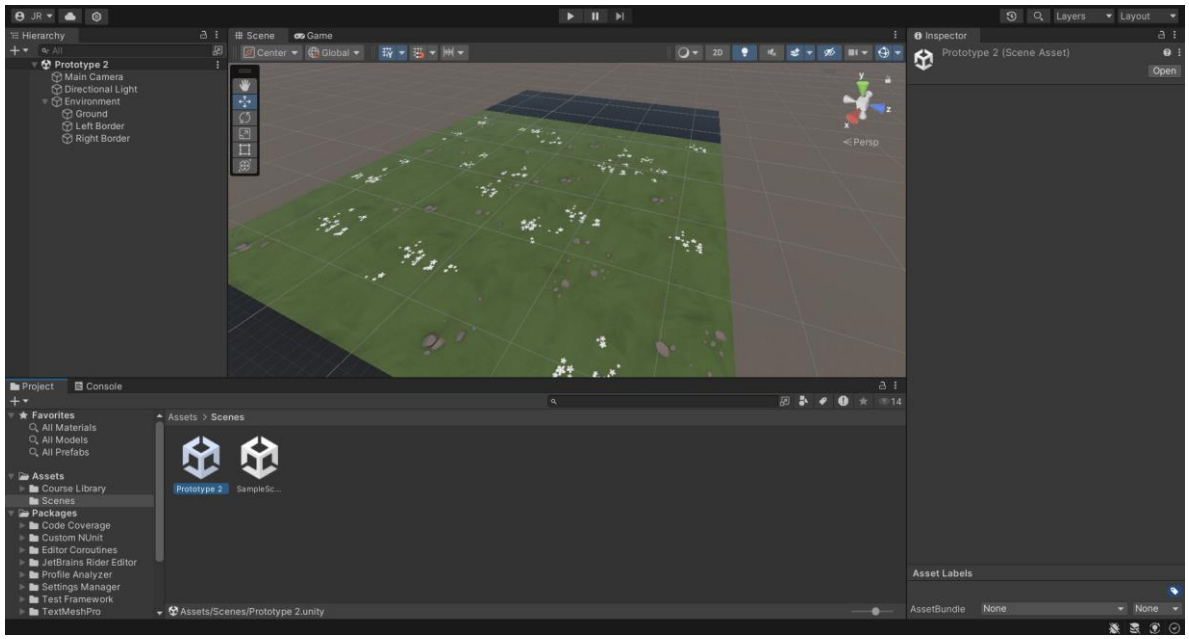
Hierarchy
Prototype 2
Main Camera
Directional Light
Environment
Ground
Left Border
Right Border
Scene
Game
Persp
Inspector
Prototype 2 (Scene Asset)
Open
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All Materials
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All Prefabs
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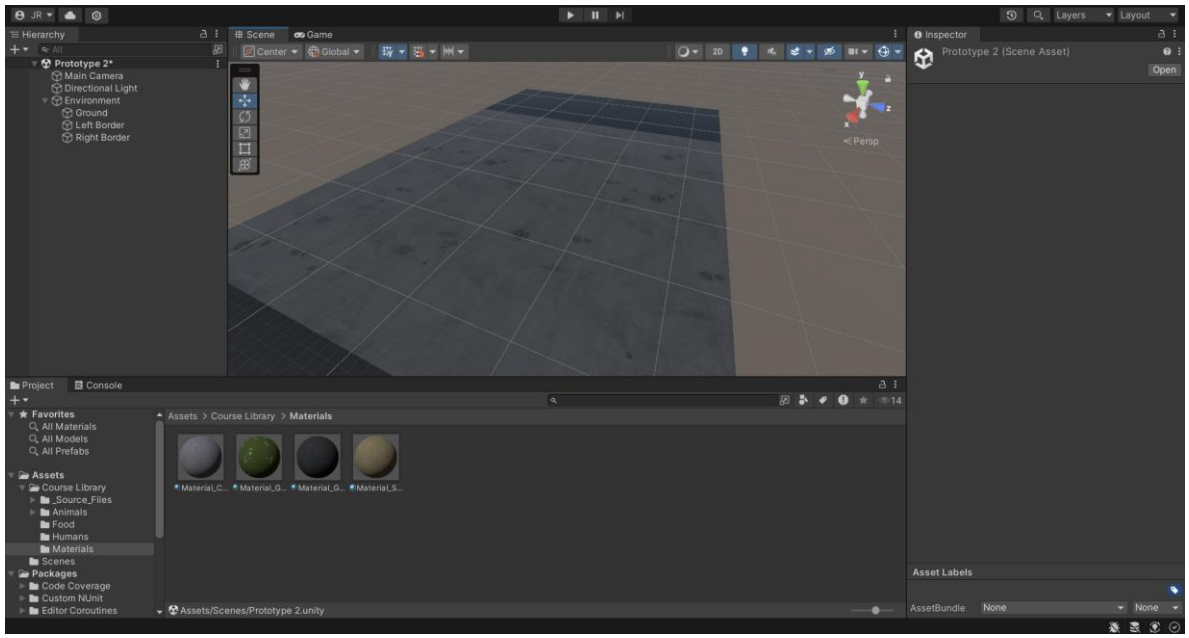
Packages
Code Coverage
Custom NUnit
Editor Coroutines
JetBrains Rider Editor
Profile Analyzer
Settings Manager
Test Framework
TextMeshPro
Assets > Scenes
Prototype 2
SampleSc...
Assets/Scenes/Prototype 2.unity
Asset Labels
AssetBundle
None


Hierarchy
Prototype 2*
Main Camera
Directional Light
Environment
Ground
Left Border
Right Border
Scene
Game
Persp
Inspector
Prototype 2 (Scene Asset)
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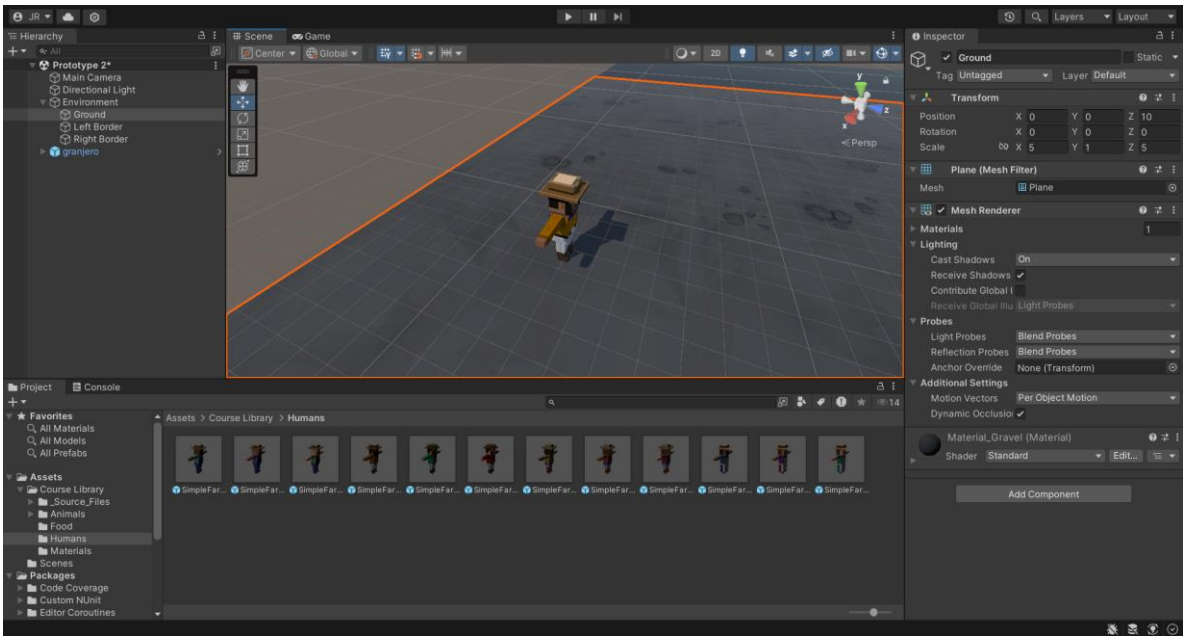
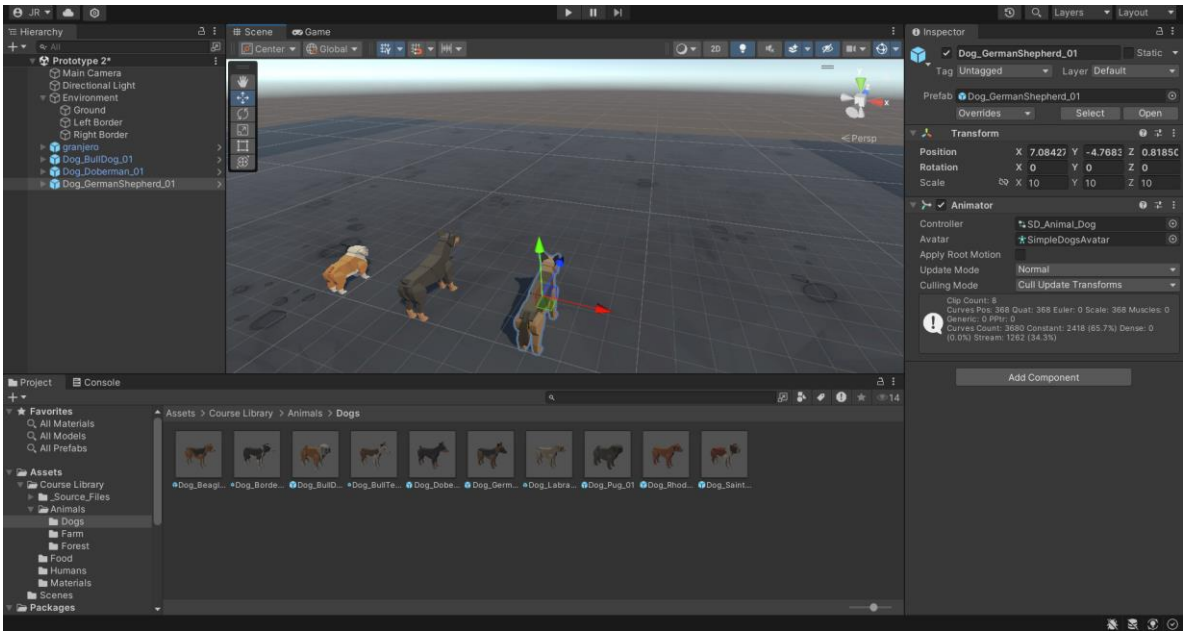
Scenes
Packages
Code Coverage
Custom NUnit
Editor Coroutines
Assets > Course Library > Materials
Assets/Scenes/Prototype 2.unity
Asset Labels
AssetBundle
None


Hierarchy
Prototype 2*
Main Camera
Directional Light
Environment
Ground
Left Border
Right Border
granjero
Scene
Game
Persp
Inspector
Ground
Static
Tag Untagged
Layer Default
Transform
Position
Rotation
Scale
Plane (Mesh Filter)
Mesh
Plane
Mesh Renderer
Materials
Lighting
Cast Shadows
Receive Shadows
Probes
Light Probes
Blend Probes
Reflection Probes
Blend Probes
Anchor Override
None (Transform)
Additional Settings
Motion Vectors
Per Object Motion
Material_Gravel (Material)
Shader Standard
Edit...
Add Component
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Course Library
_Source_Files
Animals
Food
Humans
Materials
Scenes
Packages
Code Coverage
Custom NUnit
Editor Coroutines
Assets > Course Library > Humans


Hierarchy
Prototype 2*
Main Camera
Directional Light
Environment
Ground
Left Border
Right Border
granjero
Dog_BullDog_01
Dog_Doberman_01
Dog_GermanShepherd_01
Scene
Game
Persp
Inspector
Dog_GermanShepherd_01
Static
Tag Untagged
Layer Default
Prefab Dog_GermanShepherd_01
Overrides
Select
Open
Transform
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Scale
Animator
Controller SD_Animal_Dog
Avatar SimpleDogsAvatar
Apply Root Motion
Update Mode Normal
Culling Mode Cull Update Transforms
Add Component
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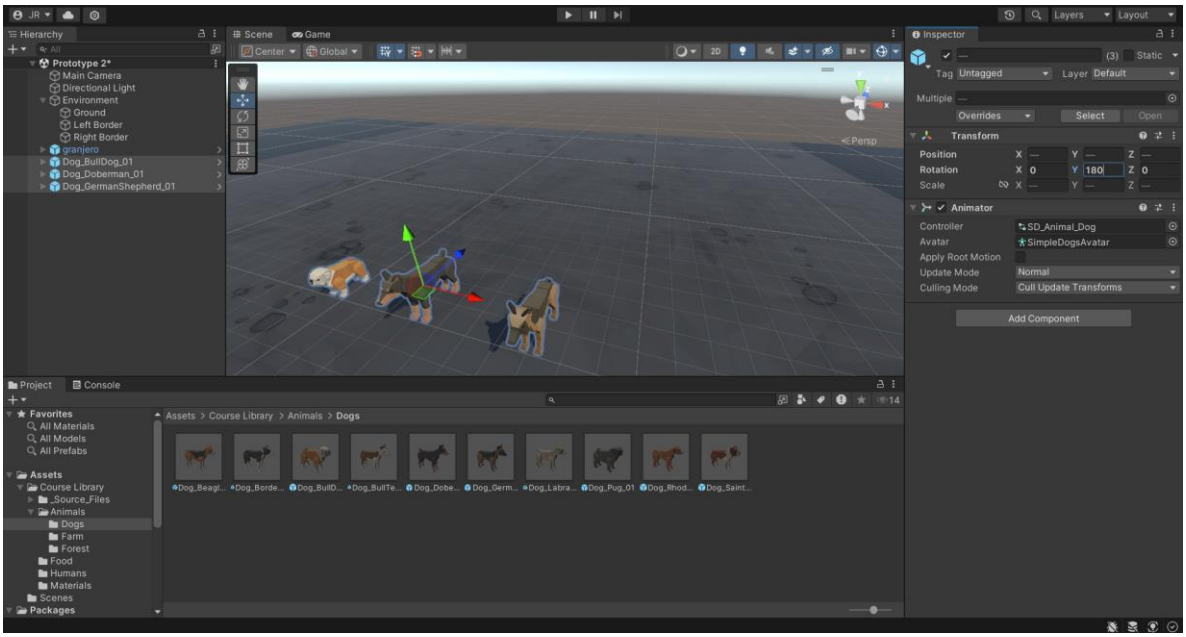
All Models
All Prefabs
Assets
Course Library
_Source_Files
Animals
Dogs
Farm
Forest
Food
Humans
Materials
Scenes
Packages
Assets > Course Library > Animals > Dogs


Hierarchy
Prototype 2*
Main Camera
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Left Border
Right Border
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Dog_BullDog_01
Dog_Doberman_01
Dog_GermanShepherd_01
Scene
Game
Persp
Inspector
Tag Untagged
Layer Default
Transform
Position
Rotation
Scale
Animator
Controller SD_Animal_Dog
Avatar SimpleDogsAvatar
Apply Root Motion
Update Mode Normal
Culling Mode Cull Update Transforms
Add Component
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All Models
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Course Library
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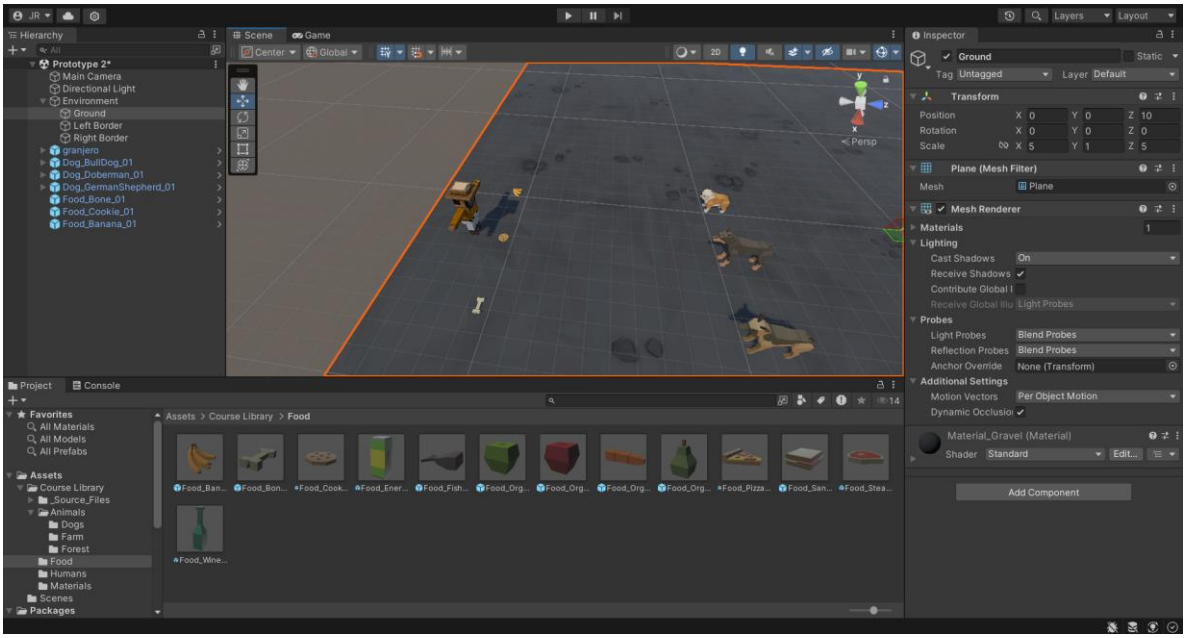
Animals
Dogs
Farm
Forest
Food
Humans
Materials
Scenes
Packages
Assets > Course Library > Animals > Dogs


Hierarchy
Prototype 2*
Main Camera
Directional Light
Environment
Ground
Left Border
Right Border
granjero
Dog_BullDog_01
Dog_Doberman_01
Dog_GermanShepherd_01
Food_Bone_01
Food_Cookie_01
Food_Banana_01
Scene
Game
Persp
Inspector
Ground
Tag Untagged
Layer Default
Transform
Position
Rotation
Scale
Plane (Mesh Filter)
Mesh Plane
Mesh Renderer
Materials
Lighting
Cast Shadows On
Receive Shadows
Probes
Light Probes Blend Probes
Reflection Probes Blend Probes
Anchor Override None (Transform)
Additional Settings
Motion Vectors Per Object Motion
Material_Gravel (Material)
Shader Standard
Edit...
Add Component
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All Prefabs
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Forest
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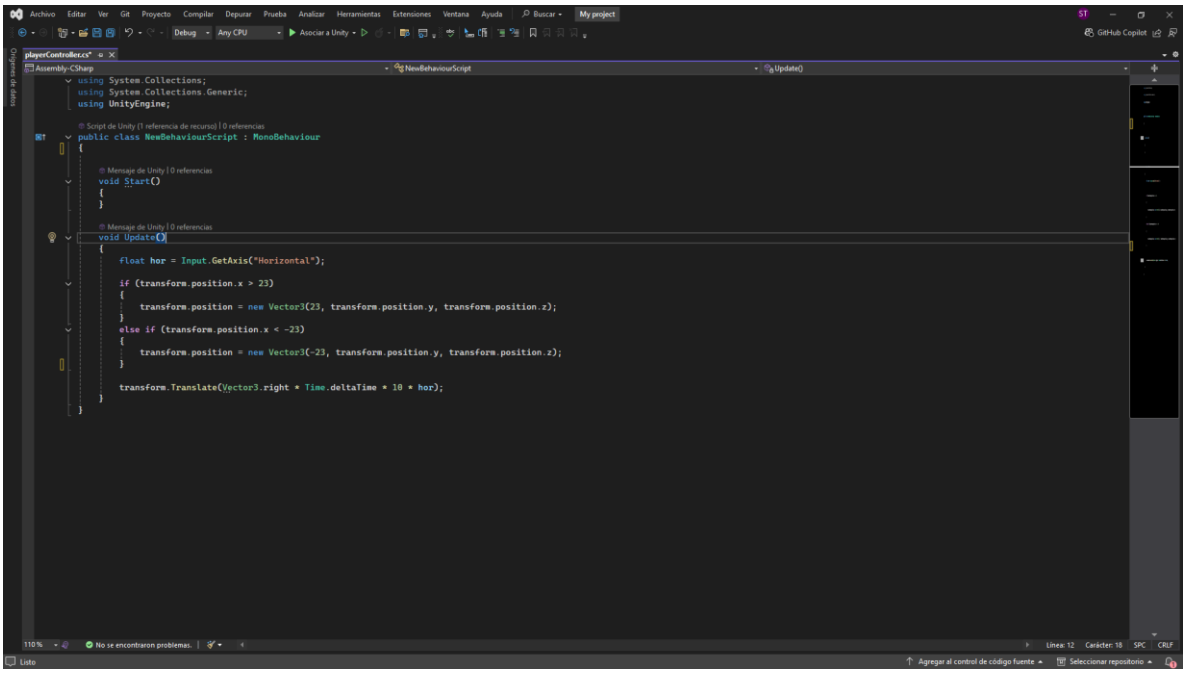
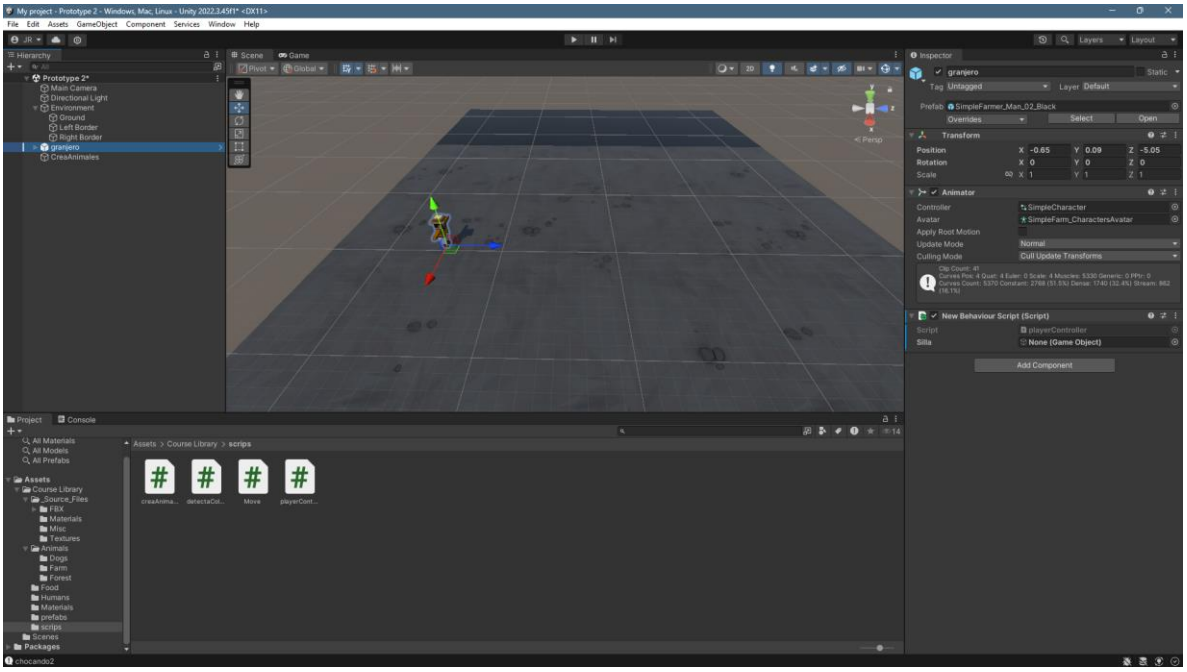
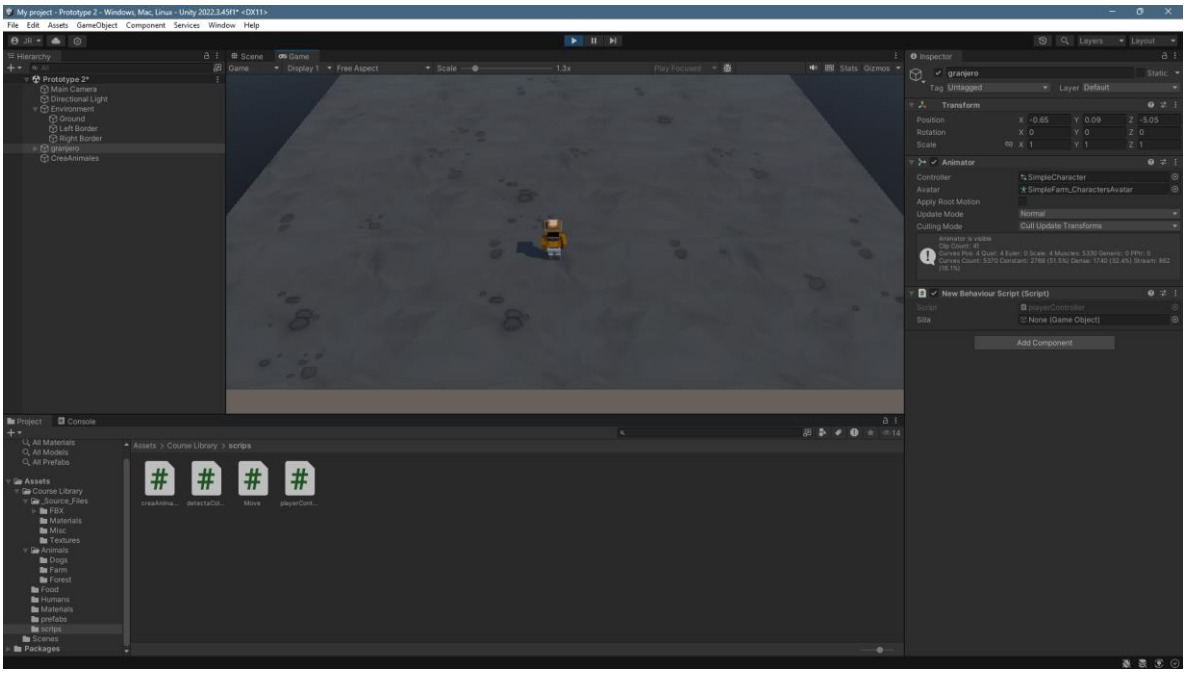
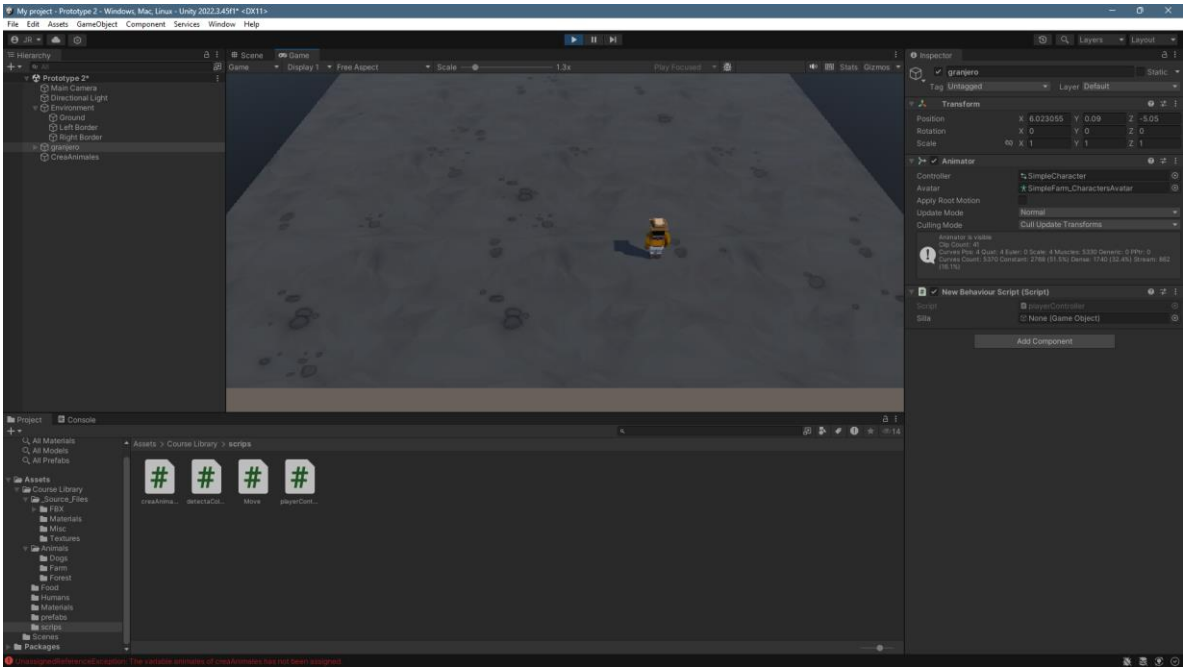
Assets > Course Library > Food

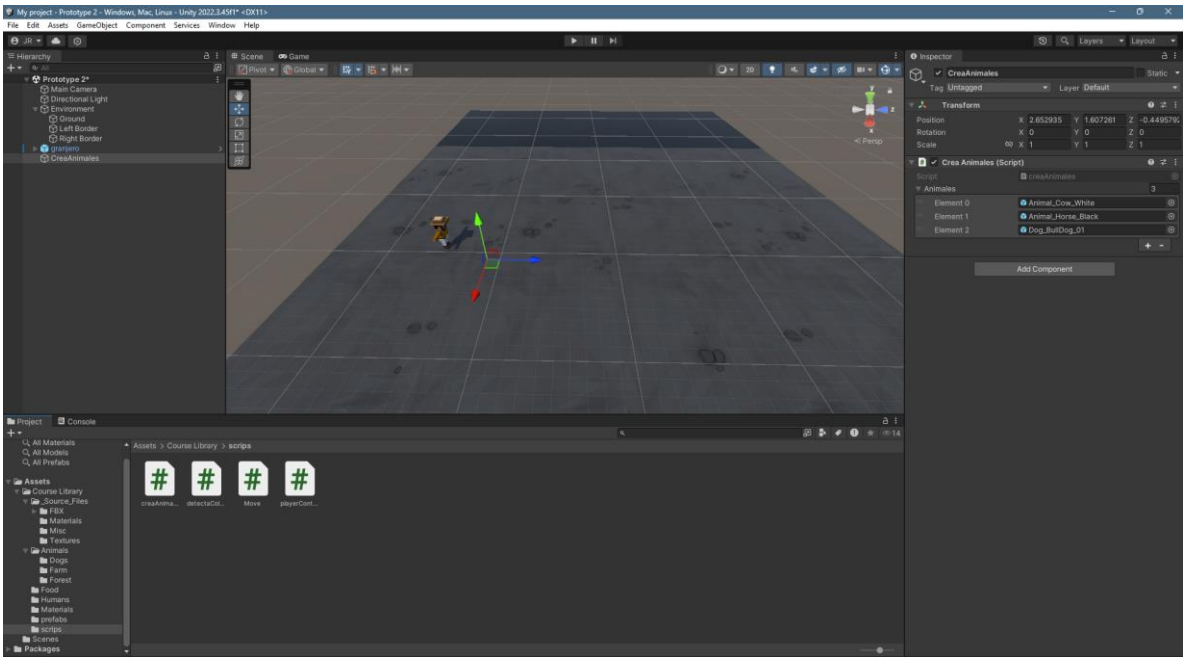


```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class NewBehaviourScript : MonoBehaviour
{

    void Start()
    {
    }

    void Update()
    {
        float hor = Input.GetAxis("Horizontal");

        if (transform.position.x > 23)
        {
            transform.position = new Vector3(23, transform.position.y, transform.position.z);
        }
        else if (transform.position.x < -23)
        {
            transform.position = new Vector3(-23, transform.position.y, transform.position.z);
        }

        transform.Translate(Vector3.right * Time.deltaTime * 10 * hor);
    }
}
```








My project - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Window Help
Hierarchy
Prototype 2*
Main Camera
Directional Light
Environment
Ground
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Right Border
granjero
CreaAnimales
Scene
Game
Inspector
CreaAnimales
Tag Untagged
Layer Default
Transform
Position
Rotation
Scale
Crea Animales (Script)
Script
creaAnimales
Animales
Element 0
Animal_Cow_White
Element 1
Animal_Horse_Black
Element 2
Dog_BullDog_01
Add Component
Project
Console
Assets > Course Library > scrips
creaAnima...
derectaCol...
Move
playerCont...
All Materials
All Models
All Prefabs
Assets
Course Library
_Source_Files
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Materials
Misc
Textures
Animals
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Forest
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Humans
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prefabs
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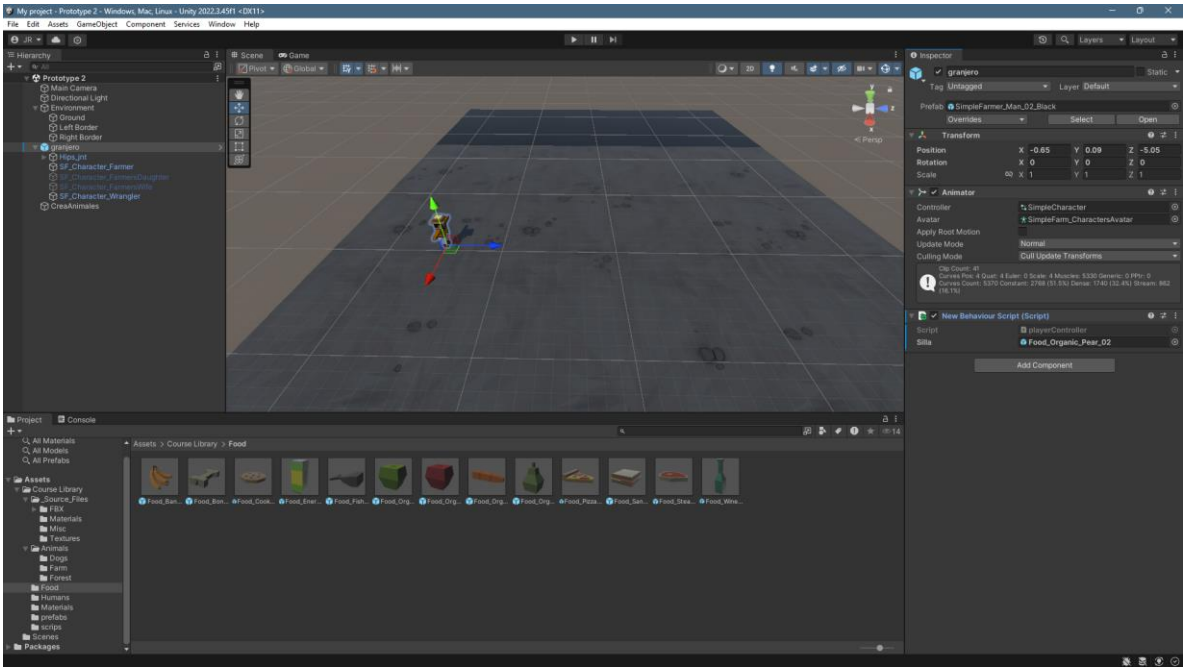
My project - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.45f1 <DX11>
File Edit Assets GameObject Component Services Window Help
Hierarchy
Prototype 2
Main Camera
Directional Light
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Ground
Left Border
Right Border
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Hips_jnt
SF_Character_Farmer
SF_Character_FarmersDaughter
SF_Character_FarmersWife
SF_Character_Wrangler
CreaAnimales
Scene
Game
Inspector
granjero
Tag Untagged
Layer Default
Prefab SimpleFarmer_Man_02_Black
Overrides
Select
Open
Transform
Position
Rotation
Scale
Animator
Controller
SimpleCharacter
Avatar
SimpleFarm_CharactersAvatar
Apply Root Motion
Update Mode
Normal
Culling Mode
Cull Update Transforms
New Behaviour Script (Script)
Script
playerController
Silla
Food_Organic_Pear_02
Add Component
Project
Console
Assets > Course Library > Food
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All Models
All Prefabs
Assets
Course Library
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Textures
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Food
Humans
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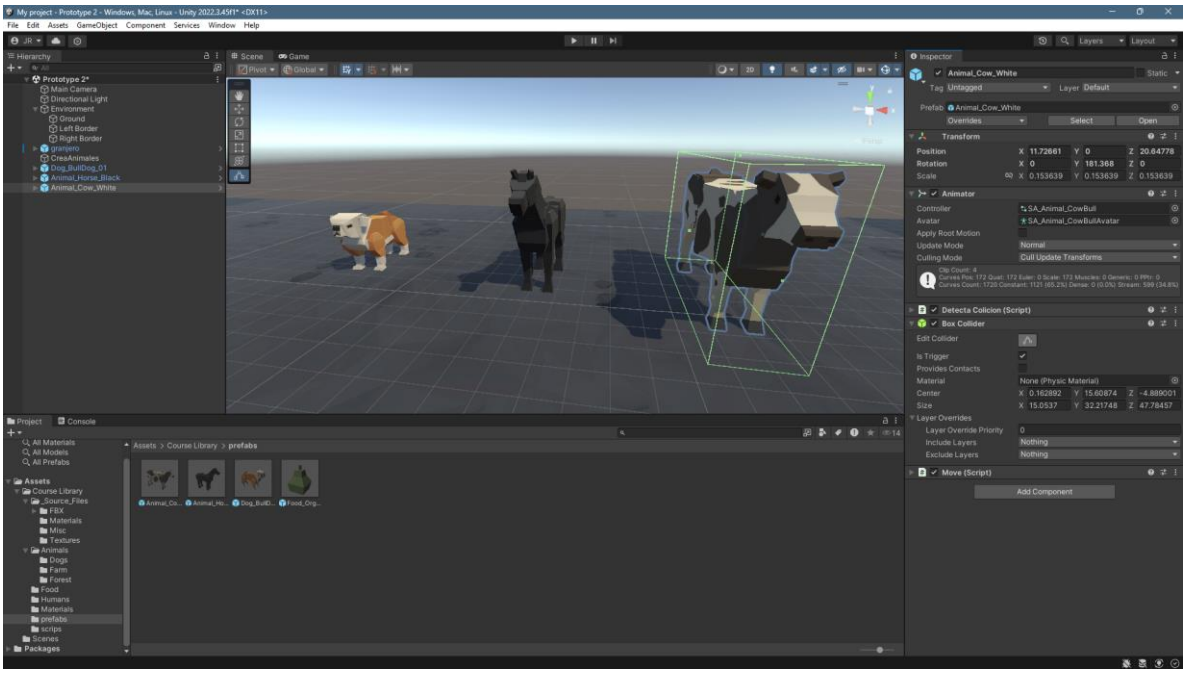
My project - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Window Help
Hierarchy
Prototype 2*
Main Camera
Directional Light
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Ground
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Right Border
granjero
CreaAnimales
Dog_BullDog_01
Animal_Horse_Black
Animal_Cow_White
Scene
Game
Inspector
Animal_Cow_White
Tag Untagged
Layer Default
Prefab Animal_Cow_White
Overrides
Select
Open
Transform
Position X 11.72661 Y 0 Z 20.84778
Rotation X 0 Y 181.368 Z 0
Scale X 0.153639 Y 0.153639 Z 0.153639
Animator
Controller SA_Animal_CowBull
Avatar SA_Animal_CowBullAvatar
Apply Root Motion
Update Mode Normal
Culling Mode Cull Update Transforms
Detecta Colicion (Script)
Box Collider
Edit Collider
Is Trigger
Provides Contacts
Material None (Physic Material)
Center X 0.162892 Y 15.60874 Z -4.889001
Size X 15.0537 Y 32.21748 Z 47.78457
Layer Overrides
Layer Override Priority 0
Include Layers Nothing
Exclude Layers Nothing
Move (Script)
Add Component
Project
Console
Assets > Course Library > prefabs
All Materials
All Models
All Prefabs
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Humans
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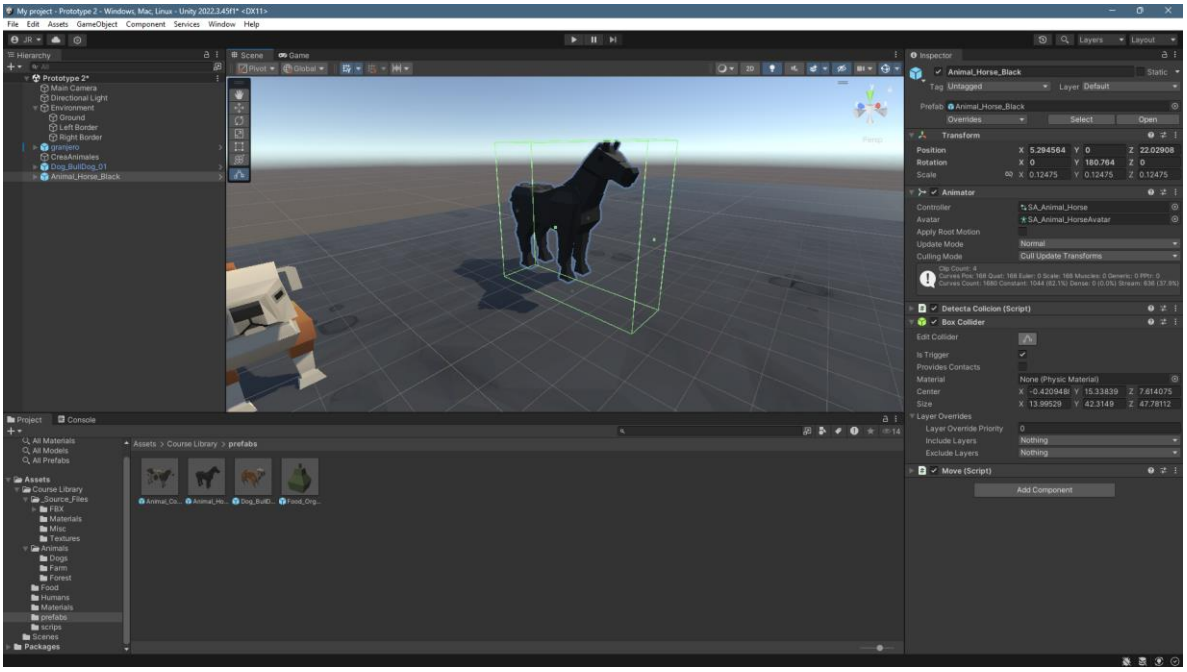
My project - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Window Help
Hierarchy
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Directional Light
Environment
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CreaAnimales
Dog_BullDog_01
Animal_Horse_Black
Scene
Game
Inspector
Animal_Horse_Black
Tag Untagged
Layer Default
Prefab Animal_Horse_Black
Overrides
Select
Open
Transform
Position X 5.294564 Y 0 Z 22.02908
Rotation X 0 Y 180.764 Z 0
Scale X 0.12475 Y 0.12475 Z 0.12475
Animator
Controller SA_Animal_Horse
Avatar SA_Animal_HorseAvatar
Apply Root Motion
Update Mode Normal
Culling Mode Cull Update Transforms
Detecta Colicion (Script)
Box Collider
Edit Collider
Is Trigger
Provides Contacts
Material None (Physic Material)
Center X -0.4209481 Y 15.33839 Z 7.614075
Size X 13.99529 Y 42.3149 Z 47.78112
Layer Overrides
Layer Override Priority 0
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Exclude Layers Nothing
Move (Script)
Add Component
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All Prefabs
Assets
Course Library
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Dogs
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Humans
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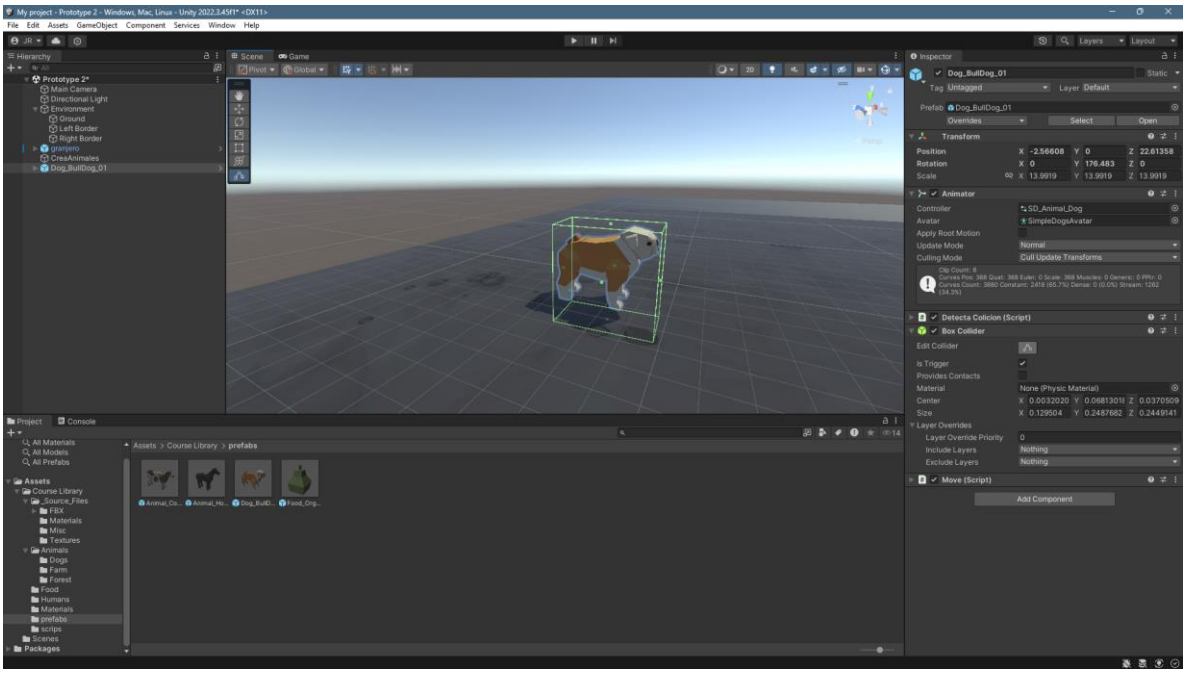
Scenes
Packages


My project - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Window Help
Hierarchy
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Main Camera
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CreaAnimales
Dog_BullDog_01
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Inspector
Dog_BullDog_01
Tag Untagged
Layer Default
Prefab Dog_BullDog_01
Overrides
Select
Open
Transform
Position
Rotation
Scale
Animator
Controller
SD_Animal_Dog
Avatar
SimpleDogsAvatar
Apply Root Motion
Update Mode
Normal
Culling Mode
Cull Update Transforms
Detecta Colicion (Script)
Box Collider
Edit Collider
Is Trigger
Provides Contacts
Material
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Size
Layer Overrides
Layer Override Priority
Include Layers
Exclude Layers
Nothing
Move (Script)
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Console
Assets > Course Library > prefabs
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All Prefabs
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Dogs
Farm
Forest
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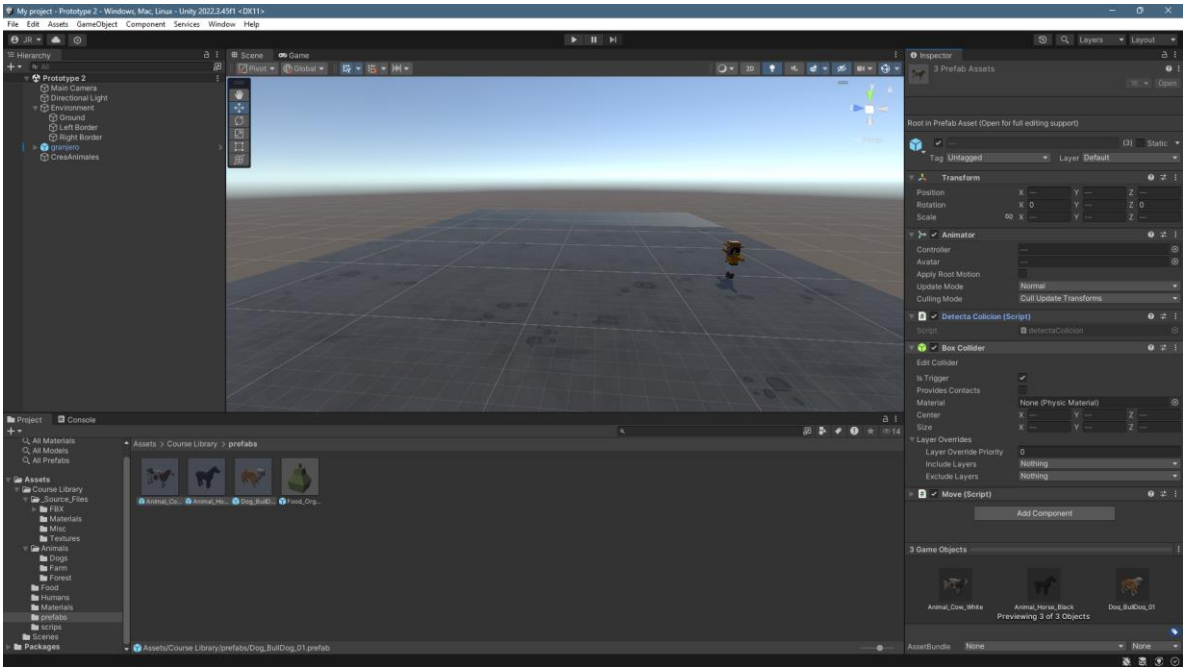
prefabs
scrips
Scenes
Packages


My project - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.45f1 <DX11>
File Edit Assets GameObject Component Services Window Help
Hierarchy
Prototype 2
Main Camera
Directional Light
Environment
Ground
Left Border
Right Border
granjero
CreaAnimales
Scene
Game
Inspector
3 Prefab Assets
Root in Prefab Asset (Open for full editing support)
Tag Untagged
Layer Default
Transform
Position
Rotation
Scale
Animator
Controller
Avatar
Apply Root Motion
Update Mode
Normal
Culling Mode
Cull Update Transforms
Detecta Colicion (Script)
Box Collider
Edit Collider
Is Trigger
Provides Contacts
Material
None (Physic Material)
Center
Size
Layer Overrides
Layer Override Priority
Include Layers
Exclude Layers
Nothing
Move (Script)
Add Component
3 Game Objects
Animal_Cow_White
Animal_Horse_Black
Dog_BullDog_01
Previewing 3 of 3 Objects
AssetBundle
None
Project
Console
Assets > Course Library > prefabs
All Materials
All Models
All Prefabs
Assets
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Farm
Forest
Food
Humans
Materials
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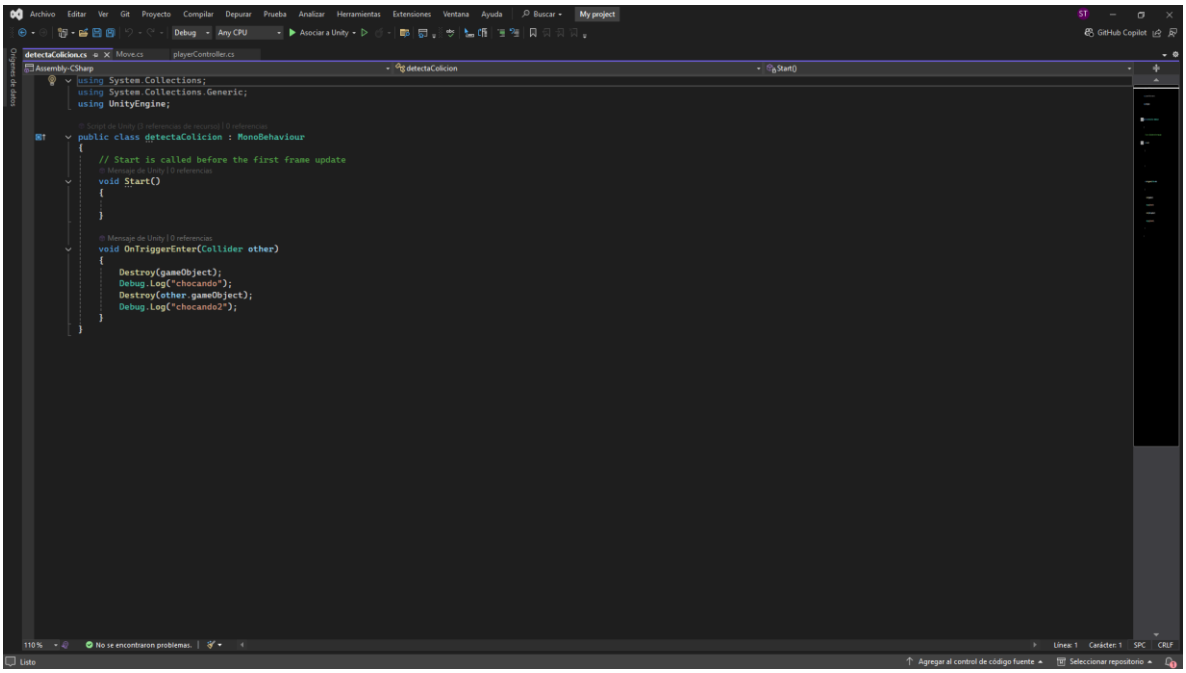
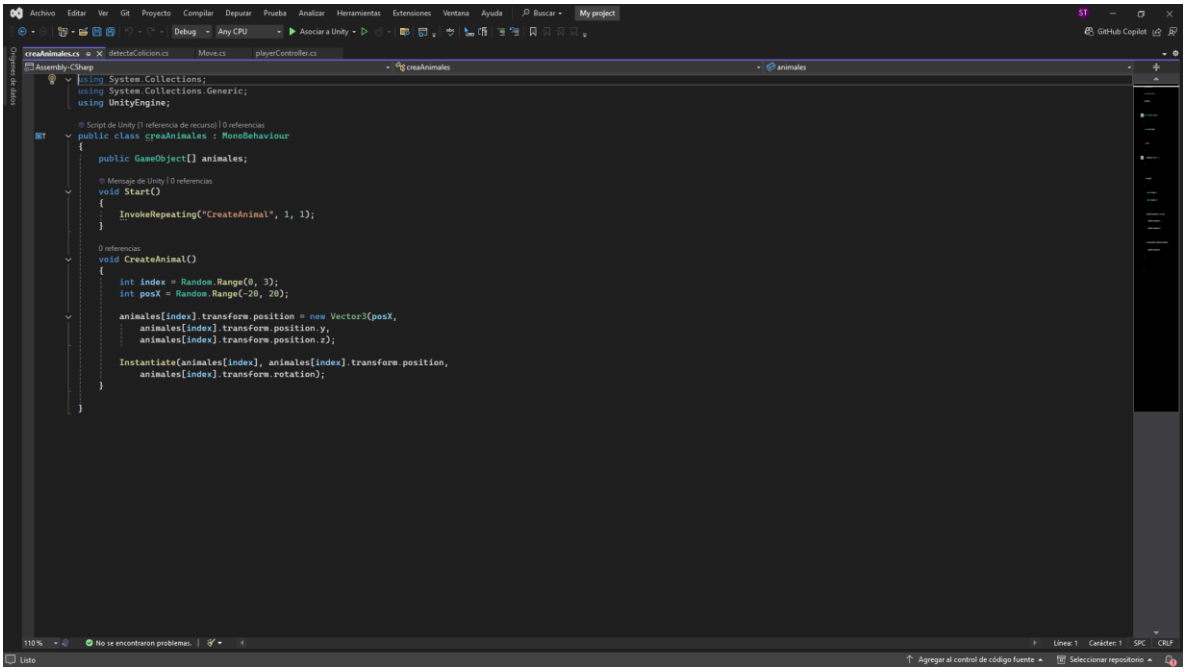
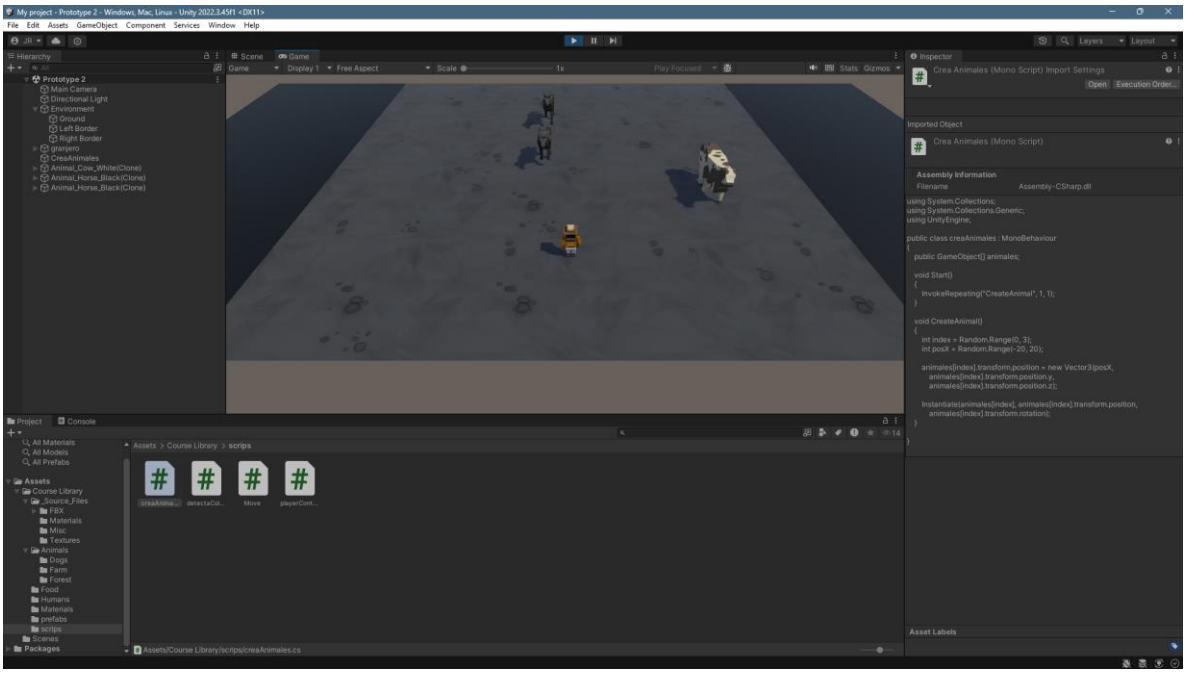
Assets/Course Library/prefabs/Dog_BullDog_01.prefab



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

public class detectaColicion : MonoBehaviour
{
    // Start is called before the first frame update
    void Start()
    {

    }

    void OnTriggerEnter(Collider other)
    {
        Destroy(gameObject);
        Debug.Log("chocando");
        Destroy(other.gameObject);
        Debug.Log("chocando2");
    }
}
```



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

public class creaAnimales : MonoBehaviour
{
    public GameObject[] animales;

    void Start()
    {
        InvokeRepeating("CreateAnimal", 1, 1);
    }

    void CreateAnimal()
    {
        int index = Random.Range(0, 3);
        int posX = Random.Range(-20, 20);

        animales[index].transform.position = new Vector3(posX,
            animales[index].transform.position.y,
            animales[index].transform.position.z);

        Instantiate(animales[index], animales[index].transform.position,
            animales[index].transform.rotation);
    }

}
```


My project - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.45f1 <DX11>
File Edit Assets GameObject Component Services Window Help
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Main Camera
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Environment
Ground
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Right Border
granjero
CreaAnimales
Animal_Cow_White(Clone)
Animal_Horse_Black(Clone)
Animal_Horse_Black(Clone)
Scene
Game
Inspector
Crea Animales (Mono Script) Import Settings
Open
Execution Order...
Imported Object
Crea Animales (Mono Script)
Assembly Information
Filename
Assembly-CSharp.dll
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
public class creaAnimales : MonoBehaviour
{
public GameObject[] animales;
void Start()
{
InvokeRepeating("CreateAnimal", 1, 1);
}
void CreateAnimal()
{
int index = Random.Range(0, 3);
int posX = Random.Range(-20, 20);
animales[index].transform.position = new Vector3(posX,
animales[index].transform.position.y,
animales[index].transform.position.z);
Instantiate(animales[index], animales[index].transform.position,
animales[index].transform.rotation);
}
}
Project
Console
Assets > Course Library > scrips
creaAnima...
detectaCol...
Move
playerCont...
All Materials
All Models
All Prefabs
Assets
Course Library
_Source_Files
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Farm
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Humans
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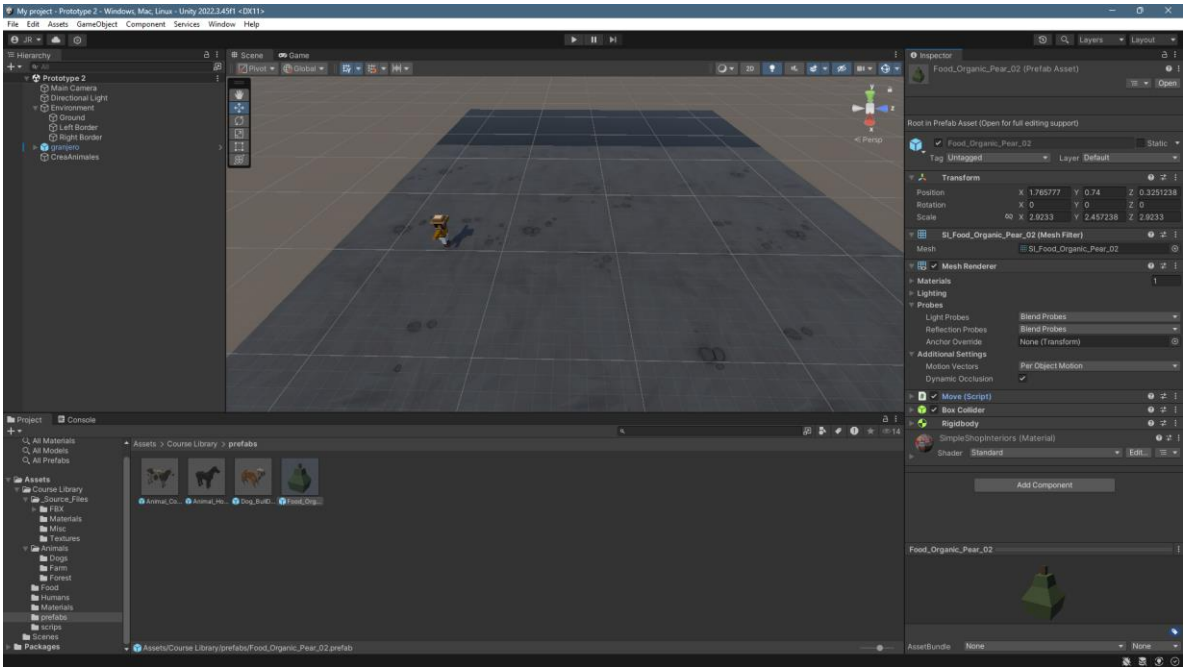
Packages
Assets/Course Library/scrips/creaAnimales.cs
Asset Labels


My project - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.45f1 <DX11>
File Edit Assets GameObject Component Services Window Help
Hierarchy
Prototype 2
Main Camera
Directional Light
Environment
Ground
Left Border
Right Border
granjero
CreaAnimales
Scene
Game
Persp
Inspector
Food_Organic_Pear_02 (Prefab Asset)
Open
Root in Prefab Asset (Open for full editing support)
Food_Organic_Pear_02
Static
Tag Untagged
Layer Default
Transform
Position X 1.765777 Y 0.74 Z 0.3251238
Rotation X 0 Y 0 Z 0
Scale X 2.9233 Y 2.457236 Z 2.9233
SI_Food_Organic_Pear_02 (Mesh Filter)
Mesh SI_Food_Organic_Pear_02
Mesh Renderer
Materials
Lighting
Probes
Light Probes Blend Probes
Reflection Probes Blend Probes
Anchor Override None (Transform)
Additional Settings
Motion Vectors Per Object Motion
Dynamic Occlusion
Move (Script)
Box Collider
Rigidbody
SimpleShopInteriors (Material)
Shader Standard
Edit...
Add Component
Food_Organic_Pear_02
AssetBundle None None
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Farm
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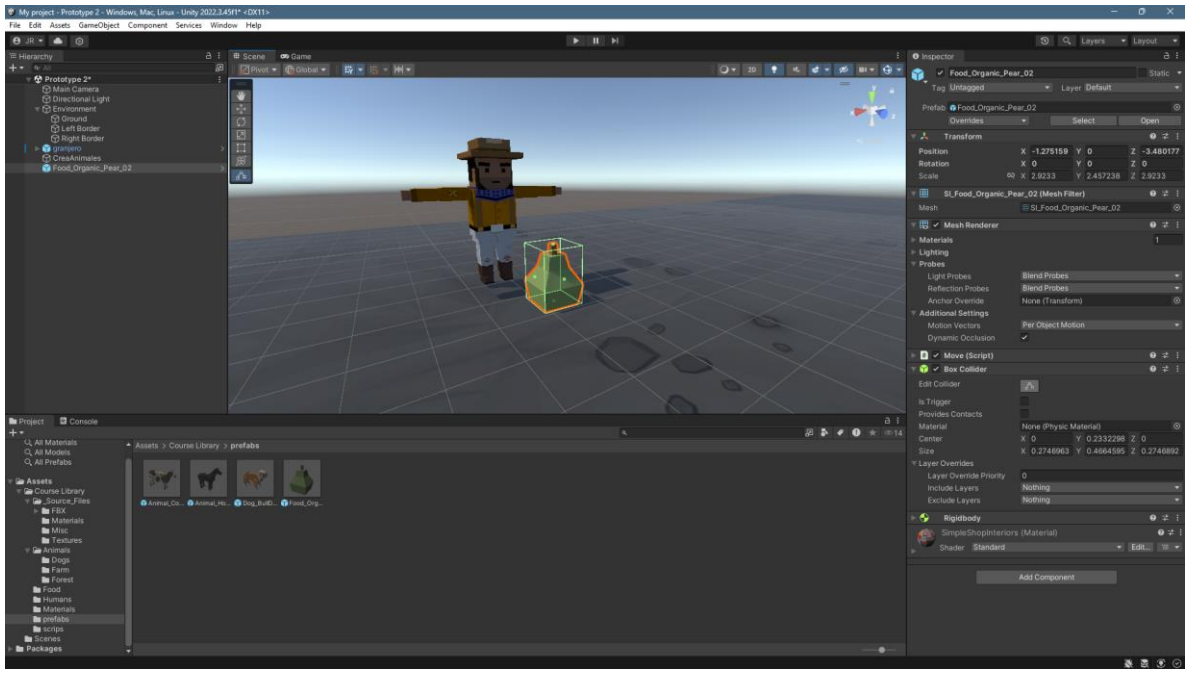
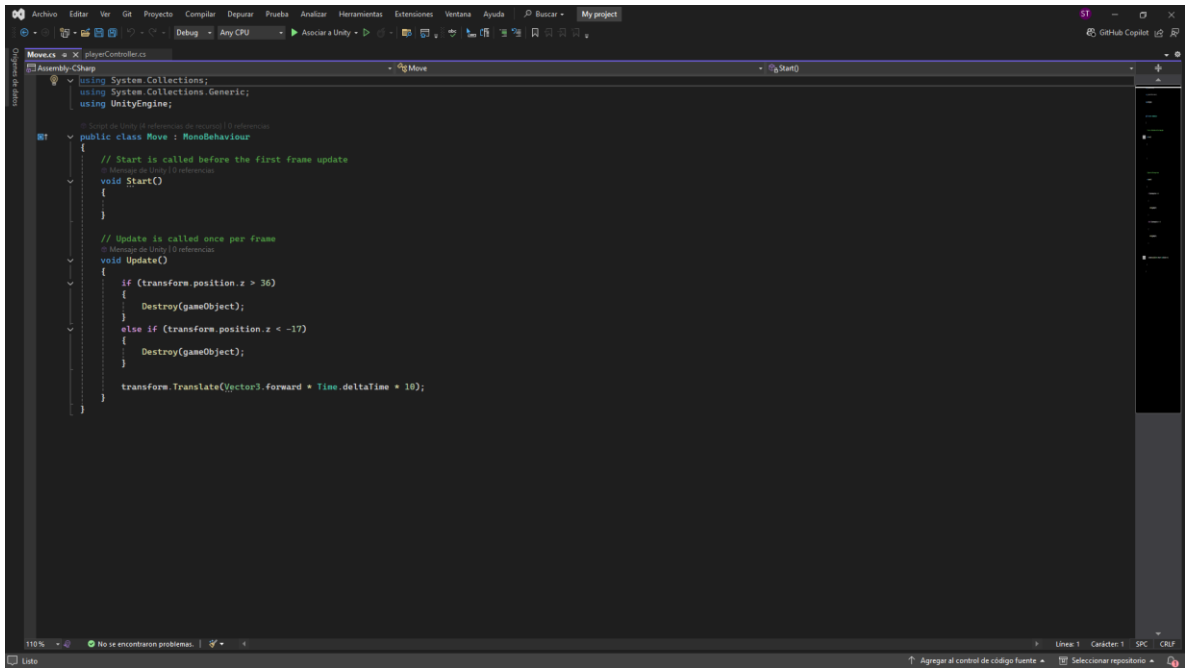
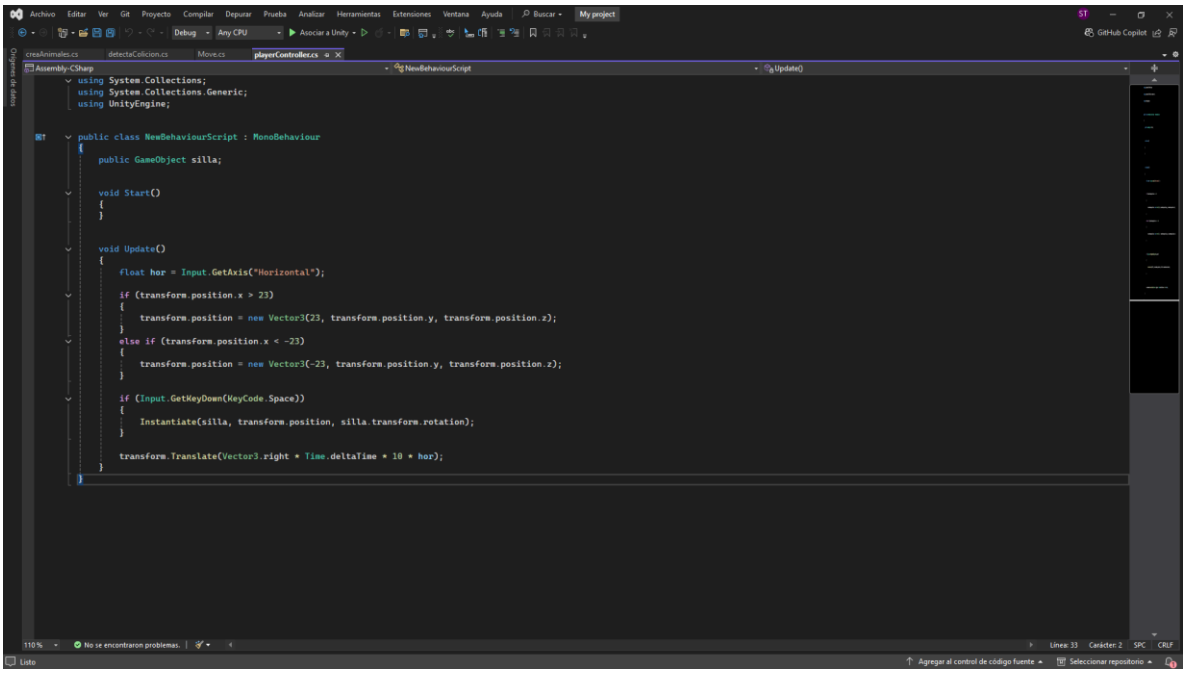
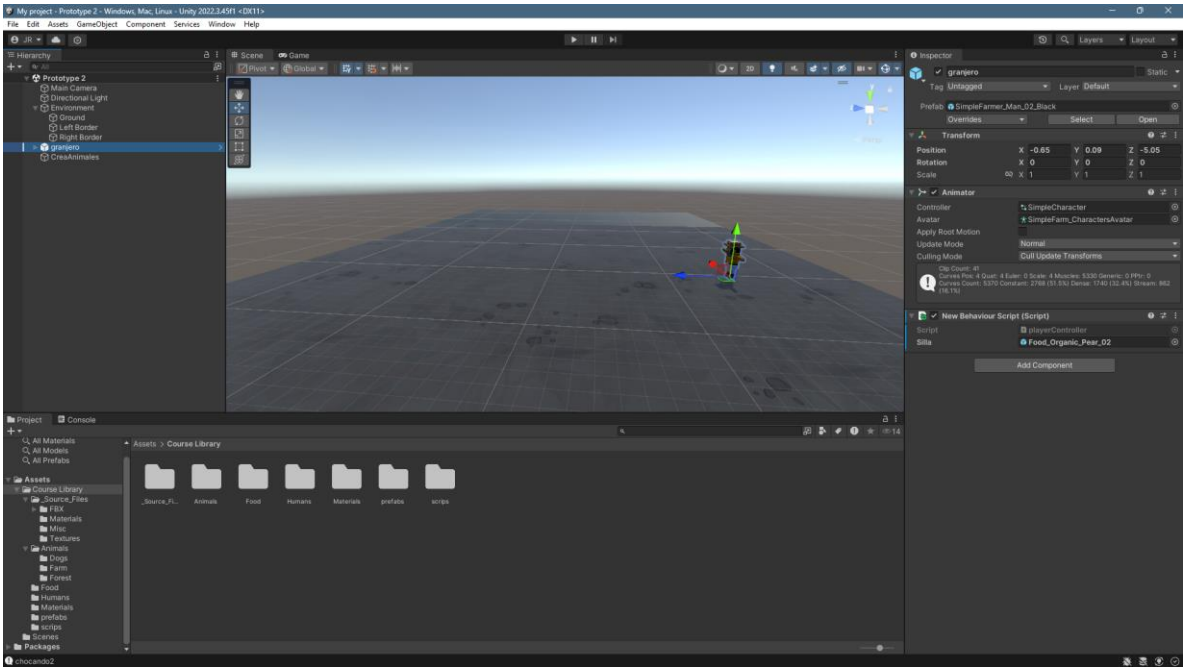
Humans
Materials
prefabs
scrips
Scenes
Packages
Assets/Course Library/prefabs/Food_Organic_Pear_02.prefab

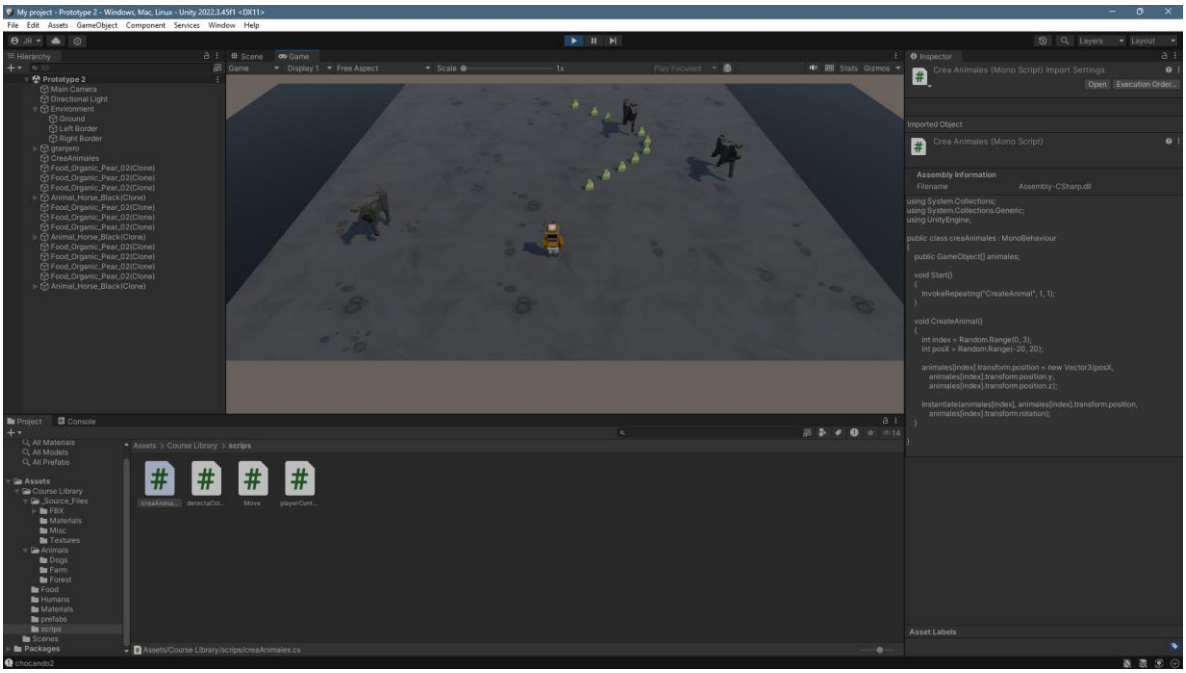






```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class NewBehaviourScript : MonoBehaviour
{
    public GameObject silla;

    void Start()
    {
    }

    void Update()
    {
        float hor = Input.GetAxis("Horizontal");

        if (transform.position.x > 23)
        {
            transform.position = new Vector3(23, transform.position.y, transform.position.z);
        }
        else if (transform.position.x < -23)
        {
            transform.position = new Vector3(-23, transform.position.y, transform.position.z);
        }

        if (Input.GetKeyDown(KeyCode.Space))
        {
            Instantiate(silla, transform.position, silla.transform.rotation);
        }

        transform.Translate(Vector3.right * Time.deltaTime * 10 * hor);
    }
}
```




My project - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.45f1 <DX11>
File Edit Assets GameObject Component Services Window Help
Hierarchy
Prototype 2
Main Camera
Directional Light
Environment
Ground
Left Border
Right Border
granjero
CreaAnimales
Food_Organic_Pear_02(Clone)
Animal_Horse_Black(Clone)
Scene
Game
Inspector
Crea Animales (Mono Script) Import Settings
Open
Execution Order...
Imported Object
Crea Animales (Mono Script)
Assembly Information
Filename
Assembly-CSharp.dll
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
public class creaAnimales : MonoBehaviour
{
public GameObject[] animales;
void Start()
{
InvokeRepeating("CreateAnimal", 1, 1);
}
void CreateAnimal()
{
int index = Random.Range(0, 3);
int posX = Random.Range(-20, 20);
animales[index].transform.position = new Vector3(posX,
animales[index].transform.position.y,
animales[index].transform.position.z);
Instantiate(animales[index], animales[index].transform.position,
animales[index].transform.rotation);
}
}
Project
Console
Assets > Course Library > scrips
All Materials
All Models
All Prefabs
Assets
Course Library
_Source_Files
FBX
Materials
Misc
Textures
Animals
Dogs
Farm
Forest
Food
Humans
Materials
prefabs
scrips
Scenes
Packages
creaAnima...
detectaCol...
Move
playerCont...
Assets/Course Library/scrips/creaAnimales.cs
Asset Labels
chocando2