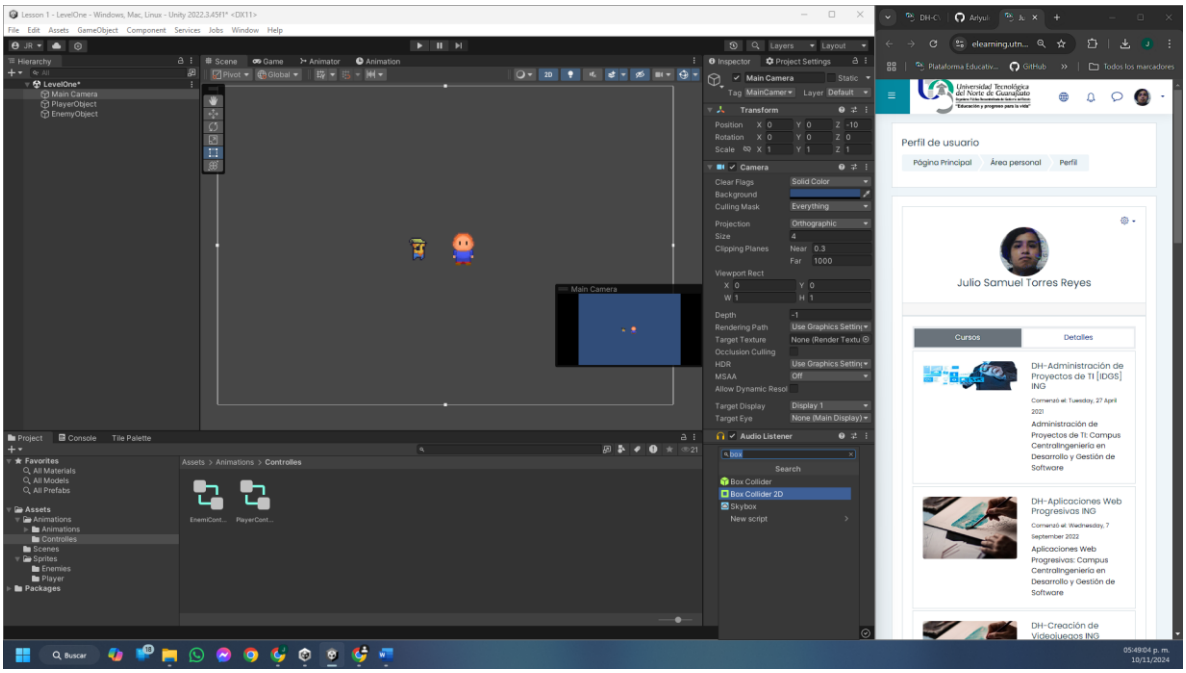
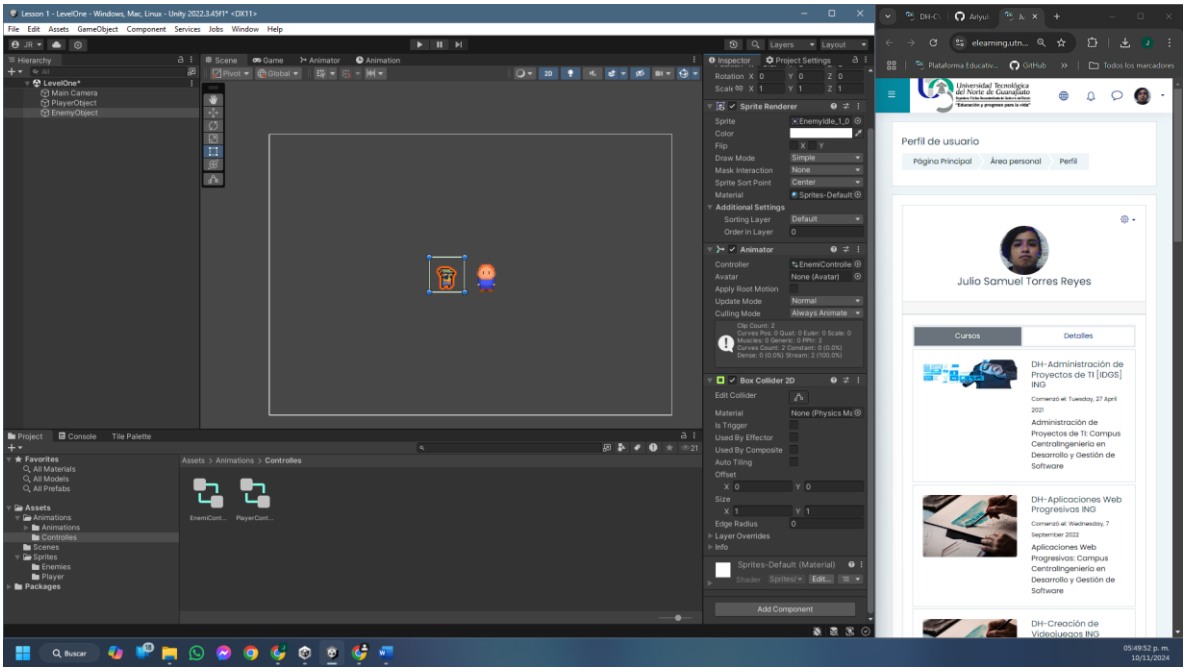
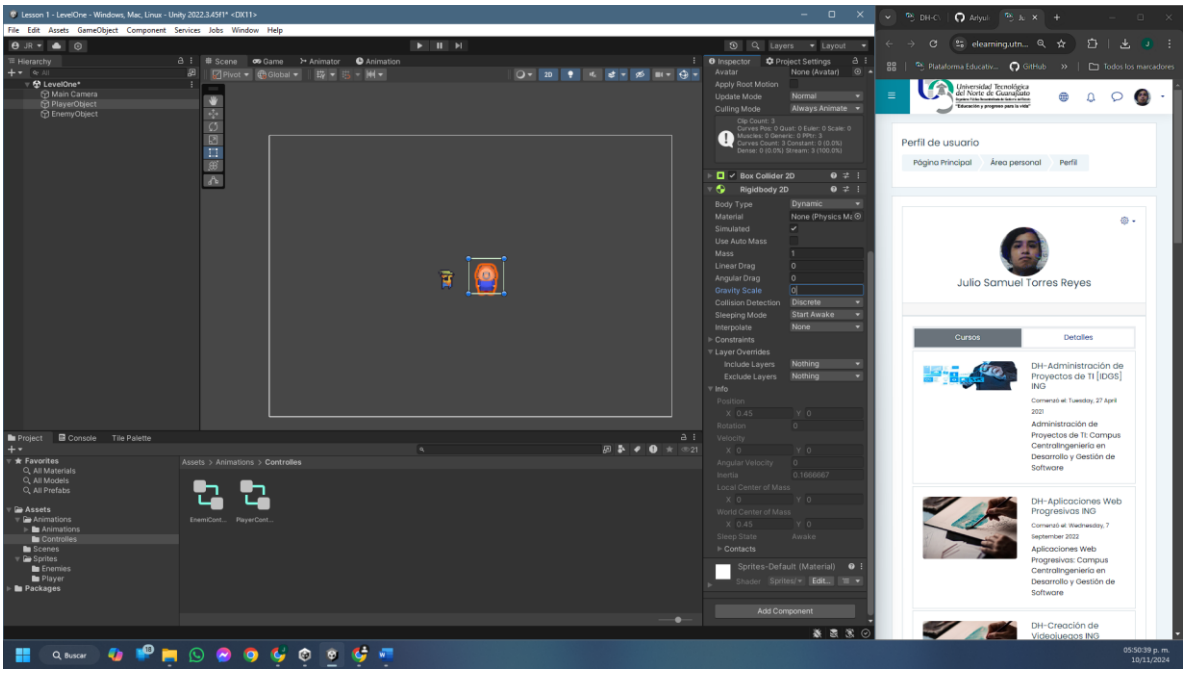
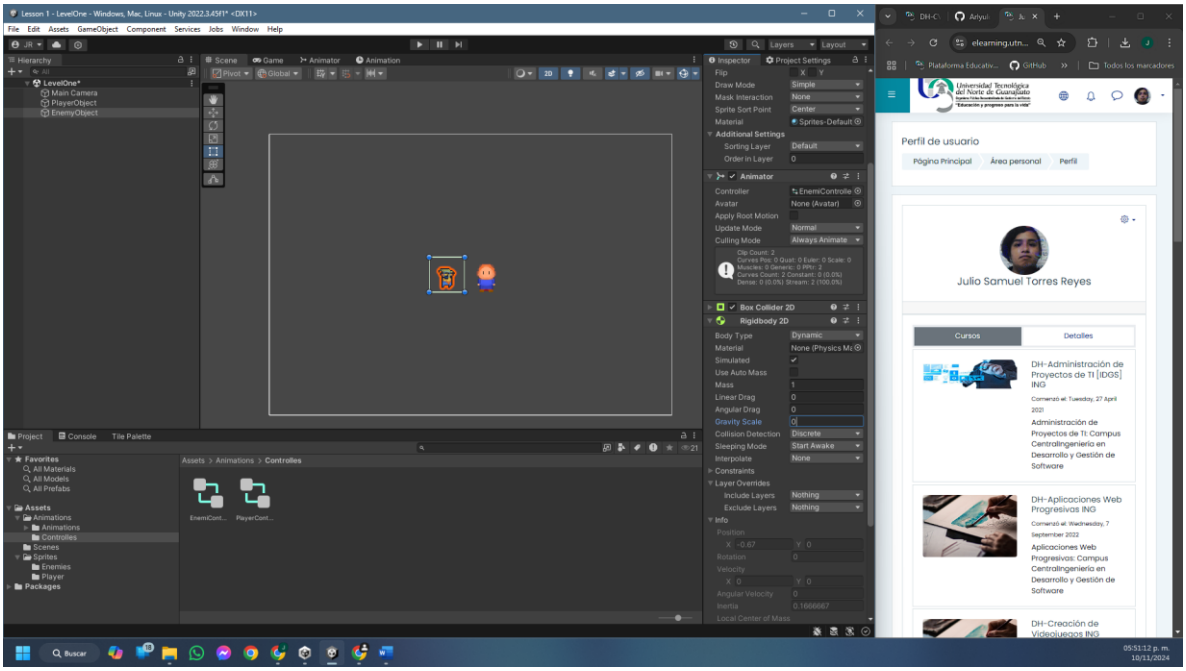
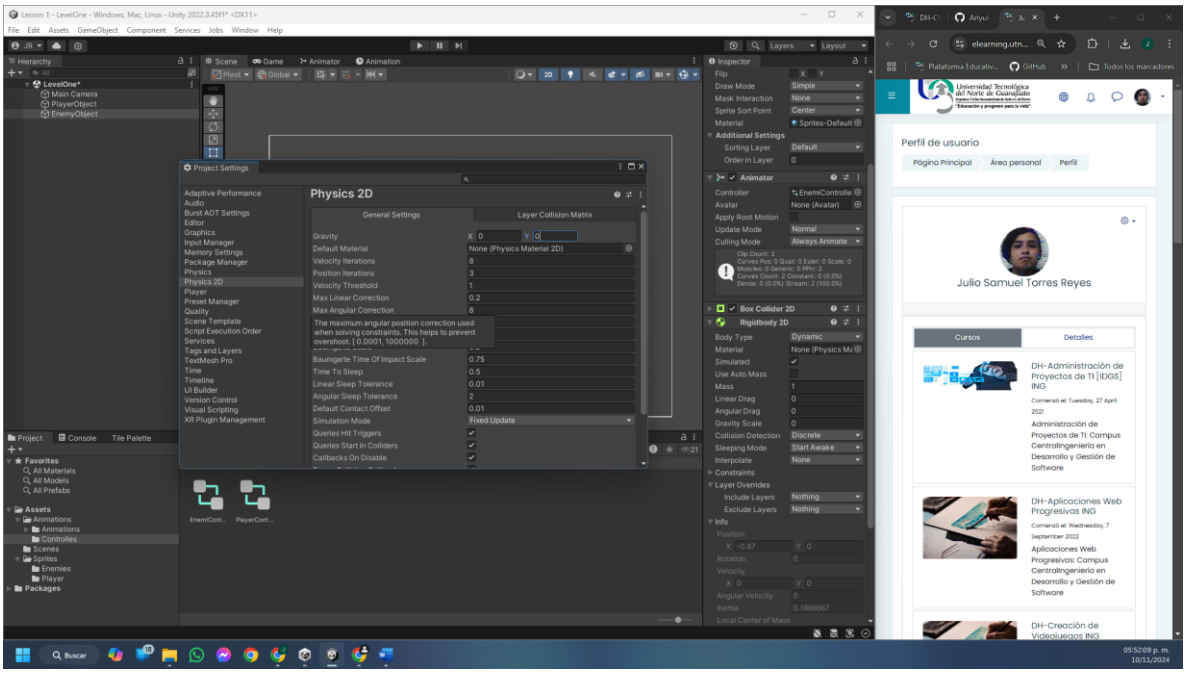
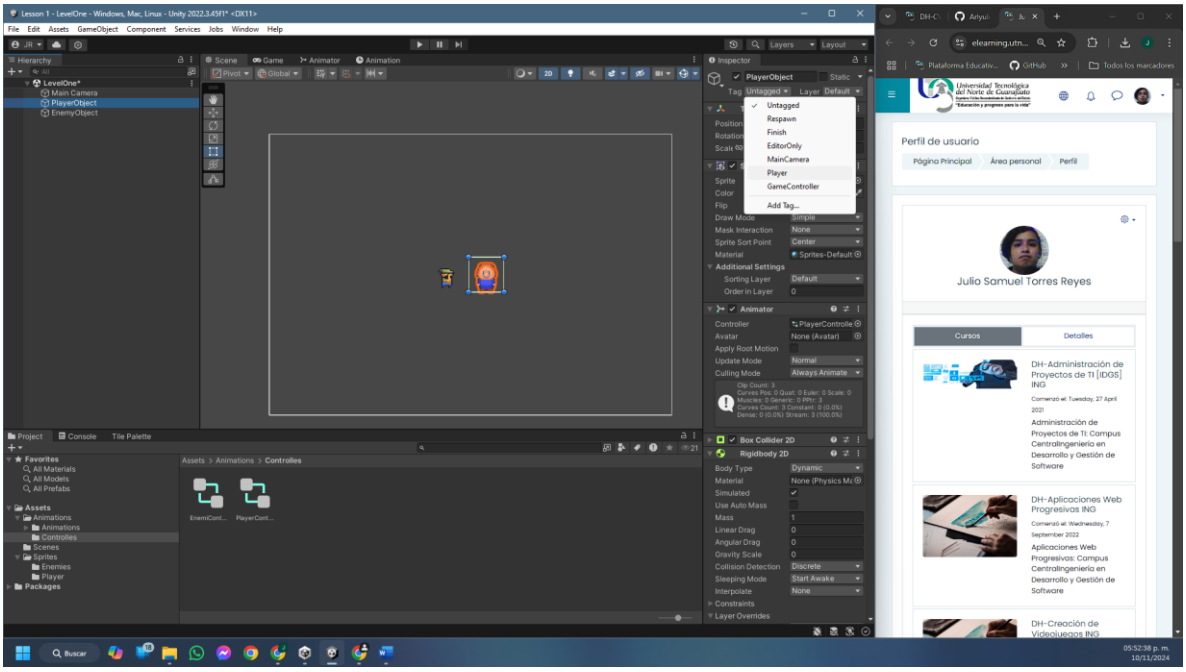

Lesson 1 - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
EnemyObject
Scene
Game
Animator
Animation
Inspector
Project Settings
Transform
Camera
Audio Listener
Project
Console
Tile Palette
Assets > Animations > Controlles
Perfil de usuario
Página Principal
Área personal
Perfil
Julio Samuel Torres Reyes
Cursos
Detalles
DH-Administración de Proyectos de TI [IDGS] ING
DH-Aplicaciones Web Progresivas ING
DH-Creación de Videojuegos ING

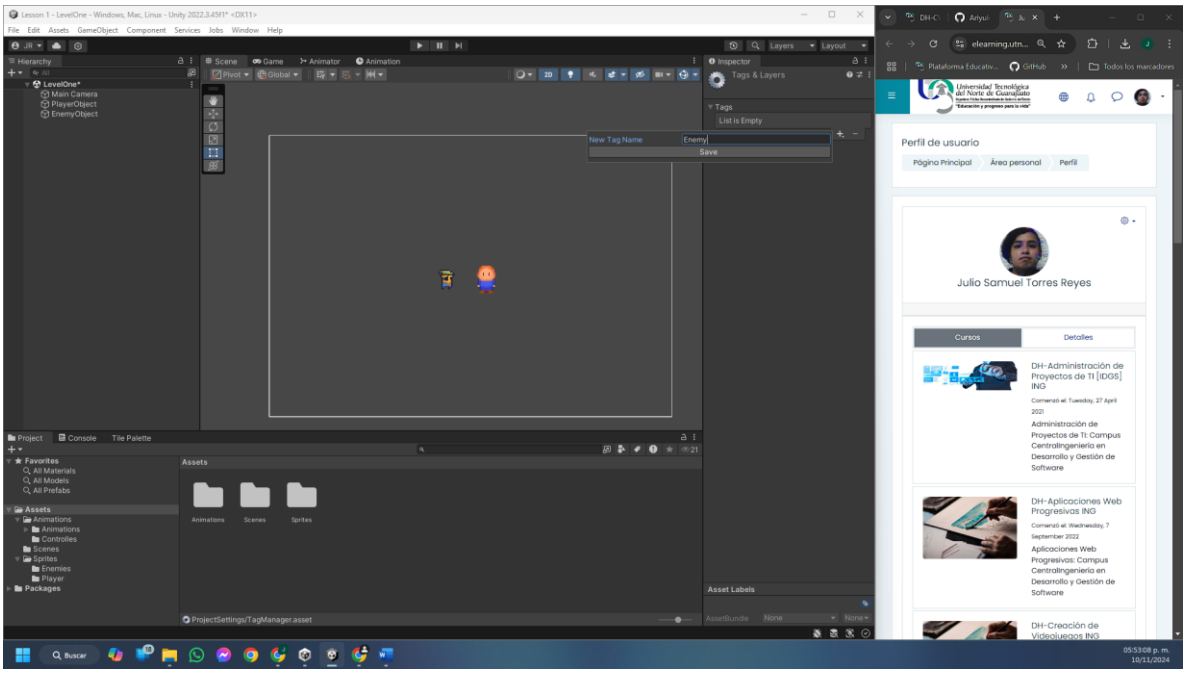

Lesson 1 - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
EnemyObject
Scene
Game
Animator
Animation
Inspector
Project Settings
Sprite Renderer
Animator
Box Collider 2D
Add Component
Project
Console
Tile Palette
Assets > Animations > Controlles
Perfil de usuario
Página Principal
Área personal
Perfil
Julio Samuel Torres Reyes
Cursos
Detalles
DH-Administración de Proyectos de TI [IDGS] ING
DH-Aplicaciones Web Progresivas ING
DH-Creación de Videojuegos ING

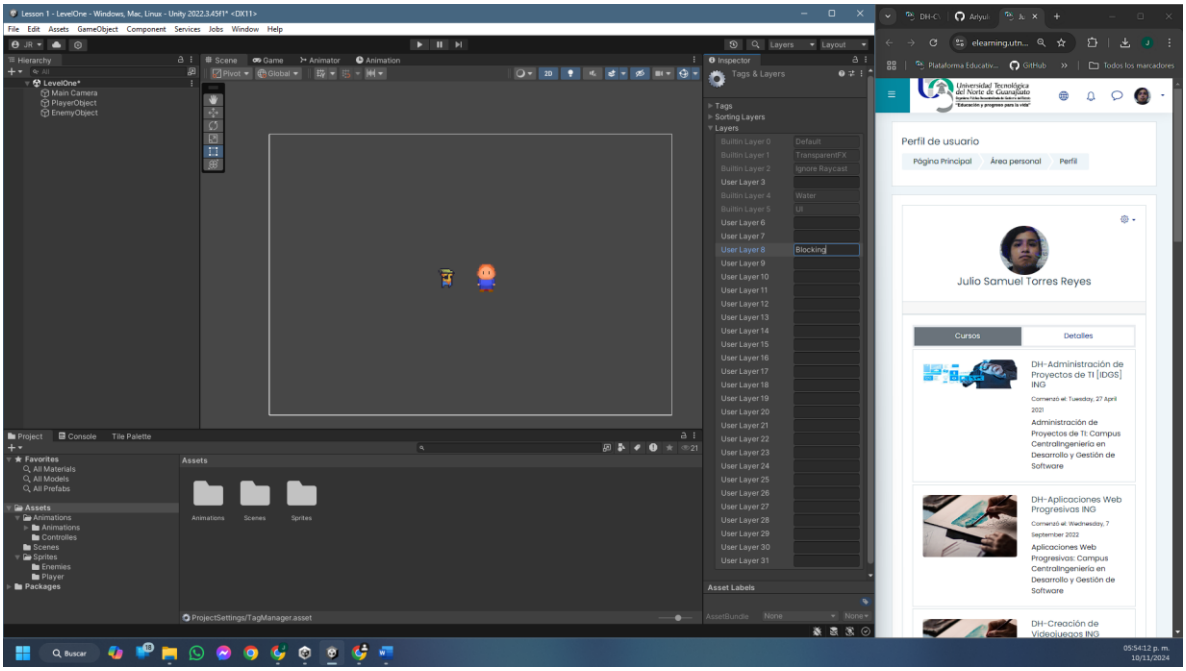

Lesson 1 - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
EnemyObject
Scene
Game
Animator
Animation
Inspector
Project Settings
Avatar None (Avatar)
Apply Root Motion
Update Mode Normal
Culling Mode Always Animate
Box Collider 2D
Rigidbody 2D
Body Type Dynamic
Material None (Physics Ma
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
Layer Overrides
Include Layers Nothing
Exclude Layers Nothing
Info
Position
X 0.45 Y 0
Rotation 0
Velocity
X 0 Y 0
Angular Velocity 0
Inertia 0.1666667
Local Center of Mass
X 0 Y 0
World Center of Mass
X 0.45 Y 0
Sleep State Awake
Contacts
Sprites-Default (Material)
Shader Sprites/
Edit...
Add Component
Project
Console
Tile Palette
Favorites
All Materials
All Models
All Prefabs
Assets
Animations
Controlles
Scenes
Sprites
Enemies
Player
Packages
Assets > Animations > Controlles
EnemiCont...
PlayerCont...
elearning.utn...
Plataforma Educativ...
GitHub
Todos los marcadores
Universidad Tecnológica del Norte de Guanajuato
Perfil de usuario
Página Principal
Área personal
Perfil
Julio Samuel Torres Reyes
Cursos
Detalles
DH-Administración de Proyectos de TI [IDGS] ING
Comenzó el: Tuesday, 27 April 2021
Administración de Proyectos de TI: Campus Centralingeniería en Desarrollo y Gestión de Software
DH-Aplicaciones Web Progresivas ING
Comenzó el: Wednesday, 7 September 2022
Aplicaciones Web Progresivas: Campus Centralingeniería en Desarrollo y Gestión de Software
DH-Creación de Videojuegos ING
Buscar
05:50:39 p. m.
10/11/2024

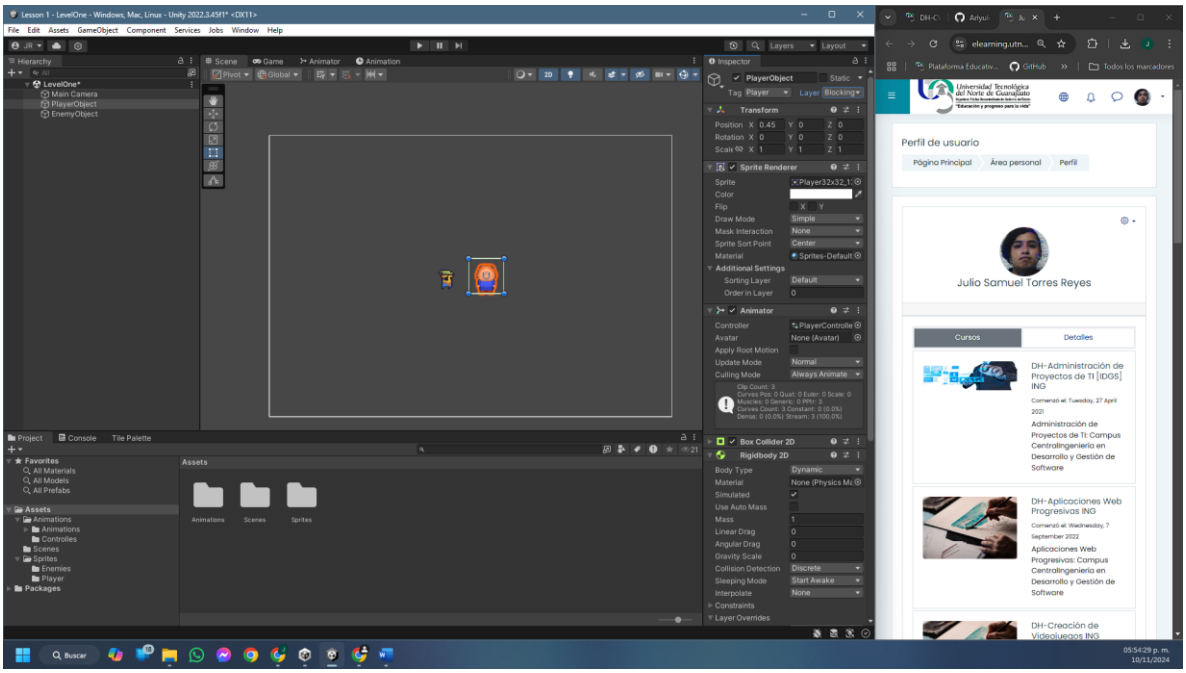

Lesson 1 - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
EnemyObject
Scene
Game
Animator
Animation
Inspector
Project Settings
Flip X Y
Draw Mode Simple
Mask Interaction None
Sprite Sort Point Center
Material Sprites-Default
Additional Settings
Sorting Layer Default
Order in Layer 0
Animator
Controller EnemiControlle
Avatar None (Avatar)
Apply Root Motion
Update Mode Normal
Culling Mode Always Animate
Box Collider 2D
Rigidbody 2D
Body Type Dynamic
Material None (Physics Ma
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
Layer Overrides
Include Layers Nothing
Exclude Layers Nothing
Info
Position
X -0.67 Y 0
Rotation 0
Velocity
X 0 Y 0
Angular Velocity 0
Inertia 0.1666667
Local Center of Mass
Project
Console
Tile Palette
Favorites
All Materials
All Models
All Prefabs
Assets
Animations
Controlles
Scenes
Sprites
Enemies
Player
Packages
Assets > Animations > Controlles
EnemiCont...
PlayerCont...
elearning.utn...
Plataforma Educativ...
GitHub
Todos los marcadores
Universidad Tecnológica del Norte de Guanajuato
Perfil de usuario
Página Principal
Área personal
Perfil
Julio Samuel Torres Reyes
Cursos
Detalles
DH-Administración de Proyectos de TI [IDGS] ING
Comenzó el: Tuesday, 27 April 2021
Administración de Proyectos de TI: Campus Centralingeniería en Desarrollo y Gestión de Software
DH-Aplicaciones Web Progresivas ING
Comenzó el: Wednesday, 7 September 2022
Aplicaciones Web Progresivas: Campus Centralingeniería en Desarrollo y Gestión de Software
DH-Creación de Videojuegos ING
Buscar
05:51:12 p. m.
10/11/2024

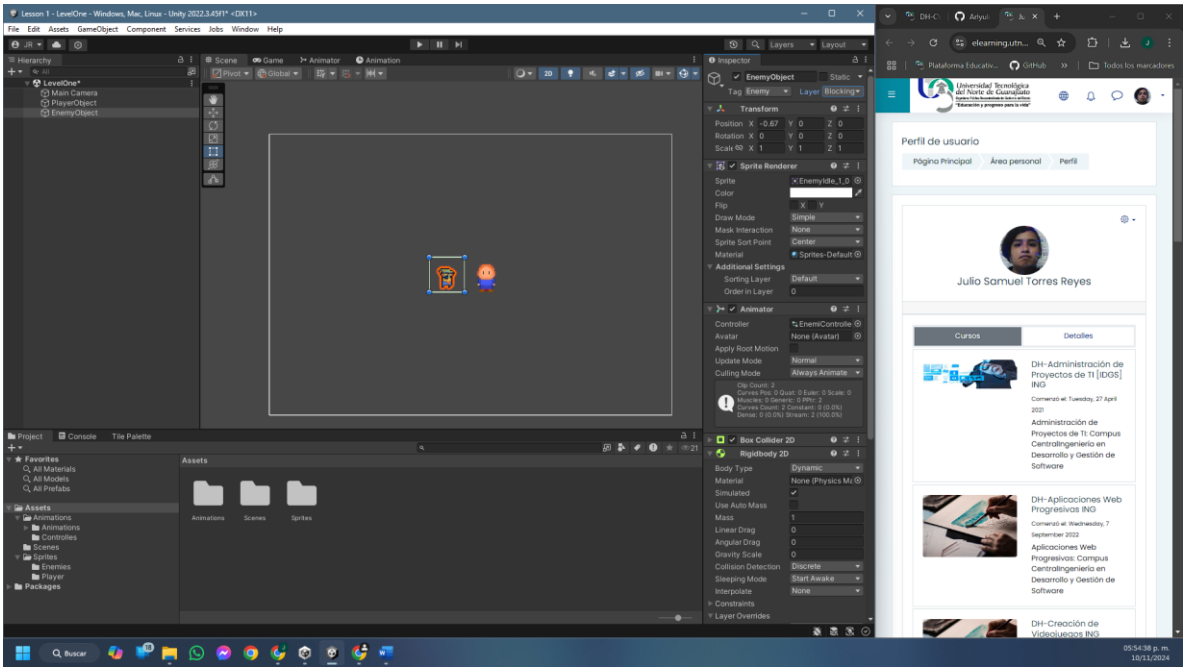

Lesson 1 - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
EnemyObject
Scene
Game
Animator
Animation
Inspector
Project Settings
Adaptive Performance
Audio
Burst AOT Settings
Editor
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
Visual Scripting
XR Plugin Management
Physics 2D
General Settings
Layer Collision Matrix
Gravity
Default Material
Velocity Iterations
Position Iterations
Velocity Threshold
Max Linear Correction
Max Angular Correction
Baumgarte Time Of Impact Scale
Time To Sleep
Linear Sleep Tolerance
Angular Sleep Tolerance
Default Contact Offset
Simulation Mode
Queries Hit Triggers
Queries Start In Colliders
Callbacks On Disable
Project
Console
Tile Palette
Perfil de usuario
Página Principal
Área personal
Perfil
Julio Samuel Torres Reyes
Cursos
Detalles
DH-Administración de Proyectos de TI [IDGS] ING
DH-Aplicaciones Web Progresivas ING
DH-Creación de Videojuegos ING

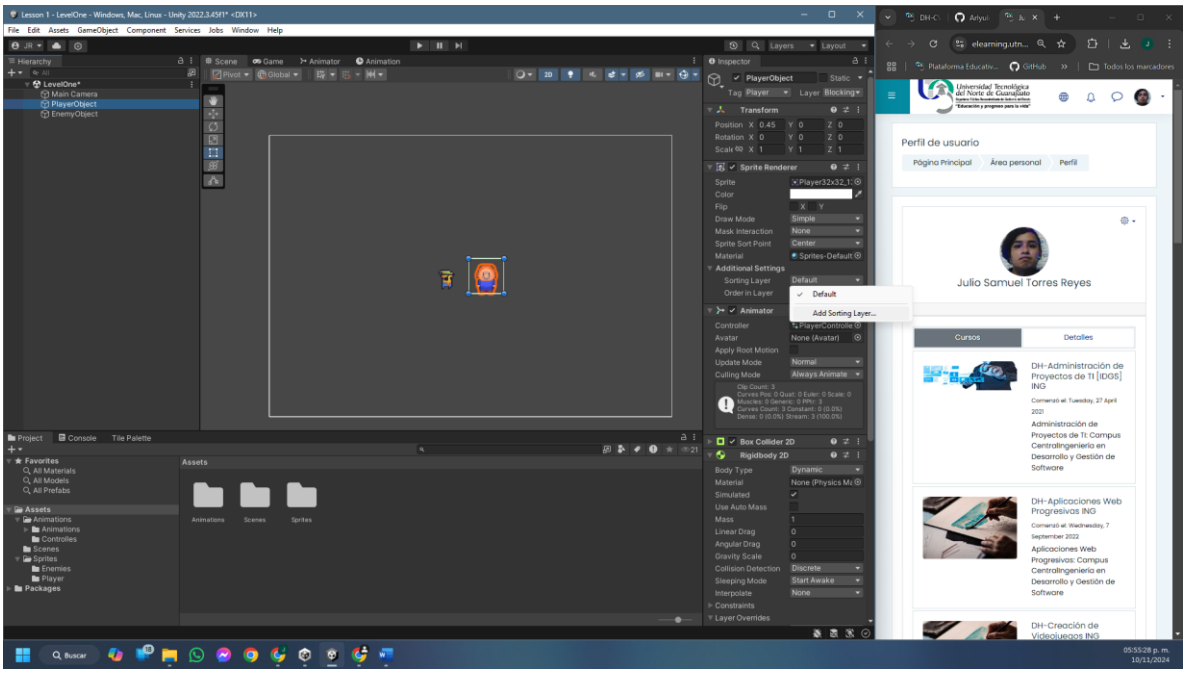

Lesson 1 - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
EnemyObject
Scene
Game
Animator
Animation
Inspector
PlayerObject
Tag Untagged
Untagged
Respawn
Finish
EditorOnly
MainCamera
Player
GameController
Add Tag...
Project
Console
Tile Palette
Assets > Animations > Controllers
Perfil de usuario
Página Principal
Área personal
Perfil
Julio Samuel Torres Reyes
Cursos
Detalles
DH-Administración de Proyectos de TI [IDGS] ING
DH-Aplicaciones Web Progresivas ING
DH-Creación de Videojuegos ING

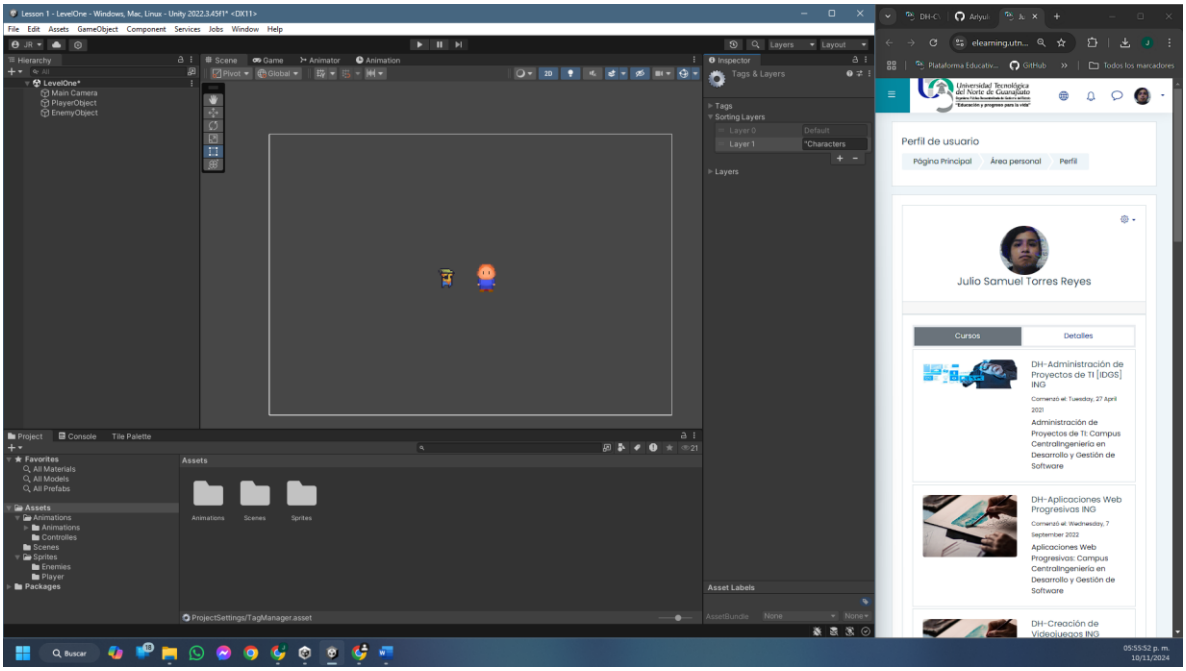

Lesson 1 - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
EnemyObject
Scene
Game
Animator
Animation
Inspector
Tags & Layers
Tags
List is Empty
New Tag Name
Enemy
Save
Project
Console
Tile Palette
Assets
Animations
Scenes
Sprites
Asset Labels
ProjectSettings/TagManager.asset
Perfil de usuario
Página Principal
Área personal
Perfil
Julio Samuel Torres Reyes
Cursos
Detalles
DH-Administración de Proyectos de TI [IDGS] ING
DH-Aplicaciones Web Progresivas ING
DH-Creación de Videojuegos ING

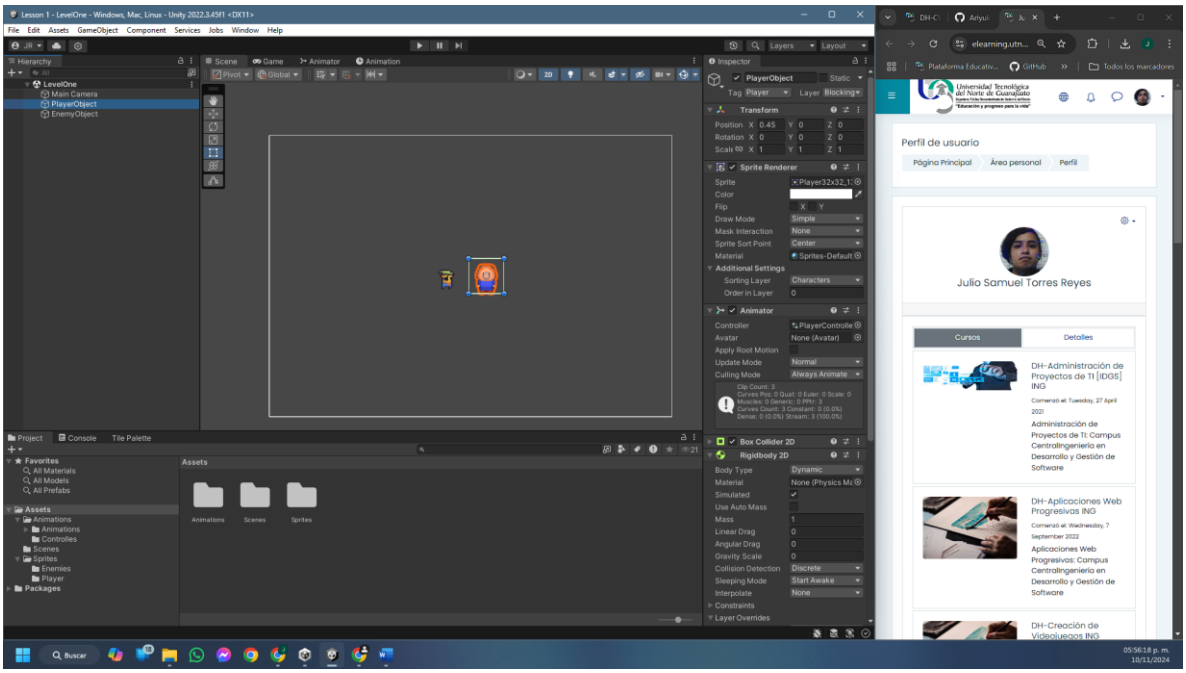

Lesson 1 - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
EnemyObject
Scene
Game
Animator
Animation
Inspector
Tags & Layers
Tags
Sorting Layers
Layers
Builtin Layer 0 Default
Builtin Layer 1 TransparentFX
Builtin Layer 2 Ignore Raycast
User Layer 3
Builtin Layer 4 Water
Builtin Layer 5 UI
User Layer 6
User Layer 7
User Layer 8 Blocking
Project
Console
Tile Palette
Assets
Animations
Scenes
Sprites
Asset Labels
ProjectSettings/TagManager.asset
Perfil de usuario
Página Principal
Área personal
Perfil
Julio Samuel Torres Reyes
Cursos
Detalles
DH-Administración de Proyectos de TI [IDGS] ING
DH-Aplicaciones Web Progresivas ING
DH-Creación de Videojuegos ING

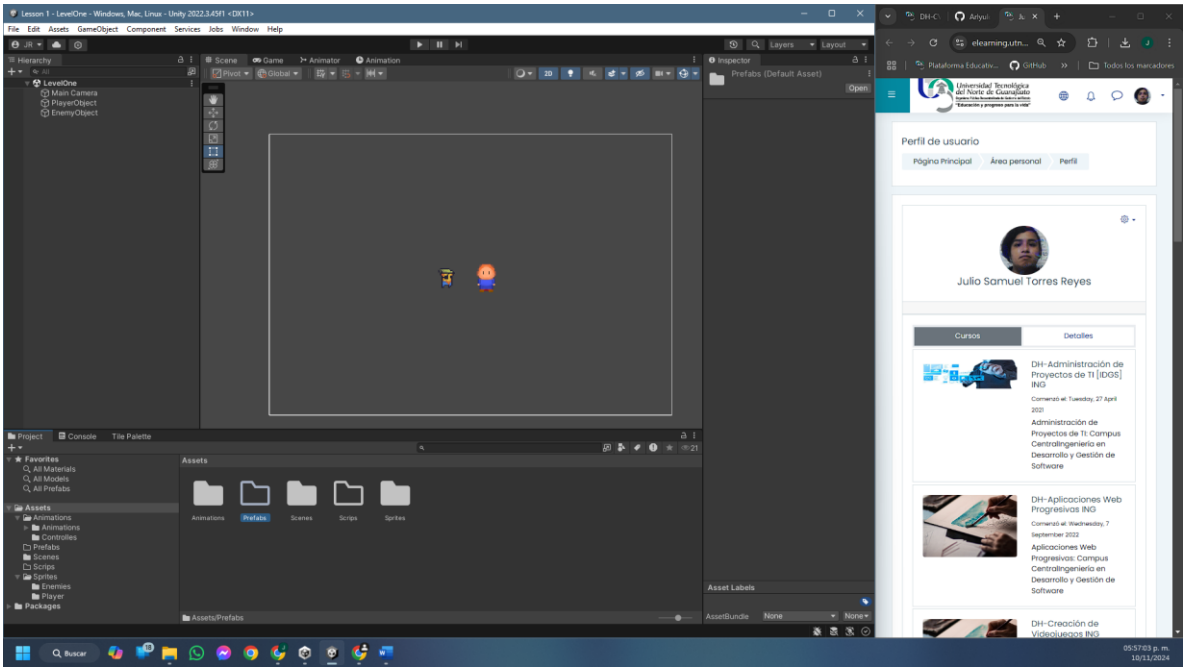

Lesson 1 - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
EnemyObject
Scene Game Animator Animation
Inspector
PlayerObject
Transform
Sprite Renderer
Animator
Box Collider 2D
Rigidbody 2D
Project Console Tile Palette
Assets
Animations
Scenes
Sprites
Perfil de usuario
Página Principal
Área personal
Perfil
Julio Samuel Torres Reyes
Cursos
Detalles
DH-Administración de Proyectos de TI [IDGS] ING
DH-Aplicaciones Web Progresivas ING
DH-Creación de Videojuegos ING

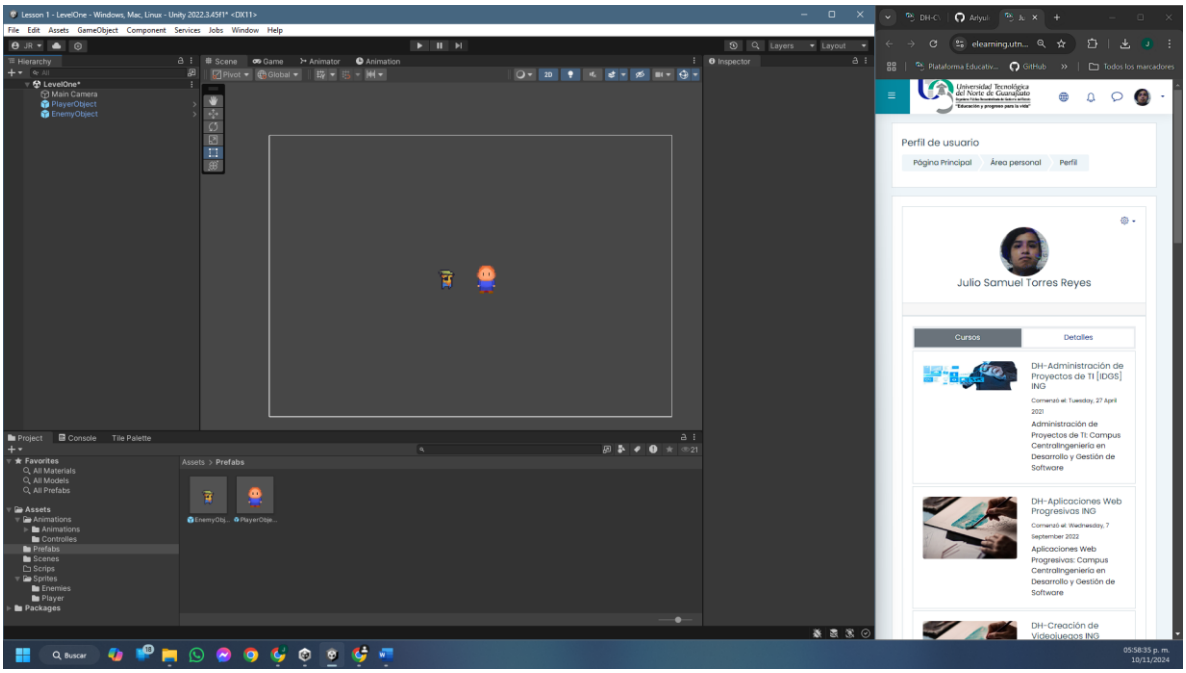

Lesson 1 - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
EnemyObject
Scene Game Animator Animation
Inspector
EnemyObject
Transform
Sprite Renderer
Animator
Box Collider 2D
Rigidbody 2D
Project Console Tile Palette
Assets
Animations
Scenes
Sprites
Perfil de usuario
Página Principal
Área personal
Perfil
Julio Samuel Torres Reyes
Cursos
Detalles
DH-Administración de Proyectos de TI [IDGS] ING
DH-Aplicaciones Web Progresivas ING
DH-Creación de Videojuegos ING

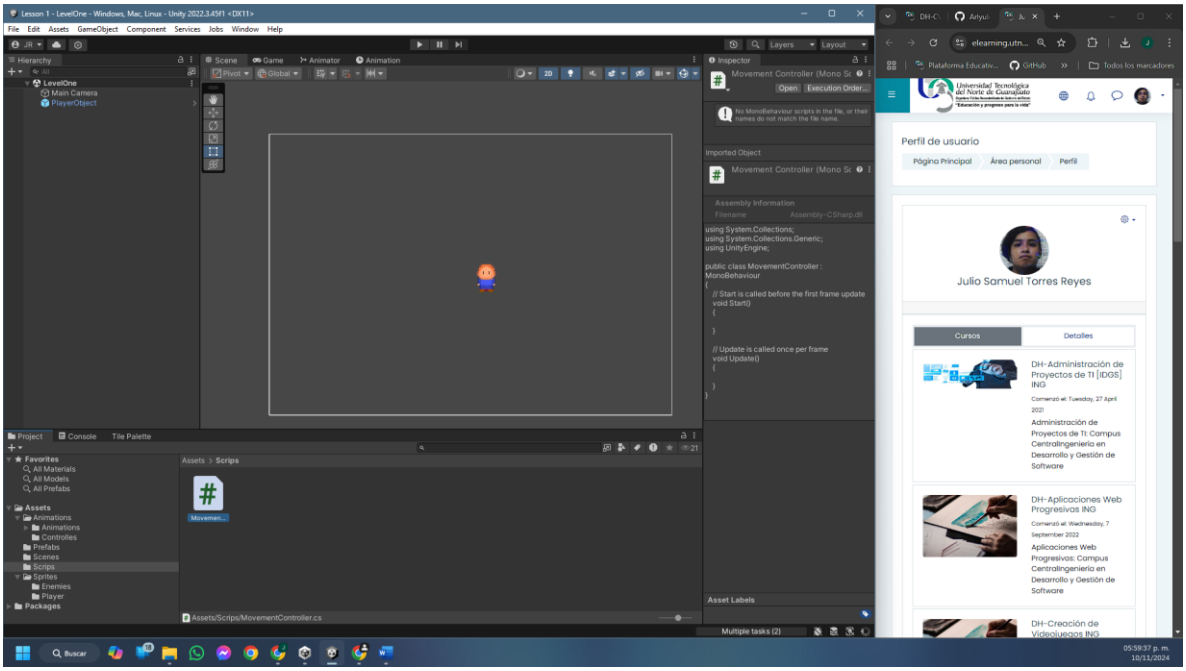

Lesson 1 - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
EnemyObject
Scene Game Animator Animation
Inspector
PlayerObject
Transform
Sprite Renderer
Additional Settings
Sorting Layer
Default
Add Sorting Layer...
Animator
Box Collider 2D
Rigidbody 2D
Project Console Tile Palette
Assets
Animations
Scenes
Sprites
Perfil de usuario
Página Principal
Área personal
Perfil
Julio Samuel Torres Reyes
Cursos
Detalles
DH-Administración de Proyectos de TI [IDGS] ING
DH-Aplicaciones Web Progresivas ING
DH-Creación de Videojuegos ING

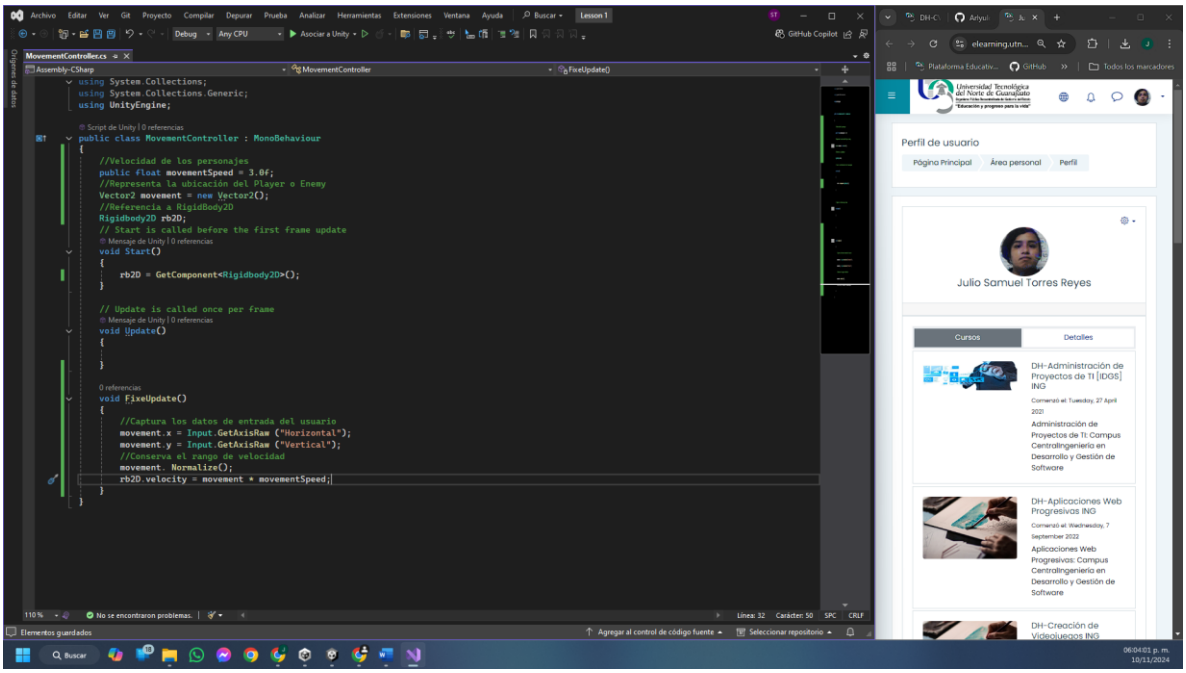

Lesson 1 - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
EnemyObject
Scene Game Animator Animation
Inspector
Tags & Layers
Tags
Sorting Layers
Layer 0
Default
Layer 1
*Characters
Layers
Asset Labels
Project Console Tile Palette
Assets
Animations
Scenes
Sprites
ProjectSettings/TagManager.asset
Perfil de usuario
Página Principal
Área personal
Perfil
Julio Samuel Torres Reyes
Cursos
Detalles
DH-Administración de Proyectos de TI [IDGS] ING
DH-Aplicaciones Web Progresivas ING
DH-Creación de Videojuegos ING

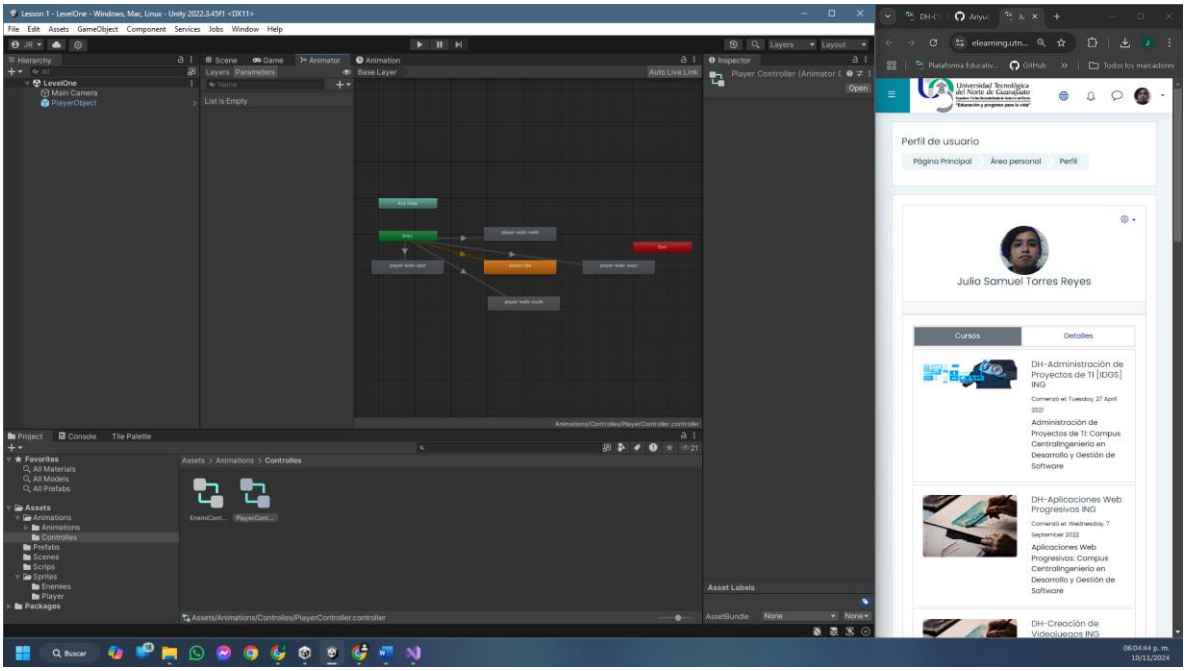

Lesson 1 - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne
Main Camera
PlayerObject
EnemyObject
Scene Game Animator Animation
Inspector
PlayerObject
Transform
Sprite Renderer
Animator
Box Collider 2D
Rigidbody 2D
Project Console Tile Palette
Assets
Animations Scenes Sprites
Perfil de usuario
Página Principal Área personal Perfil
Julio Samuel Torres Reyes
Cursos Detalles
DH-Administración de Proyectos de TI [IDGS] ING
DH-Aplicaciones Web Progresivas ING
DH-Creación de Videojuegos ING

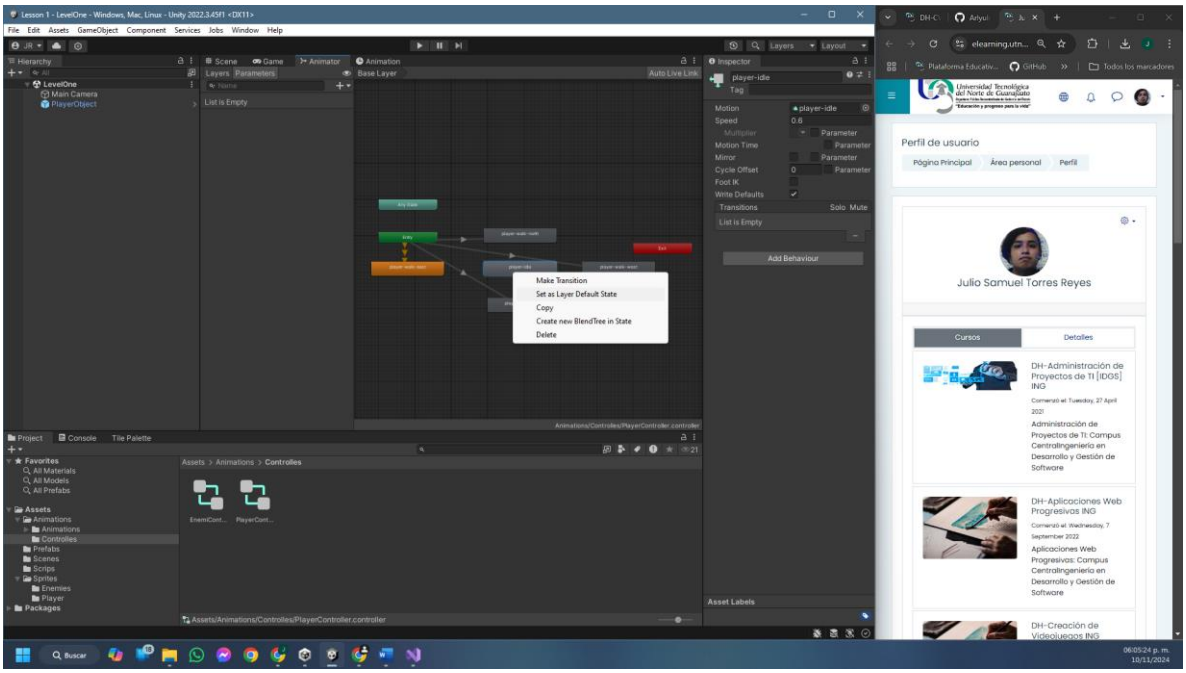

Lesson 1 - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne
Main Camera
PlayerObject
EnemyObject
Scene Game Animator Animation
Inspector
Prefabs (Default Asset)
Project Console Tile Palette
Assets
Animations Prefabs Scenes Scrips Sprites
Asset Labels
Perfil de usuario
Página Principal Área personal Perfil
Julio Samuel Torres Reyes
Cursos Detalles
DH-Administración de Proyectos de TI [IDGS] ING
DH-Aplicaciones Web Progresivas ING
DH-Creación de Videojuegos ING

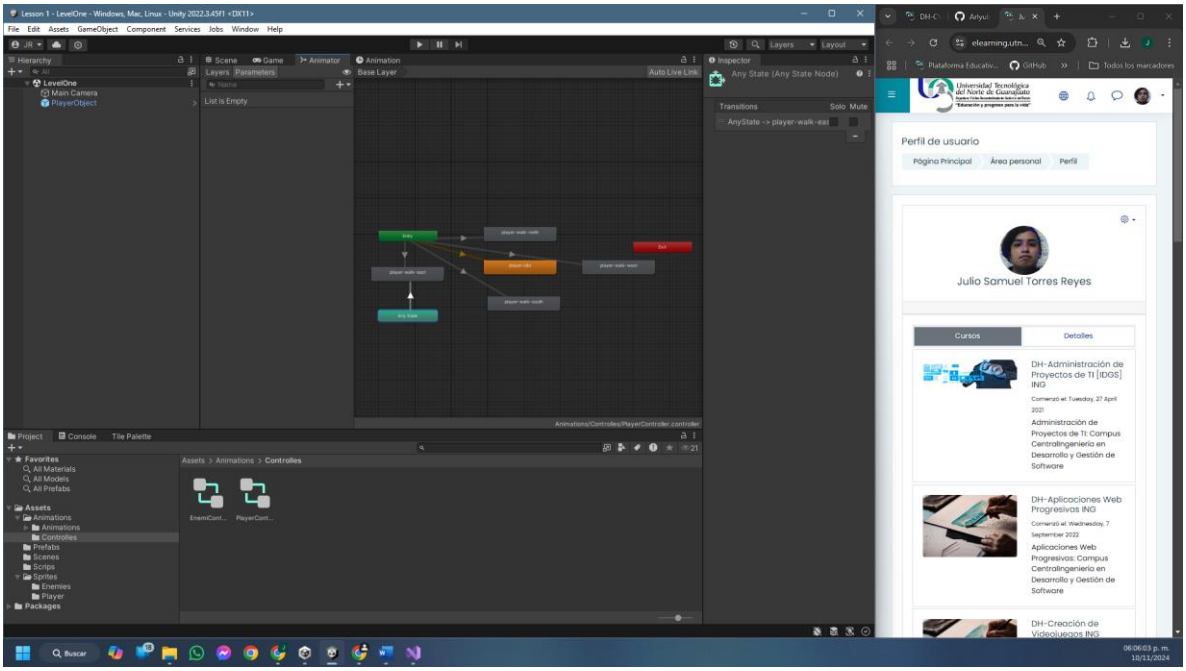

Lesson 1 - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
EnemyObject
Scene Game Animator Animation
Inspector
Project Console Tile Palette
Assets > Prefabs
Favorites
All Materials
All Models
All Prefabs
Assets
Animations
Controlles
Prefabs
Scenes
Scrips
Sprites
Enemies
Player
Packages
Perfil de usuario
Página Principal
Área personal
Perfil
Julio Samuel Torres Reyes
Cursos
Detalles
DH-Administración de Proyectos de TI [IDGS] ING
Administración de Proyectos de TI: Campus Centralingeniería en Desarrollo y Gestión de Software
DH-Aplicaciones Web Progresivas ING
Aplicaciones Web Progresivas: Campus Centralingeniería en Desarrollo y Gestión de Software
DH-Creación de Videojuegos ING

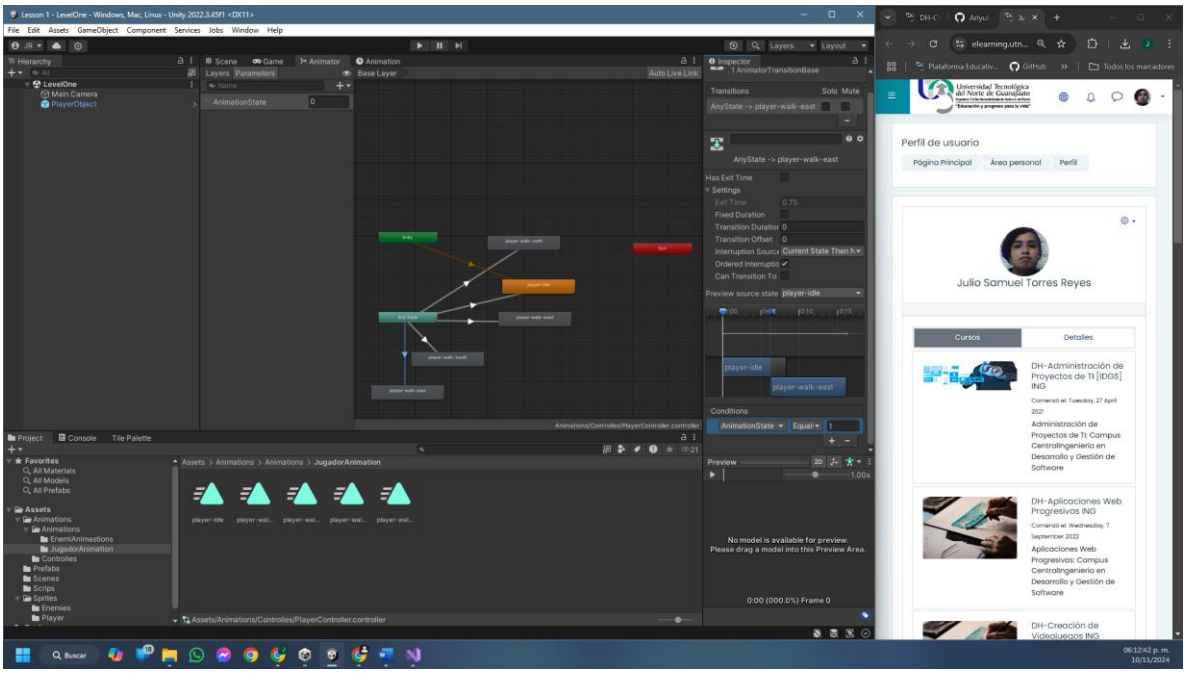

Lesson 1 - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne
Main Camera
PlayerObject
Scene Game Animator Animation
Inspector
Movement Controller (Mono Sc
Open Execution Order...
Imported Object
Assembly Information
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
public class MovementController : MonoBehaviour
{
// Start is called before the first frame update
void Start()
{
}
// Update is called once per frame
void Update()
{
}
}
Project Console Tile Palette
Assets > Scripts
Assets/Scripts/MovementController.cs
Asset Labels
Perfil de usuario
Página Principal
Área personal
Perfil
Julio Samuel Torres Reyes
Cursos
Detalles
DH-Administración de Proyectos de TI [IDGS] ING
DH-Aplicaciones Web Progresivas ING
DH-Creación de Videojuegos ING

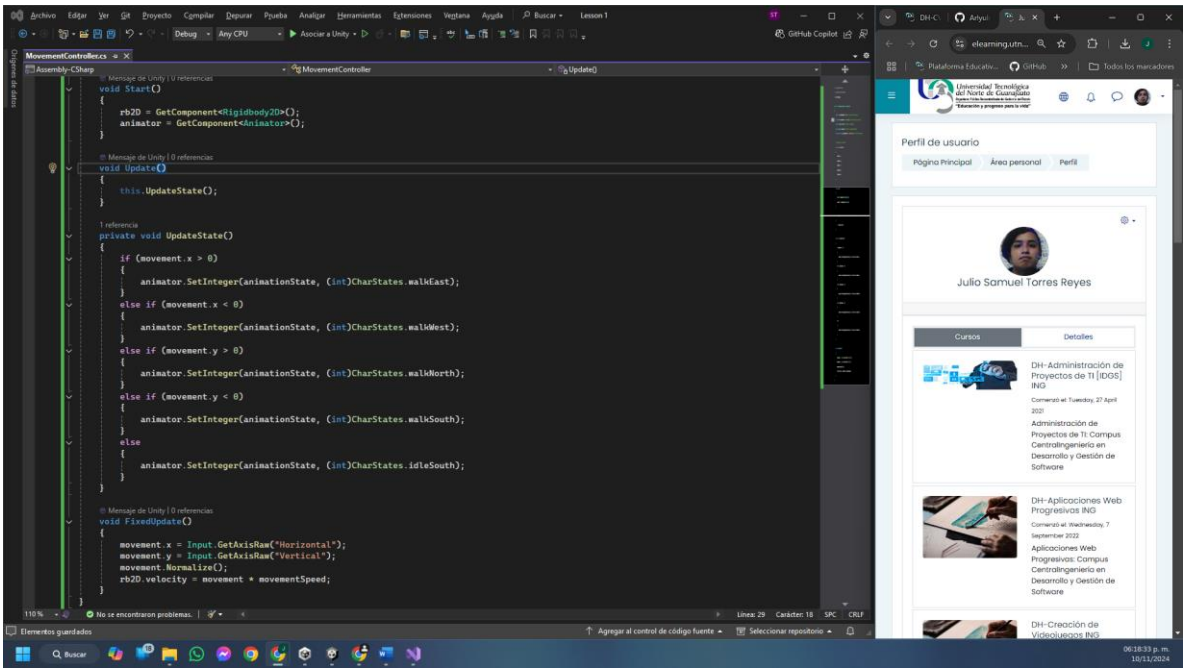

MovementController.cs
Assembly-CSharp
MovementController
FixeUpdate()
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
Script de Unity | 0 referencias
public class MovementController : MonoBehaviour
{
//Velocidad de los personajes
public float movementSpeed = 3.0f;
//Representa la ubicación del Player o Enemy
Vector2 movement = new Vector2();
//Referencia a RigidBody2D
Rigidbody2D rb2D;
// Start is called before the first frame update
Mensaje de Unity | 0 referencias
void Start()
{
rb2D = GetComponent<Rigidbody2D>();
}
// Update is called once per frame
Mensaje de Unity | 0 referencias
void Update()
{
}
0 referencias
void FixeUpdate()
{
//Captura los datos de entrada del usuario
movement.x = Input.GetAxisRaw ("Horizontal");
movement.y = Input.GetAxisRaw ("Vertical");
//Conserva el rango de velocidad
movement. Normalize();
rb2D.velocity = movement * movementSpeed;
}
}
Perfil de usuario
Página Principal
Área personal
Perfil
Julio Samuel Torres Reyes
Cursos
Detalles
DH-Administración de Proyectos de TI [IDGS] ING
Administración de Proyectos de TI: Campus Centralingeniería en Desarrollo y Gestión de Software
DH-Aplicaciones Web Progresivas ING
Aplicaciones Web Progresivas: Campus Centralingeniería en Desarrollo y Gestión de Software
DH-Creación de Videojuegos ING

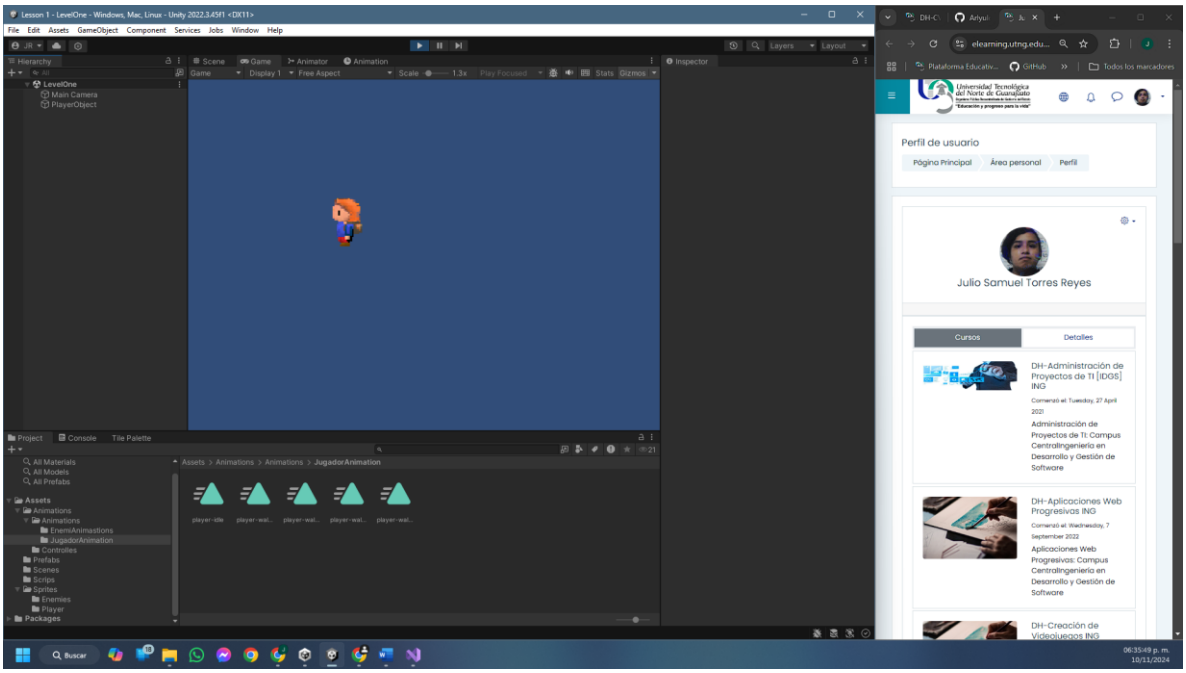

Lesson 1 - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1 <DX11>
Hierarchy
LevelOne
Main Camera
PlayerObject
Scene
Game
Animator
Animation
Base Layer
Inspector
Player Controller (Animator
Project
Console
Tile Palette
Assets > Animations > Controlles
Assets/Animations/Controlles/PlayerController.controller
Perfil de usuario
Página Principal
Área personal
Perfil
Julio Samuel Torres Reyes
Cursos
Detalles
DH-Administración de Proyectos de TI [IDGS] ING
DH-Aplicaciones Web Progresivas ING
DH-Creación de Videojuegos ING

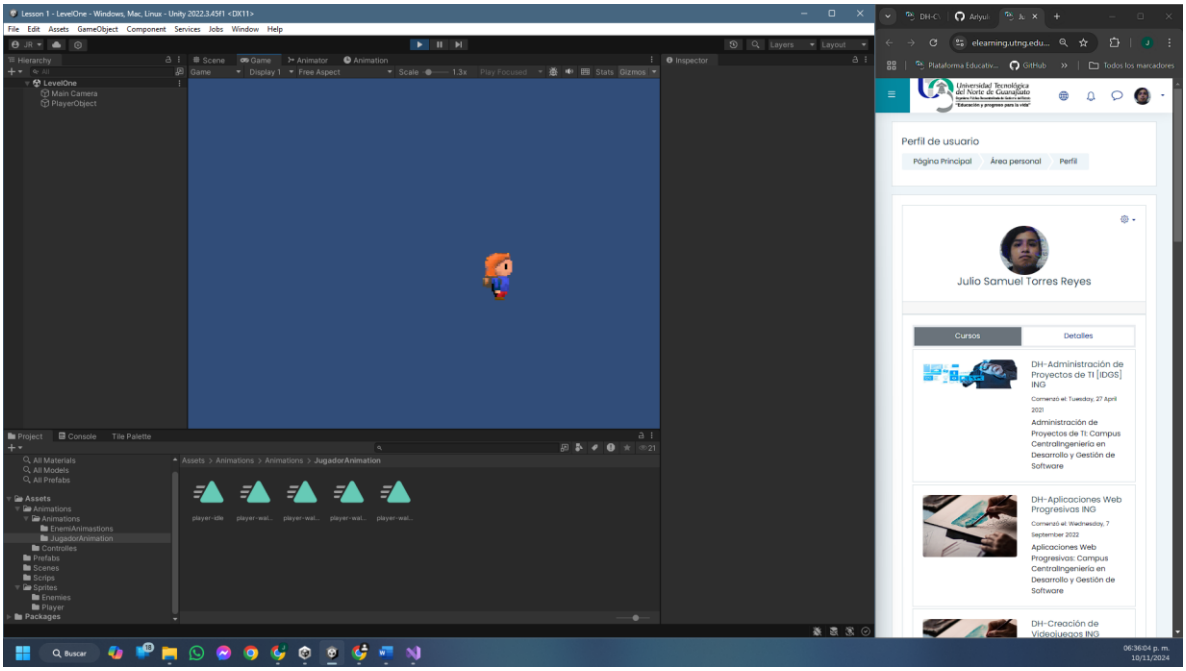

Lesson 1 - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne
Main Camera
PlayerObject
Scene Game Animator
Animation
Base Layer
Auto Live Link
Inspector
player-idle
Tag
Motion player-idle
Speed 0.6
Multiplier Parameter
Motion Time Parameter
Mirror Parameter
Cycle Offset 0 Parameter
Foot IK
Write Defaults
Transitions Solo Mute
List is Empty
Add Behaviour
Make Transition
Set as Layer Default State
Copy
Create new BlendTree in State
Delete
Project Console Tile Palette
Assets > Animations > Controller
Assets/Animations/Controller/PlayerController.controller
Asset Labels
Perfil de usuario
Página Principal
Área personal
Perfil
Julio Samuel Torres Reyes
Cursos
Detalles
DH-Administración de Proyectos de TI [IDGS] ING
DH-Aplicaciones Web Progresivas ING
DH-Creación de Videojuegos ING

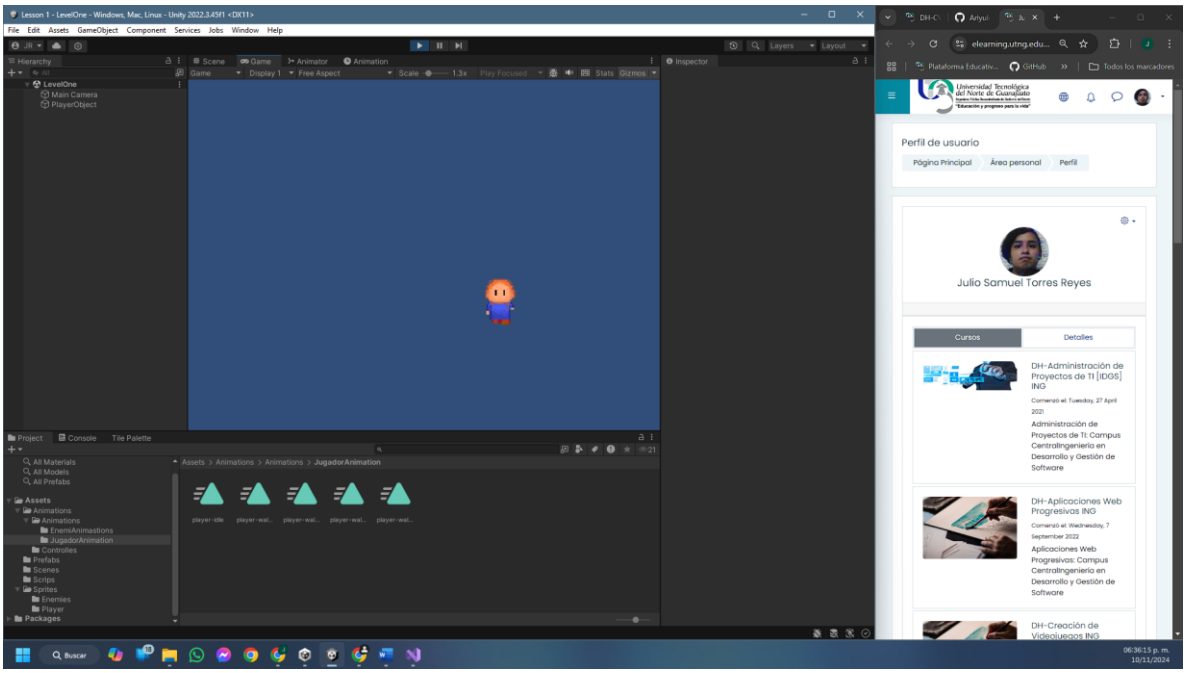

Lesson 1 - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne
Main Camera
PlayerObject
Scene Game Animator
Animation
Base Layer
Auto Live Link
Inspector
Any State (Any State Node)
Transitions Solo Mute
AnyState -> player-walk-east
List is Empty
Project Console Tile Palette
Assets > Animations > Controller
Assets/Animations/Controller/PlayerController.controller
Perfil de usuario
Página Principal
Área personal
Perfil
Julio Samuel Torres Reyes
Cursos
Detalles
DH-Administración de Proyectos de TI [IDGS] ING
DH-Aplicaciones Web Progresivas ING
DH-Creación de Videojuegos ING


Lesson 1 - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1 <DX11>
Perfil de usuario
Julio Samuel Torres Reyes


MovementController.cs
void Start()
{
rb2D = GetComponent<Rigidbody2D>();
animator = GetComponent<Animator>();
}
void Update()
{
this.UpdateState();
}
private void UpdateState()
{
if (movement.x > 0)
{
animator.SetInteger(animationState, (int)CharStates.walkEast);
}
else if (movement.x < 0)
{
animator.SetInteger(animationState, (int)CharStates.walkWest);
}
else if (movement.y > 0)
{
animator.SetInteger(animationState, (int)CharStates.walkNorth);
}
else if (movement.y < 0)
{
animator.SetInteger(animationState, (int)CharStates.walkSouth);
}
else
{
animator.SetInteger(animationState, (int)CharStates.idleSouth);
}
}
void FixedUpdate()
{
movement.x = Input.GetAxisRaw("Horizontal");
movement.y = Input.GetAxisRaw("Vertical");
movement.Normalize();
rb2D.velocity = movement * movementSpeed;
}
}
Perfil de usuario
Julio Samuel Torres Reyes


Lesson 1 - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne
Main Camera
PlayerObject
Scene
Game
Animator
Animation
Inspector
Project
Console
Tile Palette
Assets > Animations > Animations > JugadorAnimation
Assets
Animations
EnemsAnimastions
JugadorAnimation
Controlles
Prefabs
Scenes
Scrips
Sprites
Enemies
Player
Packages
Perfil de usuario
Página Principal
Área personal
Perfil
Julio Samuel Torres Reyes
Cursos
Detalles
DH-Administración de Proyectos de TI [IDGS] ING
Administración de Proyectos de TI: Campus Centralingeniería en Desarrollo y Gestión de Software
DH-Aplicaciones Web Progresivas ING
Aplicaciones Web Progresivas: Campus Centralingeniería en Desarrollo y Gestión de Software
DH-Creación de Videojuegos ING


Lesson 1 - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne
Main Camera
PlayerObject
Scene
Game
Animator
Animation
Inspector
Project
Console
Tile Palette
Assets > Animations > Animations > JugadorAnimation
Assets
Animations
EnemsAnimastions
JugadorAnimation
Controlles
Prefabs
Scenes
Scrips
Sprites
Enemies
Player
Packages
Perfil de usuario
Página Principal
Área personal
Perfil
Julio Samuel Torres Reyes
Cursos
Detalles
DH-Administración de Proyectos de TI [IDGS] ING
Administración de Proyectos de TI: Campus Centralingeniería en Desarrollo y Gestión de Software
DH-Aplicaciones Web Progresivas ING
Aplicaciones Web Progresivas: Campus Centralingeniería en Desarrollo y Gestión de Software
DH-Creación de Videojuegos ING


Lesson 1 - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne
Main Camera
PlayerObject
Scene
Game
Animator
Animation
Inspector
Project
Console
Tile Palette
Assets > Animations > Animations > JugadorAnimation
Perfil de usuario
Página Principal
Área personal
Perfil
Julio Samuel Torres Reyes
Cursos
Detalles
DH-Administración de Proyectos de TI [IDGS] ING
DH-Aplicaciones Web Progresivas ING
DH-Creación de Videojuegos ING