void Update()
    {
        if (character != null)
        {
            //Modifica barra de salud
            meterImage.fillAmount = character.hitPoints.value / character.
            maxHitPoints;
            //Texto a mostrar
            hpText.text = "HP:" + (meterImage.fillAmount * 100);
        }
    }
}
```

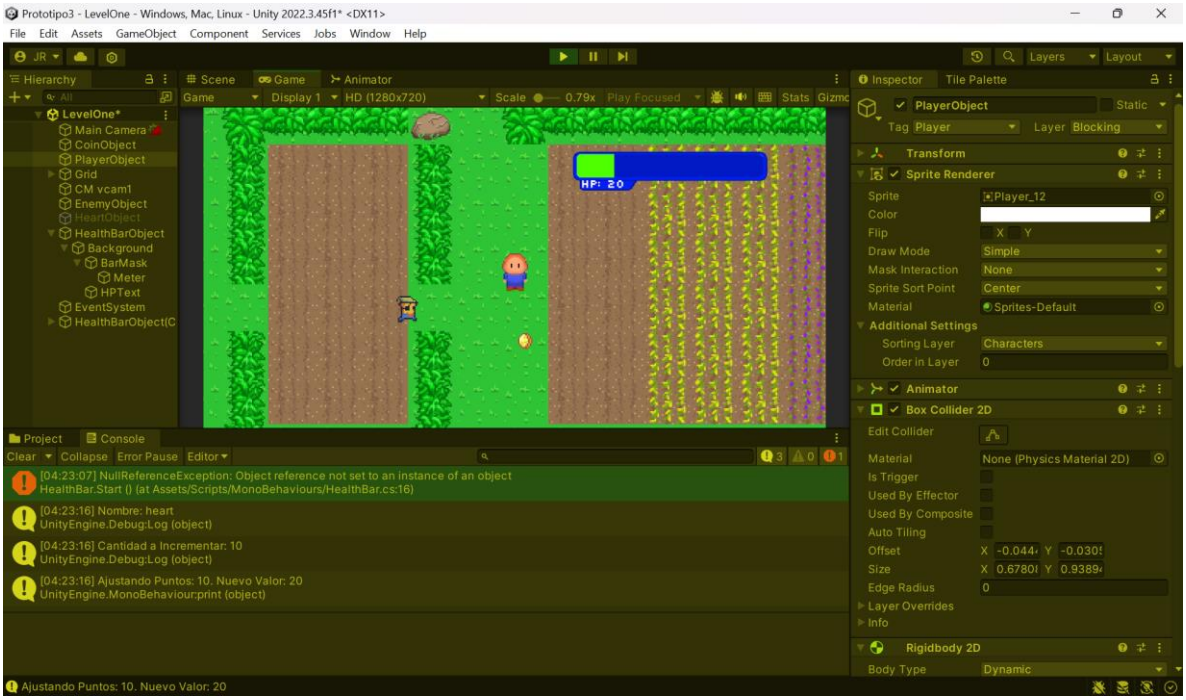


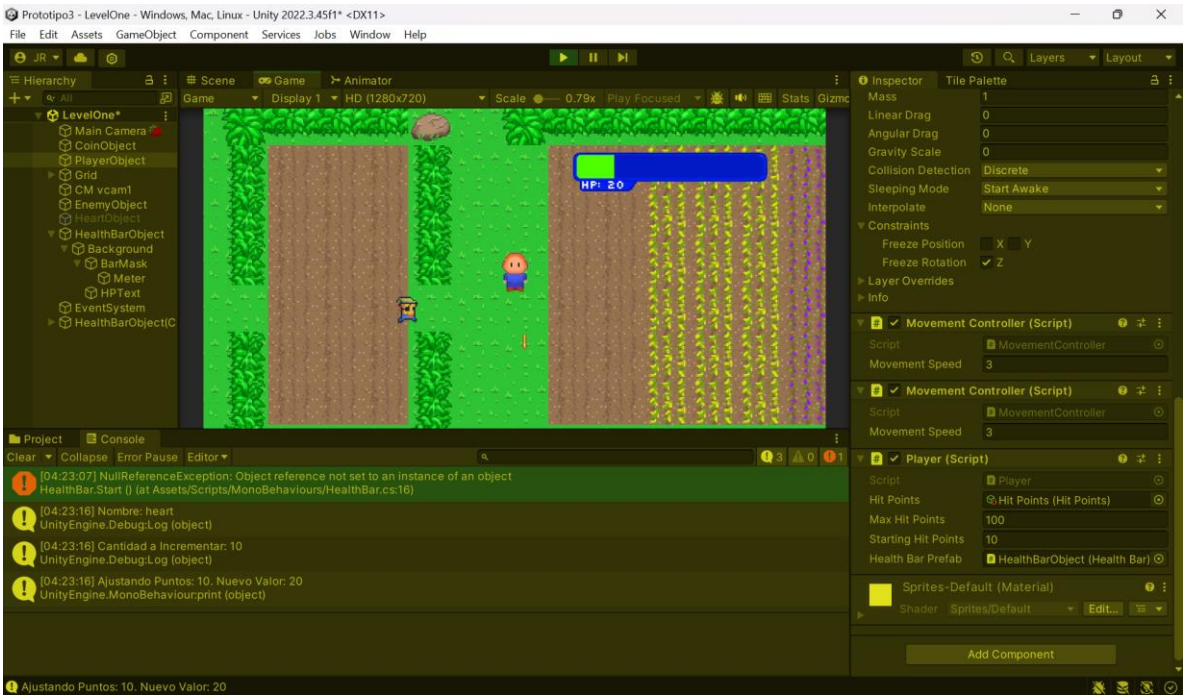
```
using System.Collections;
using System.Collections.Generic;
using JetBrains.Annotations;
using UnityEngine;

1 reference
public class Player : Character
{
    1 reference
    public HealthBar healthBarPrefab; //Referencia HealthBar Prefab
    2 references
    private HealthBar healthBar; //Copia de referencia de HealthBar Prefab
    0 references
    private void Start()
    {
        healthBar = Instantiate(healthBarPrefab); //Instanciar HealthBar
        healthBar.character = this; //Referencia del Player en HealthBar
    }
    0 references
    public void OnTriggerEnter2D(Collider2D collision)
    {
        if (collision.gameObject.CompareTag("CanBePickedUp"))
        {
            Item hitObject = collision.gameObject.GetComponent<Consumable>().
            item;
            if (hitObject != null)
            {
                Debug.Log("Nombre: " + hitObject.objectName);
                bool shouldDisappear = false;
                switch (hitObject.itemType)
                {
                    case Item.ItemType.COIN: //Moneda
                        shouldDisappear = true;
                        break;
                    case Item.ItemType.HEALTH://Barra de Salud
                        Debug.Log("Cantidad a Incrementar: " + hitObject.
```




Prototipo3 - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
My account
Sign out Juan Antonio Domínguez Rosales
Upgrade to Unity Plus or Pro
Hierarchy
Scene
Game
Animator
Inspector
Tile Palette
HeartObject (1)
Tag CanBePickedUp
Layer Consumables
Prefab HeartObject
Transform
Sprite Renderer
Animator
Polygon Collider 2D
Project
Console
Assets > Prefabs
Tilemap Focus
Focus On None


Prototipo3 - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
Scene
Game
Animator
Inspector
Tile Palette
Movement Controller (Script)
Player (Script)
Hit Points
Max Hit Points
Starting Hit Points
Health Bar Prefab
Add Component
Project
Console
Assets > Prefabs
Nombre: coin


Prototipo3 - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
CoinObject
PlayerObject
Grid
CM vcam1
EnemyObject
HeartObject
HealthBarObject
Background
BarMask
Meter
HPText
EventSystem
Scene
Game
Animator
HP: 20
Inspector
Tile Palette
PlayerObject
Tag Player
Layer Blocking
Transform
Sprite Renderer
Sprite Player_12
Color
Flip
Draw Mode Simple
Mask Interaction None
Sprite Sort Point Center
Material Sprites-Default
Additional Settings
Sorting Layer Characters
Order in Layer 0
Animator
Box Collider 2D
Edit Collider
Material None (Physics Material 2D)
Is Trigger
Used By Effector
Used By Composite
Auto Tiling
Offset
Size
Edge Radius 0
Layer Overrides
Info
Rigidbody 2D
Body Type Dynamic
Project
Console
Clear Collapse Error Pause Editor
[04:23:07] NullReferenceException: Object reference not set to an instance of an object
HealthBar.Start () (at Assets/Scripts/MonoBehaviours/HealthBar.cs:16)
[04:23:16] Nombre: heart
UnityEngine.Debug:Log (object)
[04:23:16] Cantidad a Incrementar: 10
UnityEngine.Debug:Log (object)
[04:23:16] Ajustando Puntos: 10. Nuevo Valor: 20
UnityEngine.MonoBehaviour:print (object)
Ajustando Puntos: 10. Nuevo Valor: 20


Prototipo3 - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
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CM vcam1
EnemyObject
HeartObject
HealthBarObject
Background
BarMask
Meter
HPText
EventSystem
Scene
Game
Animator
HP: 20
Inspector
Tile Palette
Mass 1
Linear Drag 0
Angular Drag 0
Gravity Scale 0
Collision Detection Discrete
Sleeping Mode Start Awake
Interpolate None
Constraints
Freeze Position
Freeze Rotation Z
Layer Overrides
Info
Movement Controller (Script)
Script MovementController
Movement Speed 3
Movement Controller (Script)
Script MovementController
Movement Speed 3
Player (Script)
Script Player
Hit Points Hit Points (Hit Points)
Max Hit Points 100
Starting Hit Points 10
Health Bar Prefab HealthBarObject (Health Bar)
Sprites-Default (Material)
Shader Sprites/Default
Edit...
Add Component
Project
Console
Clear Collapse Error Pause Editor
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