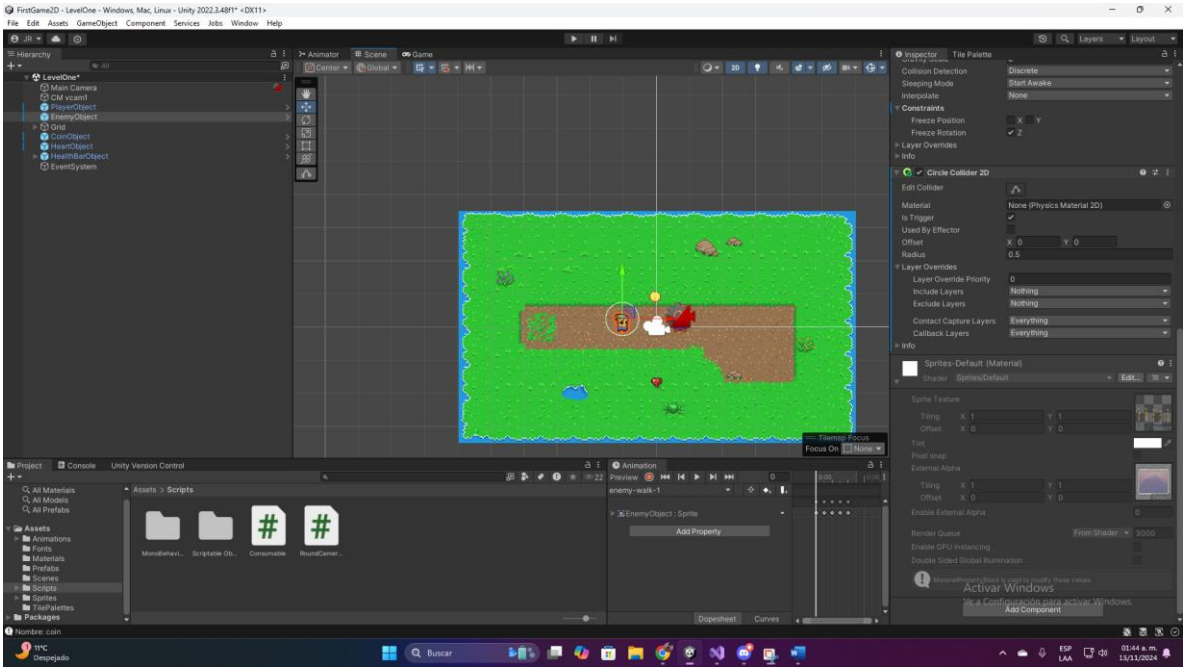
FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.48f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
CM vcam1
PlayerObject
EnemyObject
Grid
CoinObject
HeartObject
HealthBarObject
EventSystem
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Collision Detection
Discrete
Sleeping Mode
Start Awake
Interpolate
None
Constraints
Freeze Position
Freeze Rotation
Layer Overrides
Info
Circle Collider 2D
Edit Collider
Material
None (Physics Material 2D)
Is Trigger
Used By Effector
Offset
Radius
0.5
Layer Overrides
Layer Override Priority
Include Layers
Nothing
Exclude Layers
Nothing
Contact Capture Layers
Everything
Callback Layers
Everything
Sprites-Default (Material)
Shader
Sprites/Default
Tilemap Focus
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None
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All Materials
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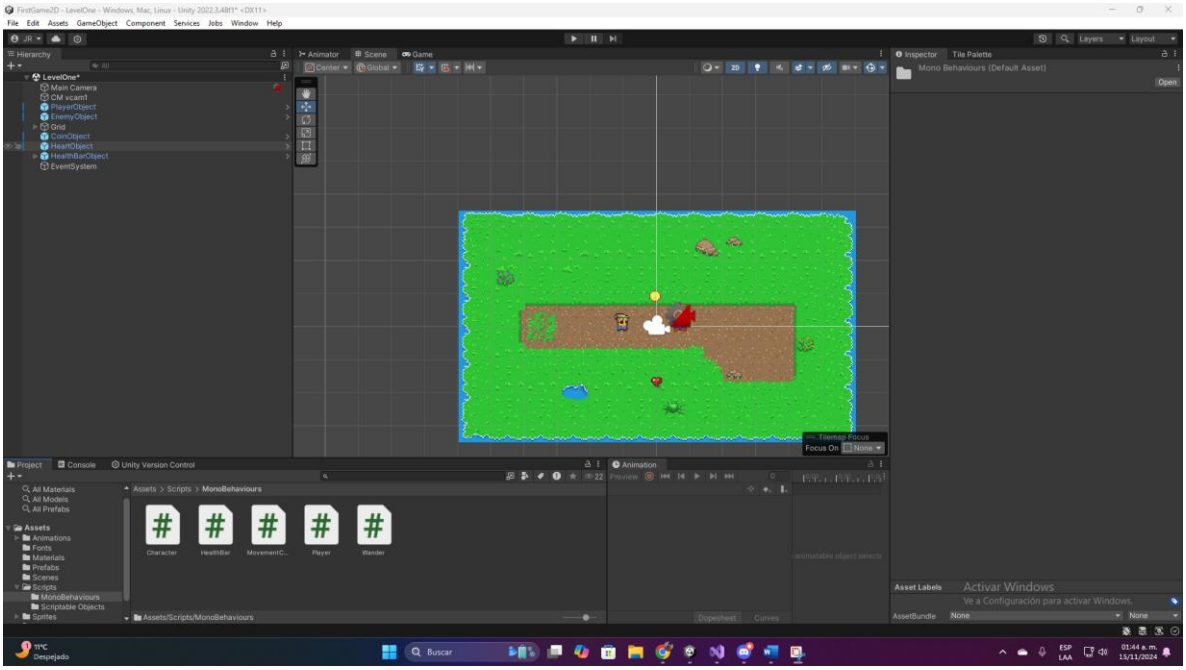
Sprites
TilePalettes
Packages
Assets > Scripts
Consumable
Animation
enemy-walk-1
EnemyObject : Sprite
Add Property
Dopesheet
Curves
Add Component
Nombre: coin
Activar Windows
Ve a Configuración para activar Windows.
Buscar
Despejado
ESP
LAA
01:44 a. m.
13/11/2024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Mono Behaviours (Default Asset)
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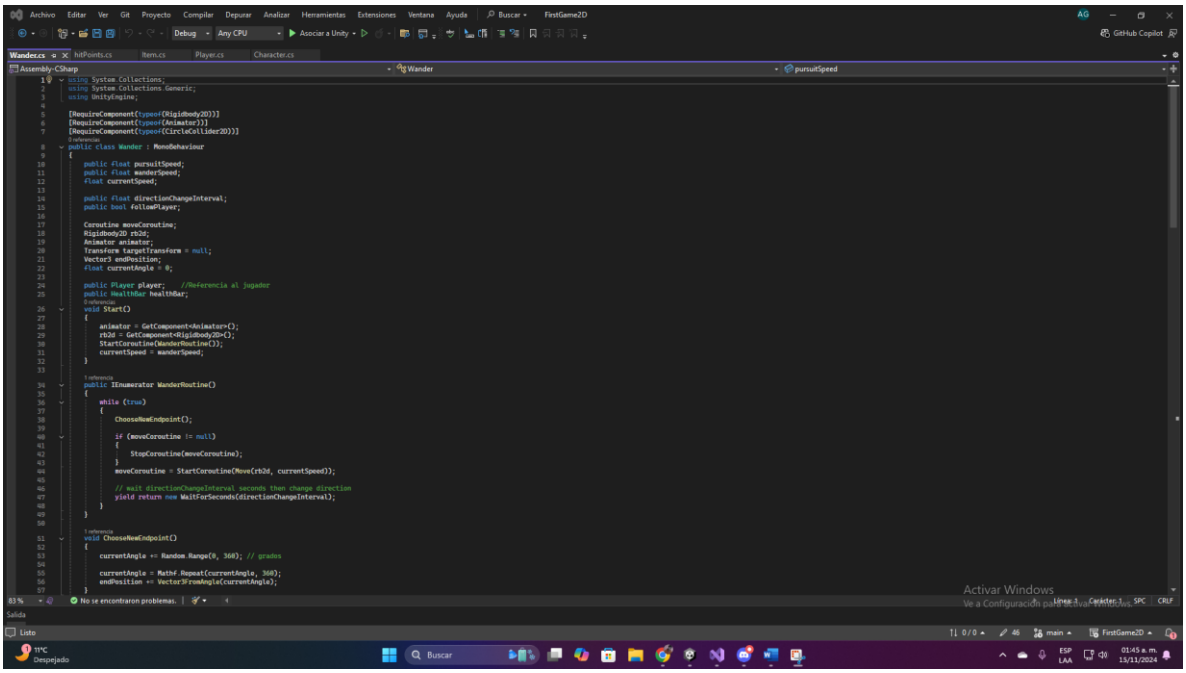
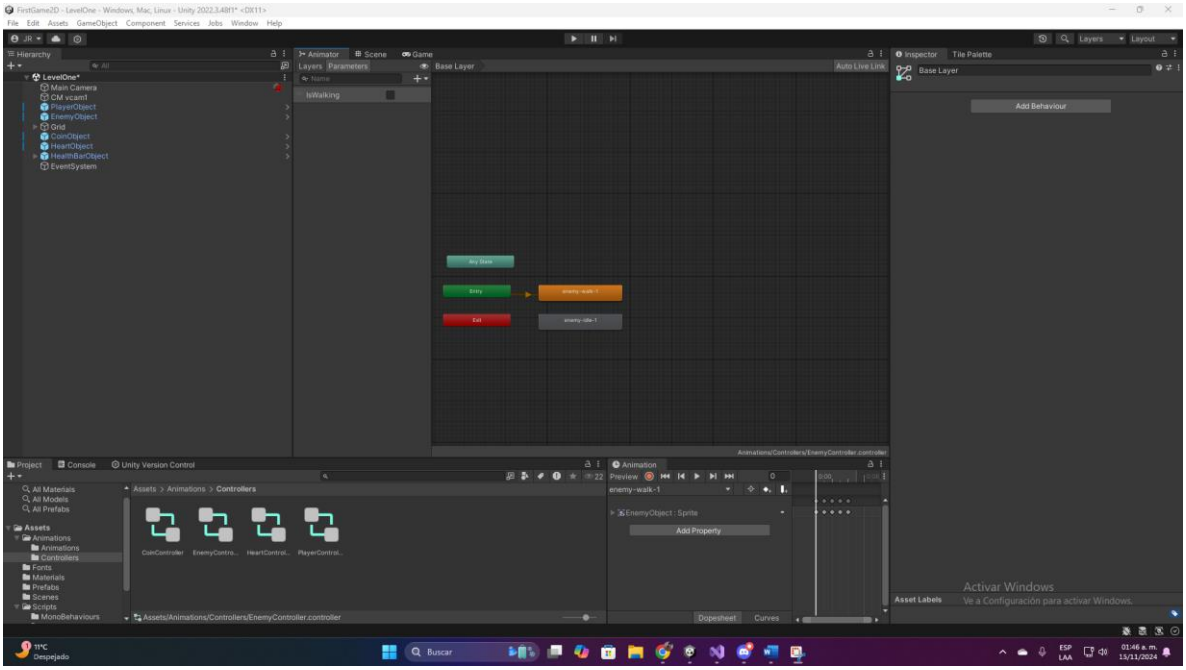
Scriptable Objects
Sprites
Assets > Scripts > MonoBehaviours
Character
HealthBar
Player
Render
Assets/Scripts/MonoBehaviours
Animation
Dopesheet
Curves
Asset Labels
AssetBundle
None
Activar Windows
Ve a Configuración para activar Windows.
Buscar
Despejado
ESP
LAA
01:44 a. m.
13/11/2024


Wander.cs
hitPoints.cs
Item.cs
Player.cs
Character.cs
Assembly-CSharp
Wander
pursuitSpeed
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
[RequireComponent(typeof(Rigidbody2D))]
[RequireComponent(typeof(Animator))]
[RequireComponent(typeof(CircleCollider2D))]
public class Wander : MonoBehaviour
{
public float pursuitSpeed;
public float wanderSpeed;
float currentSpeed;
public float directionChangeInterval;
public bool followPlayer;
Coroutine moveCoroutine;
Rigidbody2D rb2d;
Animator animator;
Transform targetTransform = null;
Vector3 endPosition;
float currentAngle = 0;
public Player player; //Referencia al jugador
public HealthBar healthBar;
void Start()
{
animator = GetComponent<Animator>();
rb2d = GetComponent<Rigidbody2D>();
StartCoroutine(WanderRoutine());
currentSpeed = wanderSpeed;
}
public IEnumerator WanderRoutine()
{
while (true)
{
ChooseNewEndpoint();
if (moveCoroutine != null)
{
StopCoroutine(moveCoroutine);
}
moveCoroutine = StartCoroutine(MoveRb2d, currentSpeed));
// wait directionChangeInterval seconds then change direction
yield return new WaitForSeconds(directionChangeInterval);
}
}
void ChooseNewEndpoint()
{
currentAngle += Random.Range(0, 360); // grados
currentAngle = Mathf.Repeat(currentAngle, 360);
endPosition += Vector3FromAngle(currentAngle);
}
No se encontraron problemas.
Activar Windows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Animator
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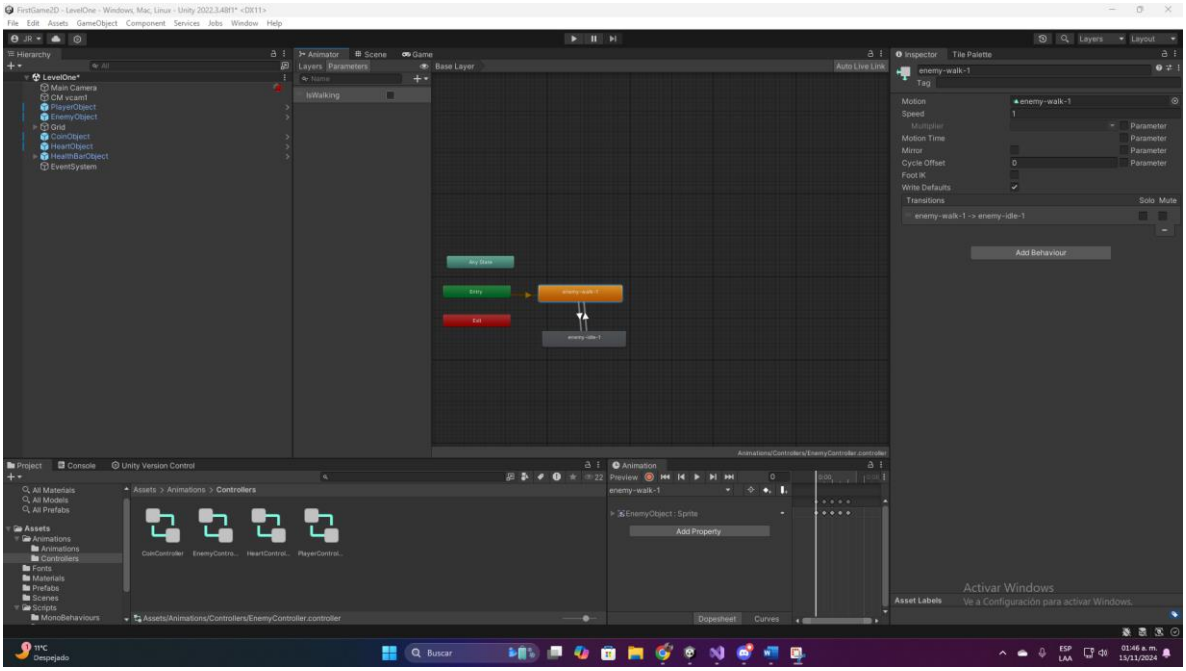
Game
Layers
Parameters
Base Layer
Auto Live Link
isWalking
Any State
Entry
Exit
enemy-walk-1
enemy-idle-1
Inspector
Tile Palette
Add Behaviour
Project
Console
Unity Version Control
Assets > Animations > Controllers
CoinController
EnemyControl...
HeartControll...
PlayerControll...
Animation
Preview
EnemyObject : Sprite
Add Property
Dopesheet
Curves
Asset Labels
Activar Windows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enemy-walk-1
enemy-idle-1
Animations/Controllers/EnemyController.controller
Inspector
Tile Palette
enemy-walk-1
Tag
Motion
Speed
Multiplier
Motion Time
Mirror
Cycle Offset
Foot IK
Write Defaults
Transitions
Solo Mute
enemy-walk-1 -> enemy-idle-1
Add Behaviour
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EnemyControl...
HeartControl...
PlayerControl...
Assets/Animations/Controllers/EnemyController.controller
Animation
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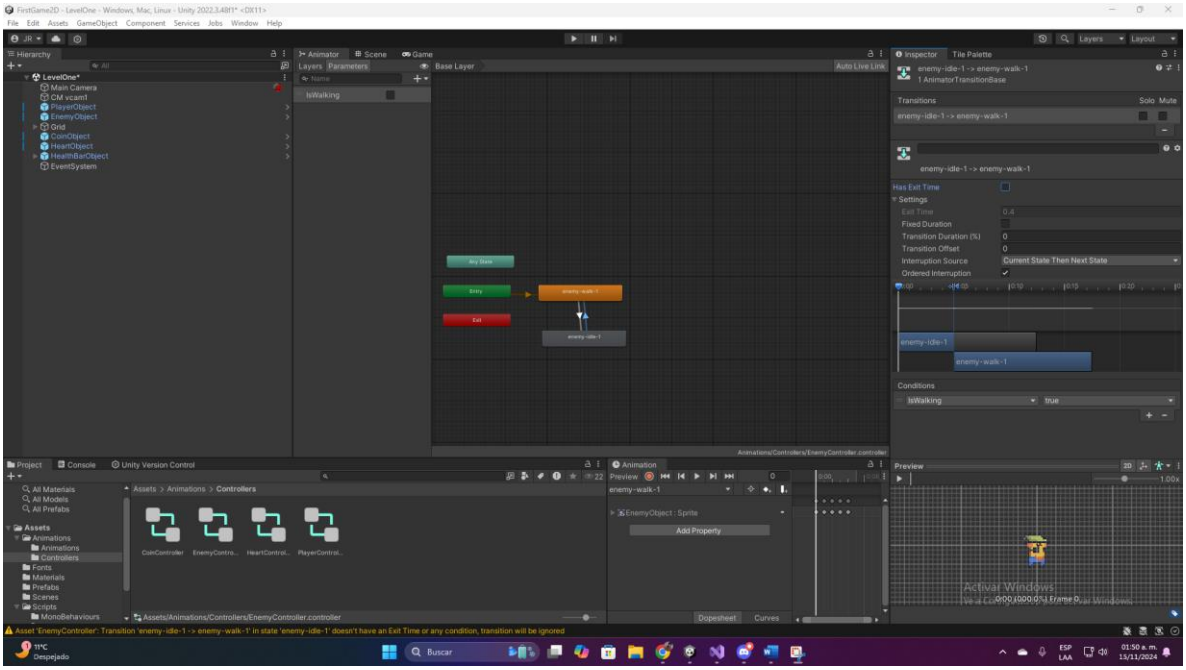
EnemyObject : Sprite
Add Property
Dopesheet
Curves
Activar Windows
Ve a Configuración para activar Windows.
Buscar
ESP
LAA
01:46 a. m.
13/11/2024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IsWalking
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enemy-walk-1
enemy-idle-1
Animations/Controllers/EnemyController.controller
Inspector
Tile Palette
enemy-idle-1 -> enemy-walk-1
1 AnimatorTransitionBase
Transitions
Solo Mute
enemy-idle-1 -> enemy-walk-1
Has Exit Time
Settings
Exit Time
Fixed Duration
Transition Duration (%)
Transition Offset
Interruption Source
Current State Then Next State
Ordered Interruption
Conditions
IsWalking
true
Preview
Project
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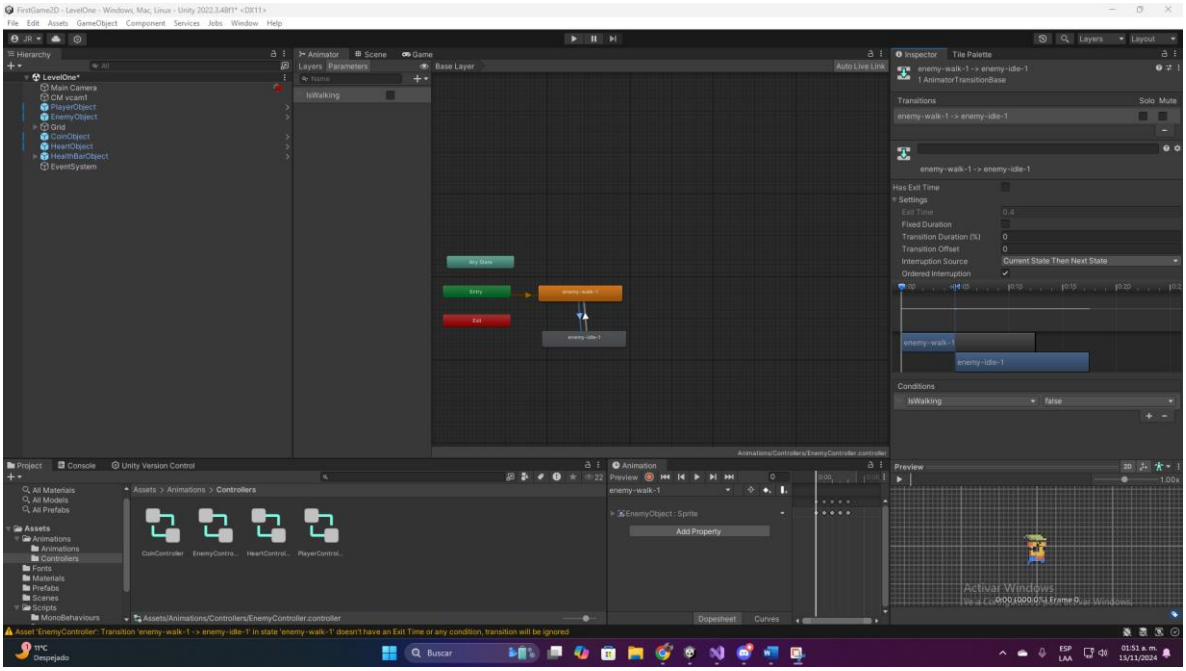
MonoBehaviours
Assets > Animations > Controllers
CoinController
EnemyControl...
HeartControl...
PlayerControl...
Assets/Animations/Controllers/EnemyController.controller
Animation
Preview
EnemyObject : Sprite
Add Property
Dopesheet
Curves
Asset 'EnemyController': Transition 'enemy-idle-1 -> enemy-walk-1' in state 'enemy-idle-1' doesn't have an Exit Time or any condition, transition will be ignored
Activar Windows
Buscar
ESP
LAA
01:50 a. m.
13/11/2024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HealthBarObject
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Base Layer
Auto Live Link
IsWalking
Any State
Entry
Exit
enemy-walk-1
enemy-idle-1
Inspector
Tile Palette
enemy-walk-1 -> enemy-idle-1
1 AnimatorTransitionBase
Transitions
Solo Mute
Has Exit Time
Settings
Exit Time 0.4
Fixed Duration
Transition Duration (%) 0
Transition Offset 0
Interruption Source Current State Then Next State
Ordered Interruption
Conditions
IsWalking false
Project
Console
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CoinController
EnemyContro...
HeartControl...
PlayerControl...
Animation
Preview
EnemyObject : Sprite
Add Property
Dopesheet
Curves
Preview
Activar Windows
Ve a Configuración para activar Windows.
Asset 'EnemyController': Transition 'enemy-walk-1 -> enemy-idle-1' in state 'enemy-walk-1' doesn't have an Exit Time or any condition, transition will be ignored
Buscar
ESP
LAA
01:51 a. m.
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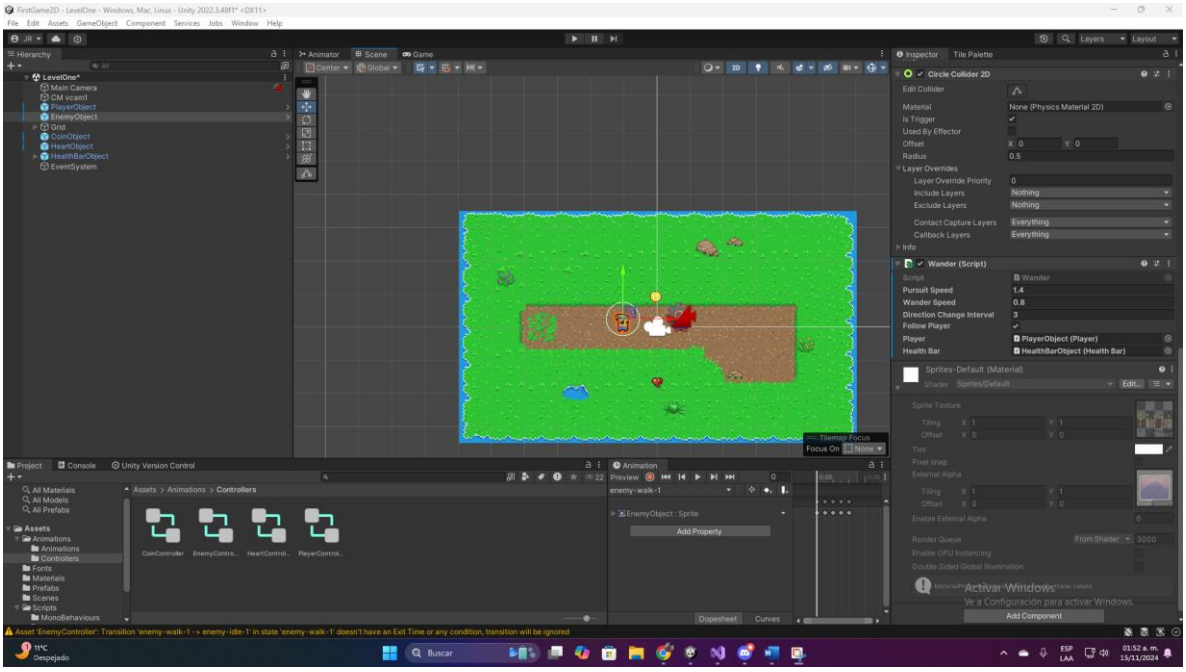
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Global
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Focus On None
Inspector
Tile Palette
Circle Collider 2D
Edit Collider
Material None (Physics Material 2D)
Is Trigger
Used By Effector
Offset X 0 Y 0
Radius 0.5
Layer Overrides
Layer Override Priority 0
Include Layers Nothing
Exclude Layers Nothing
Contact Capture Layers Everything
Callback Layers Everything
Info
Wander (Script)
Script Wander
Pursuit Speed 1.4
Wander Speed 0.8
Direction Change Interval 3
Follow Player
Player PlayerObject (Player)
Health Bar HealthBarObject (Health Bar)
Sprites-Default (Material)
Shader Sprites/Default
Edit...
Sprite Texture
Tiling X 1 Y 1
Offset X 0 Y 0
Tint
Pixel snap
External Alpha
Enable External Alpha
Render Queue From Shader 3000
Enable GPU Instancing
Double Sided Global Illumination
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CoinController
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HeartControl...
PlayerControl...
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enemy-walk-1
EnemyObject : Sprite
Add Property
Dopesheet
Curves
Activar Windows
Ve a Configuración para activar Windows.
Asset 'EnemyController': Transition 'enemy-walk-1 -> enemy-idle-1' in state 'enemy-walk-1' doesn't have an Exit Time or any condition, transition will be ignored
Buscar
ESP
LAA
01:52 a. m.
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