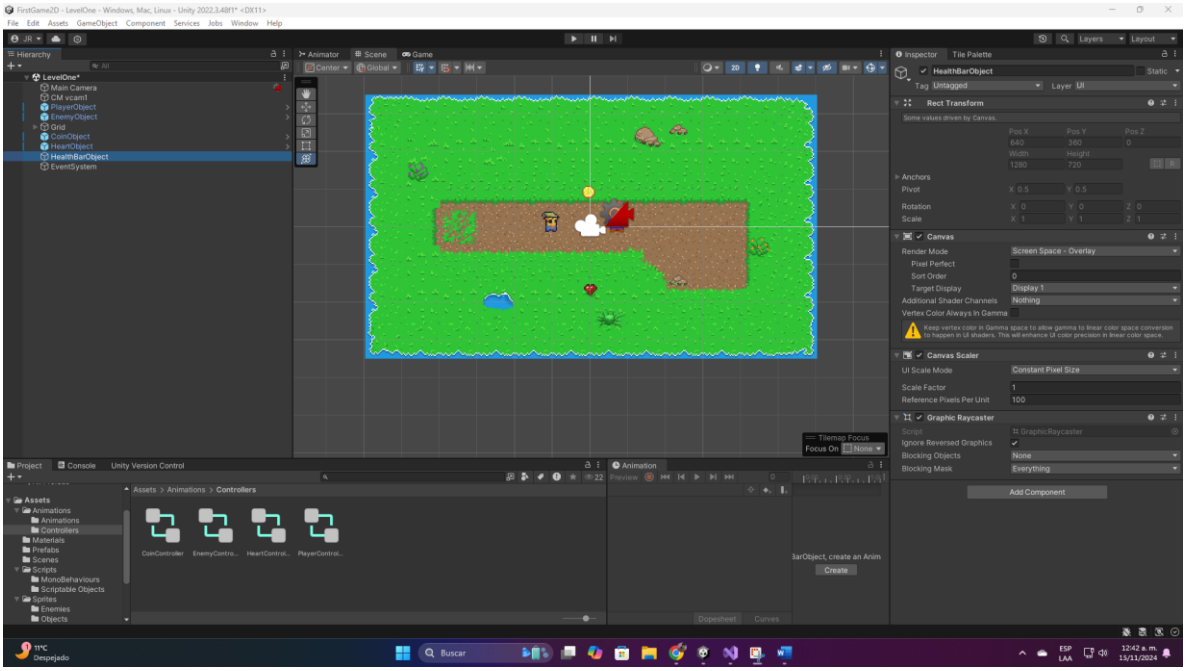
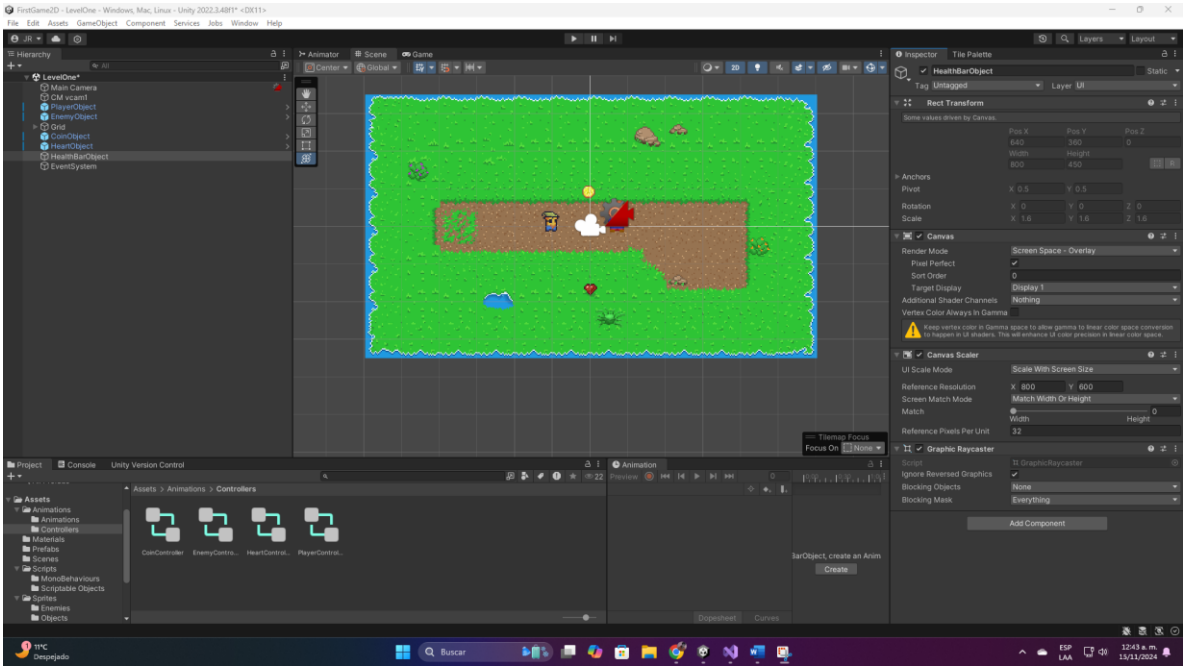
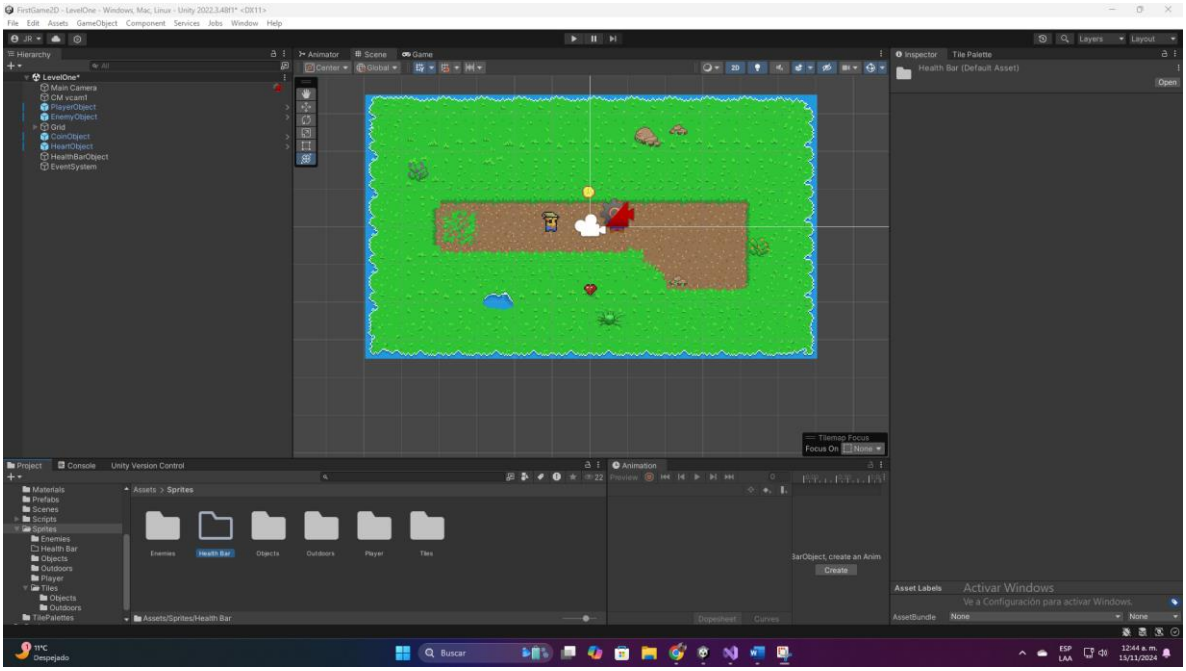
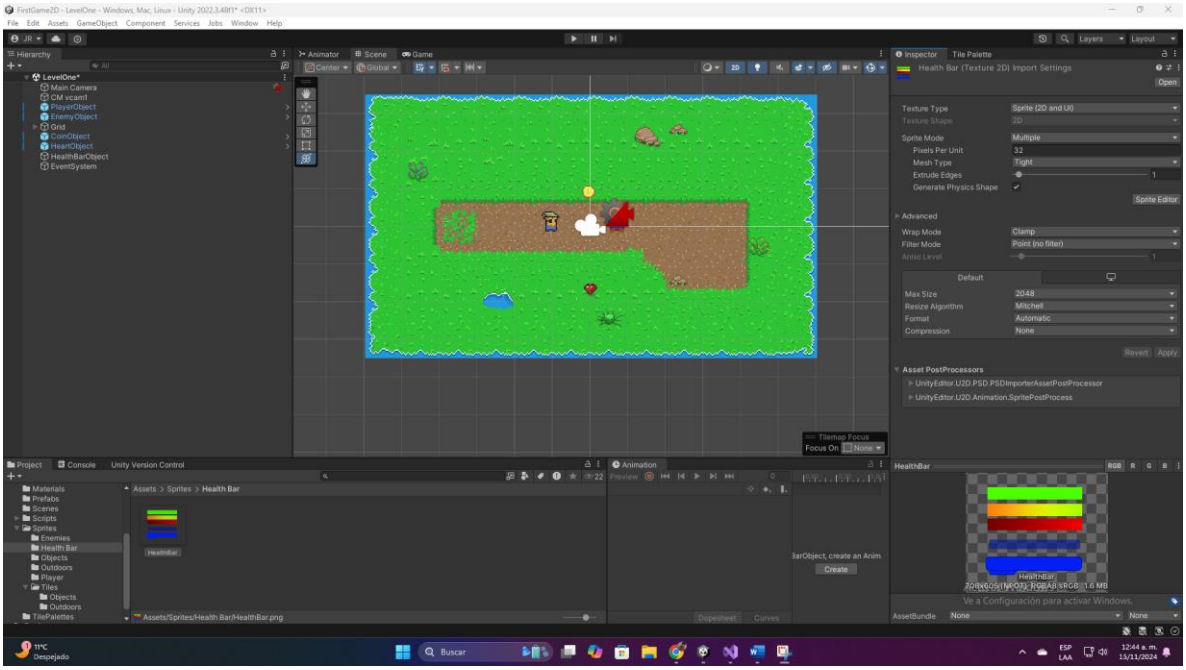
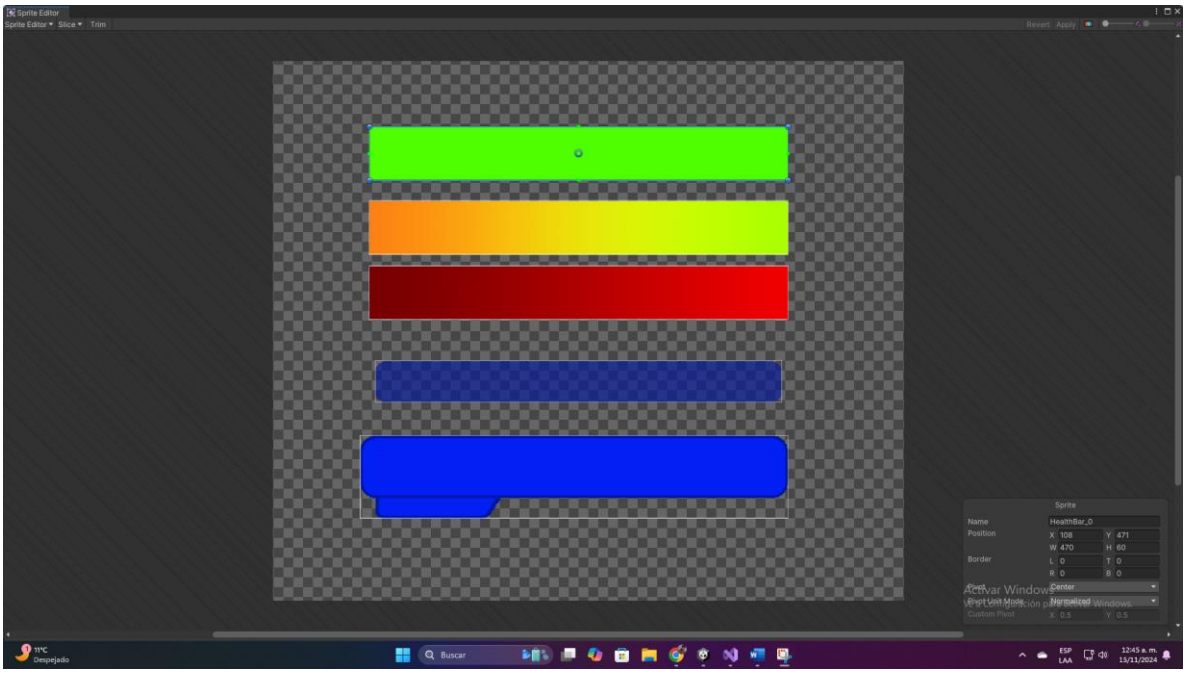
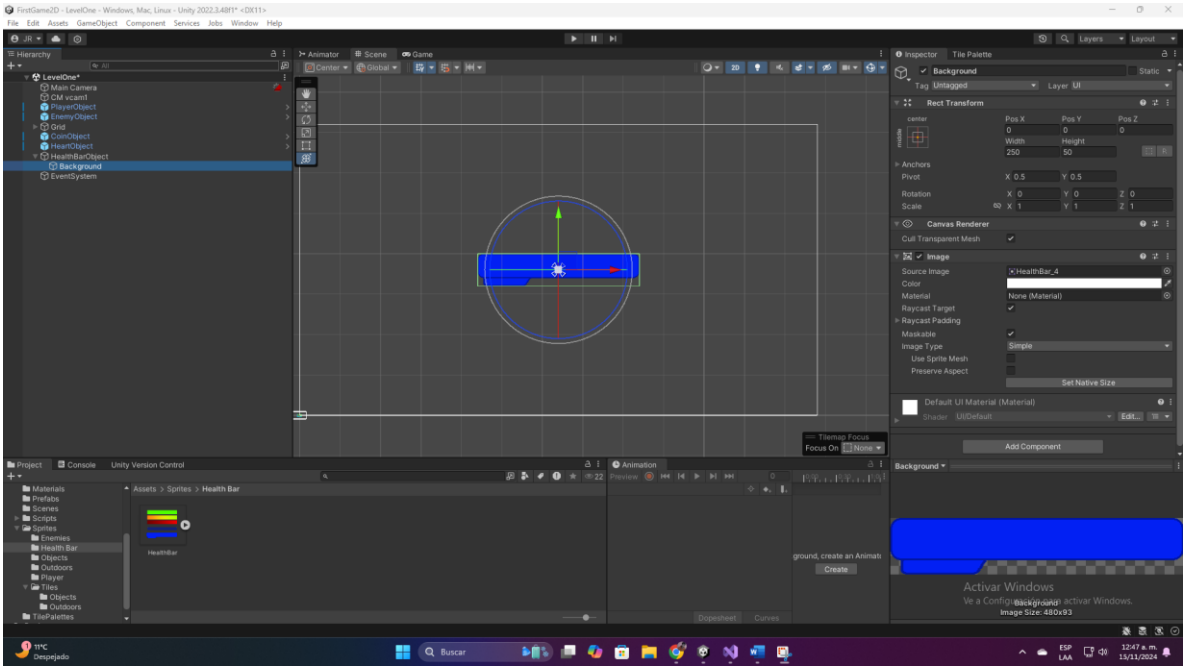


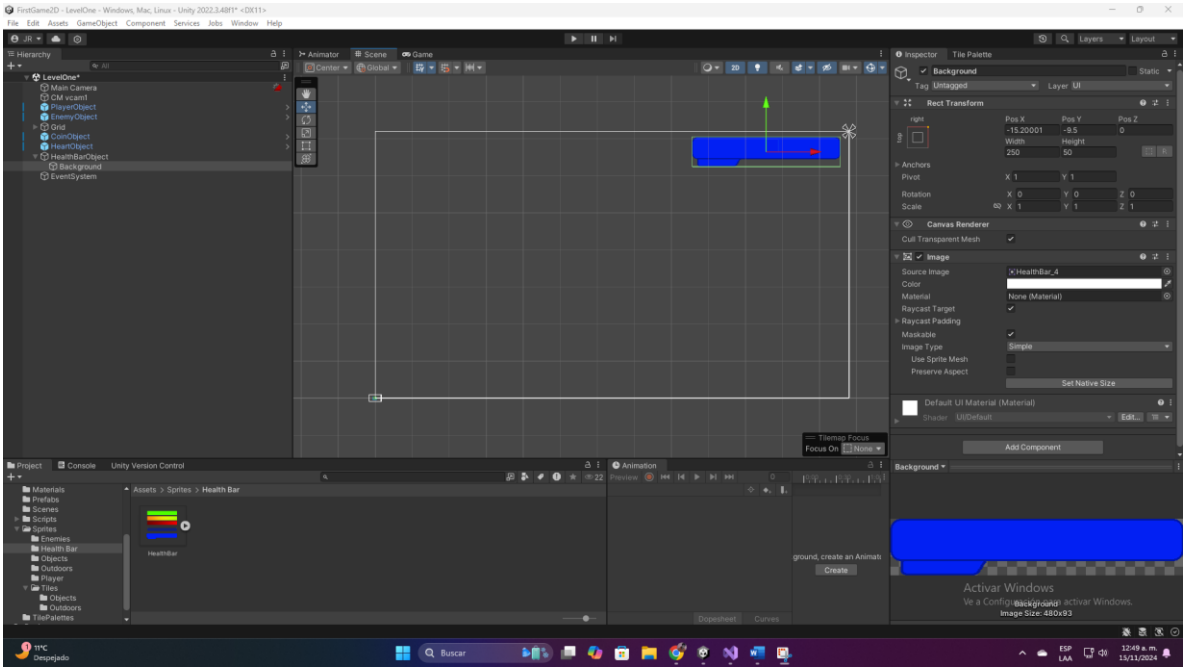


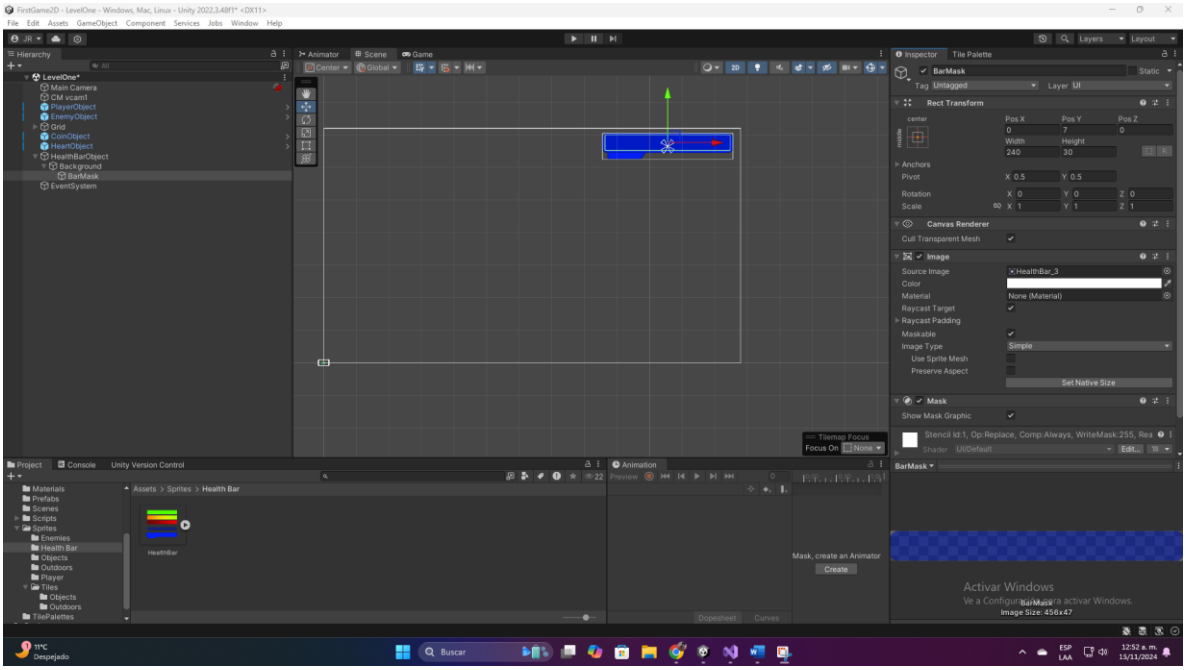


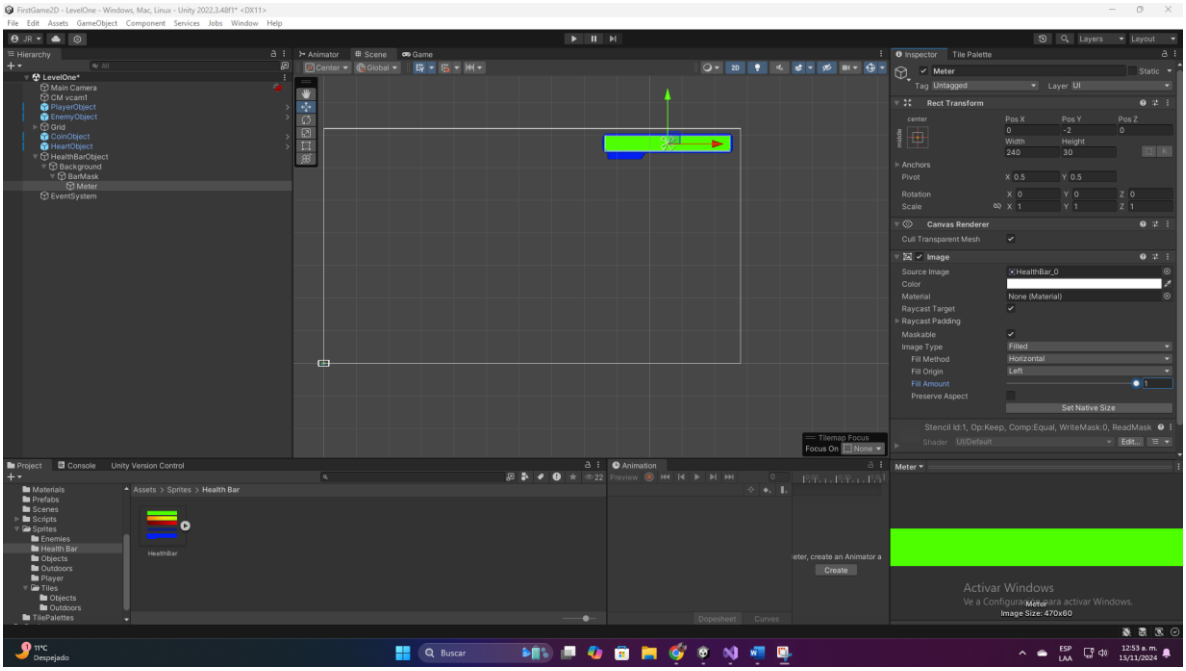


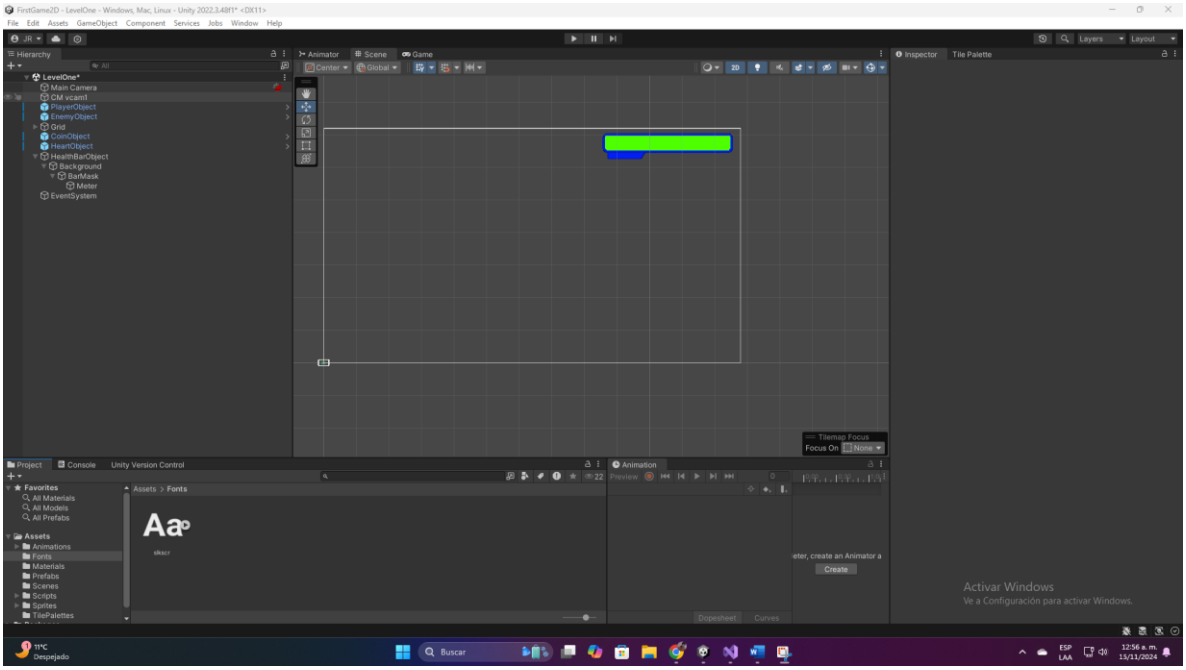

Sprite Editor
Sprite Editor
Slice
Trim
Revert
Apply
Sprite
Name
HealthBar_0
Position
X 108
Y 471
W 470
H 60
Border
L 0
T 0
R 0
B 0
Pivot
Center
Pivot Unit Mode
Normalized
Custom Pivot
X 0.5
Y 0.5
Activar Windows
Buscar
Despejado
ESP
LAA
12:45 a. m.
13/11/2024

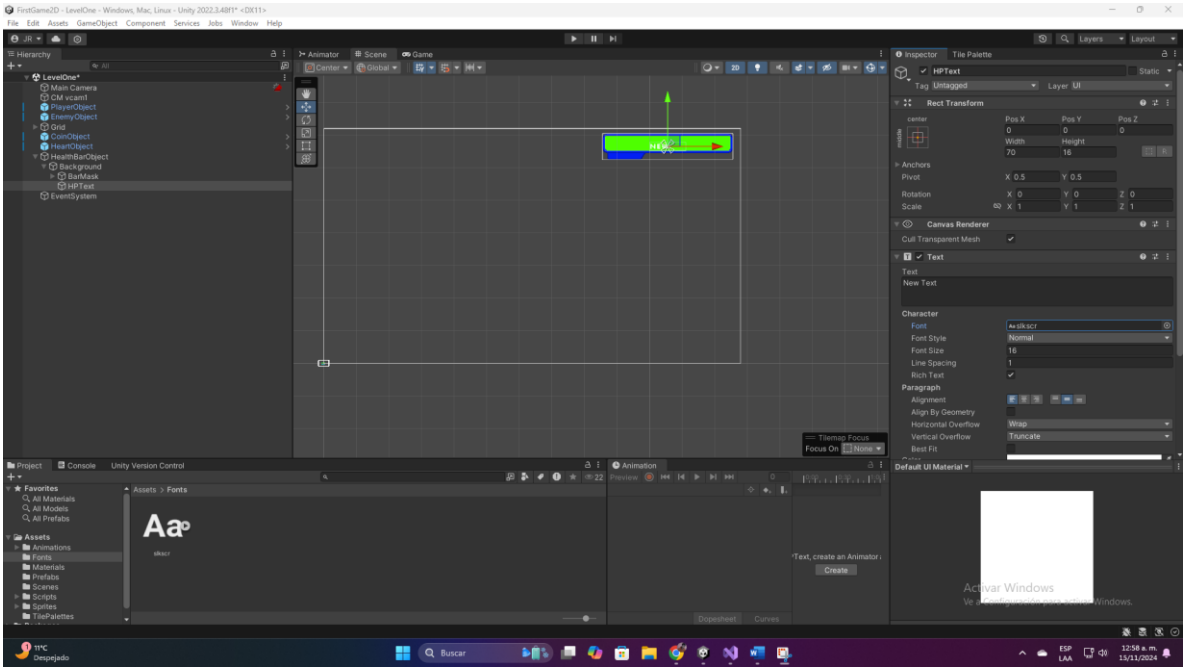

FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.48f1* <DX11>
File
Edit
Assets
GameObject
Component
Services
Jobs
Window
Help
Hierarchy
LevelOne*
Main Camera
CM vcam1
PlayerObject
EnemyObject
Grid
CoinObject
HeartObject
HealthBarObject
Background
EventSystem
Animator
Scene
Game
Inspector
Tile Palette
Background
Tag
Untagged
Layer
UI
Rect Transform
Pos X
Pos Y
Pos Z
Width
Height
Anchors
Pivot
Rotation
Scale
Canvas Renderer
Cull Transparent Mesh
Image
Source Image
HealthBar_4
Color
Material
None (Material)
Raycast Target
Raycast Padding
Maskable
Image Type
Simple
Use Sprite Mesh
Preserve Aspect
Set Native Size
Default UI Material (Material)
Shader
UI/Default
Add Component
Project
Console
Unity Version Control
Assets > Sprites > Health Bar
Materials
Prefabs
Scenes
Scripts
Sprites
Enemies
Health Bar
Objects
Outdoors
Player
Tiles
Objects
Outdoors
TilePalettes
HealthBar
Animation
Create
Dopesheet
Curves
Tilemap Focus
Focus On
None
Activar Windows
Background
Image Size: 480x93
Buscar
Despejado
ESP
LAA
12:47 a. m.
13/11/2024

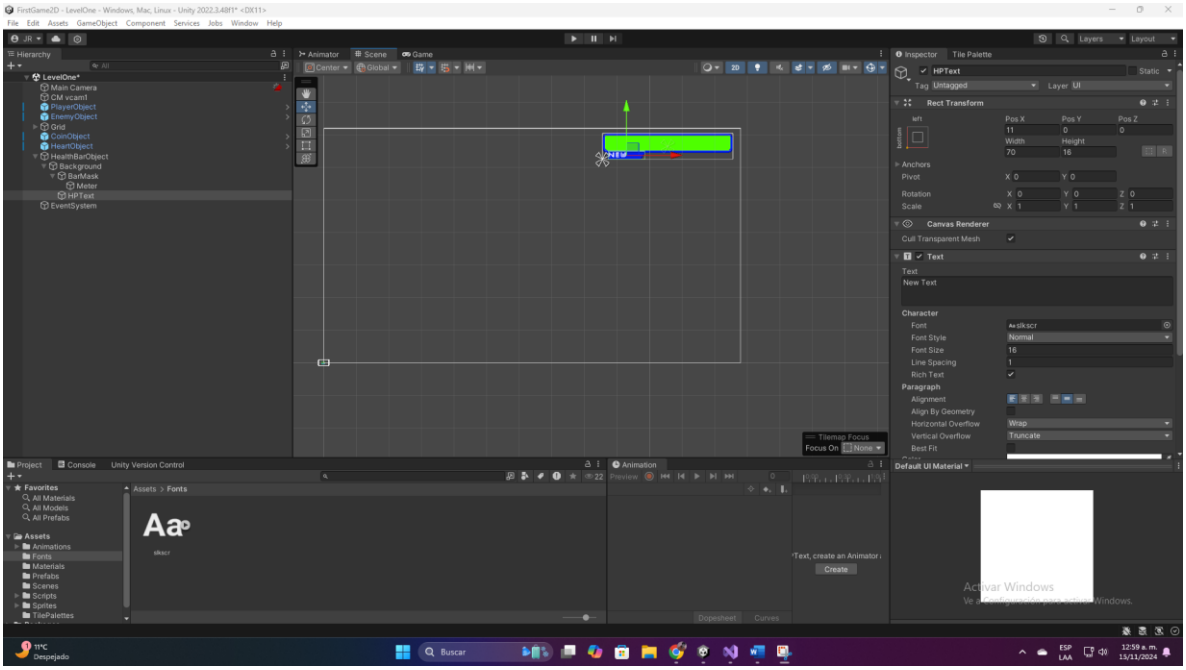

Background
Image Size: 480x93

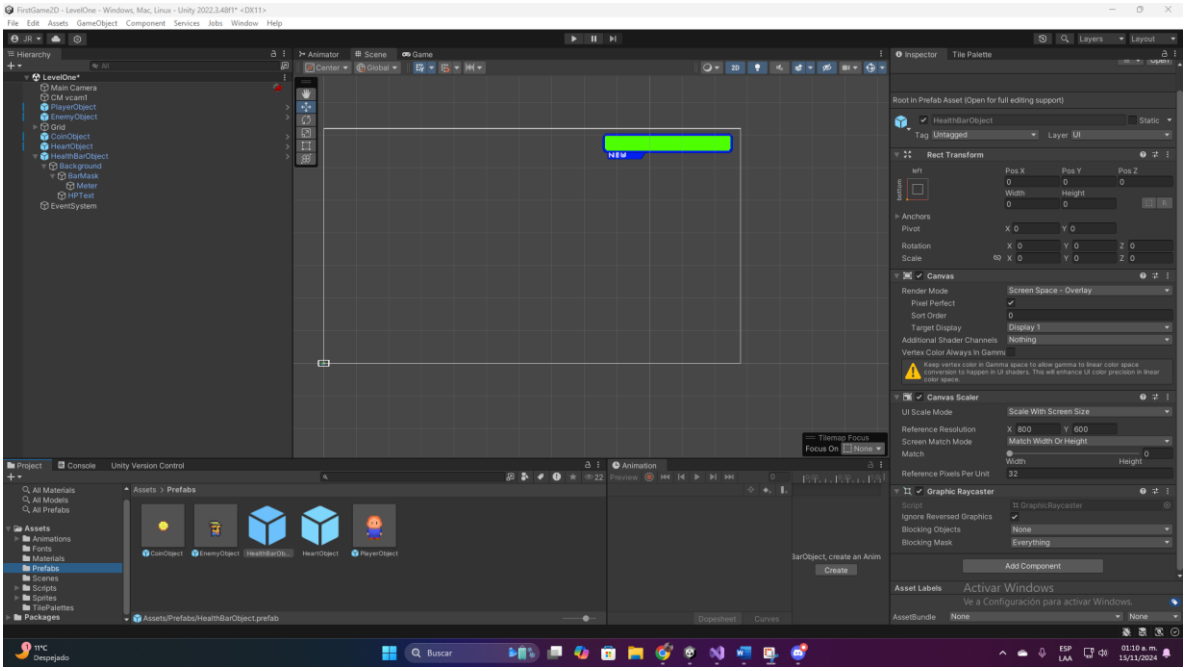

BarMask
Image Size: 456x47

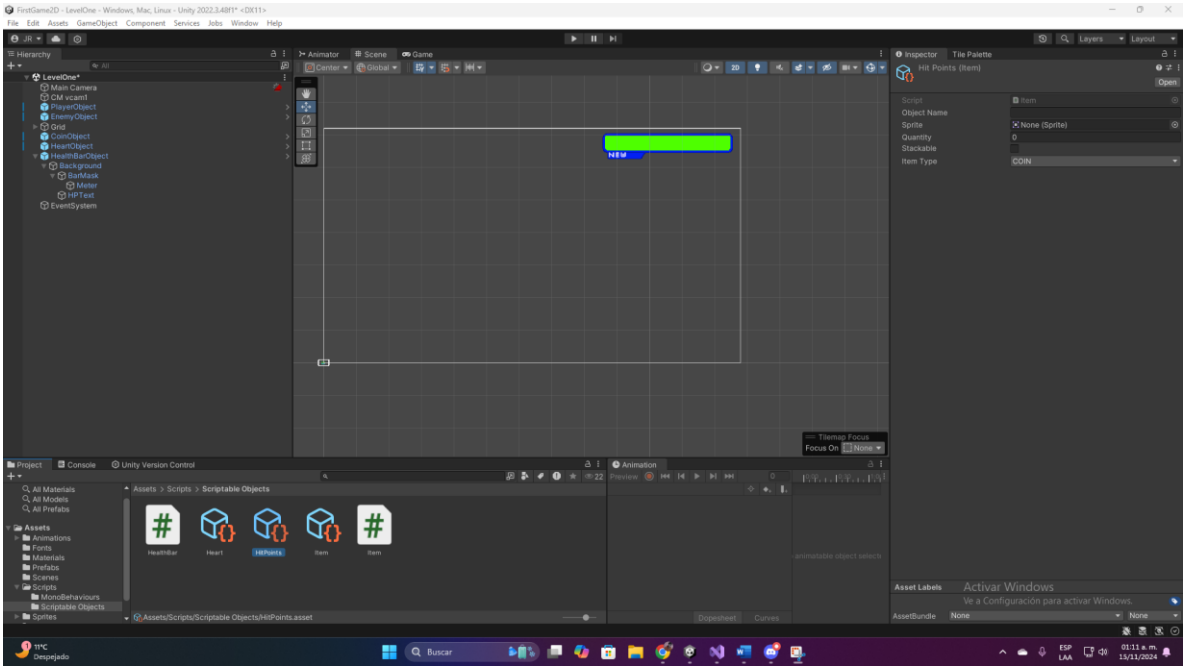


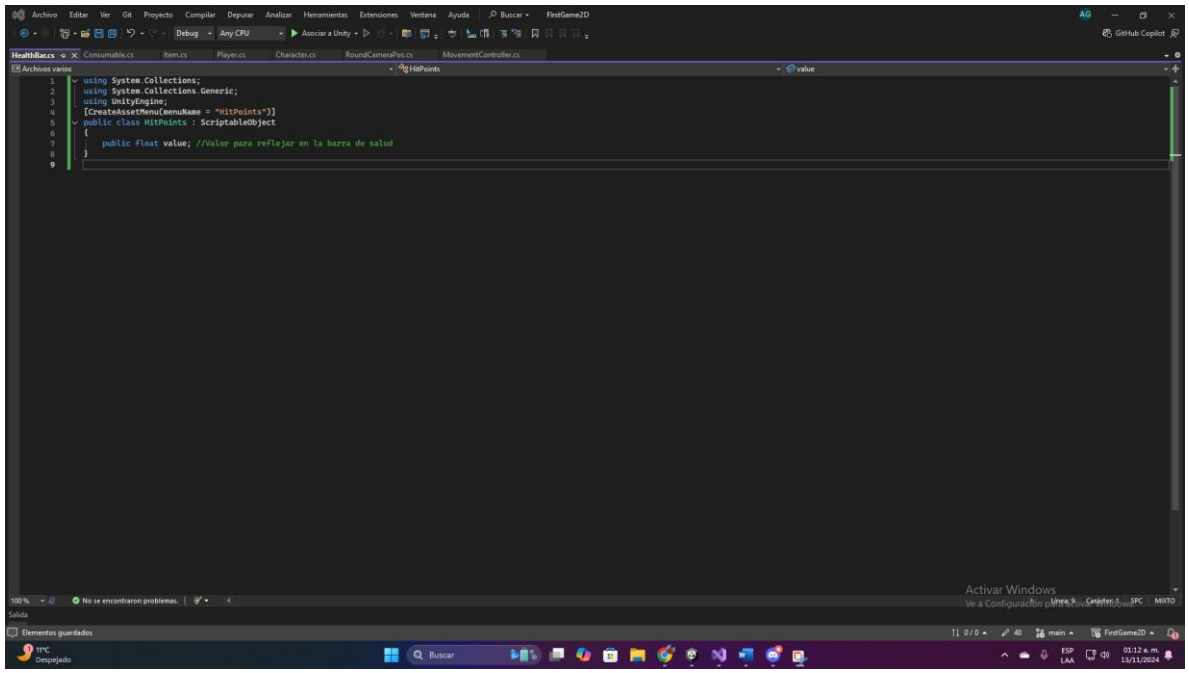


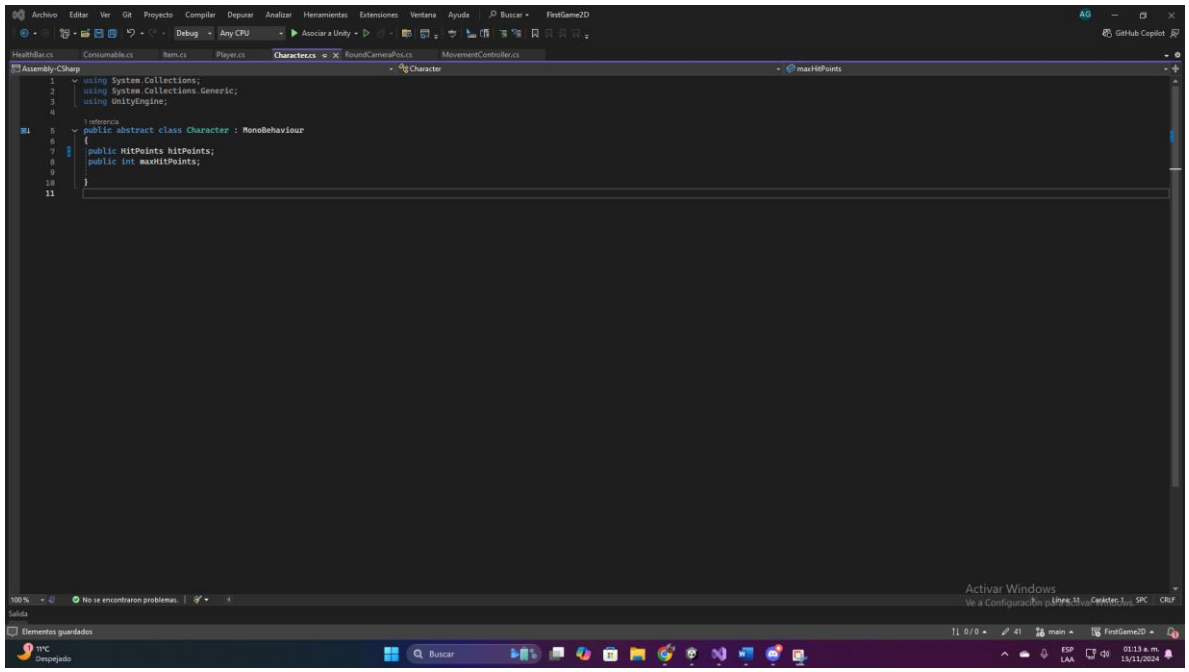


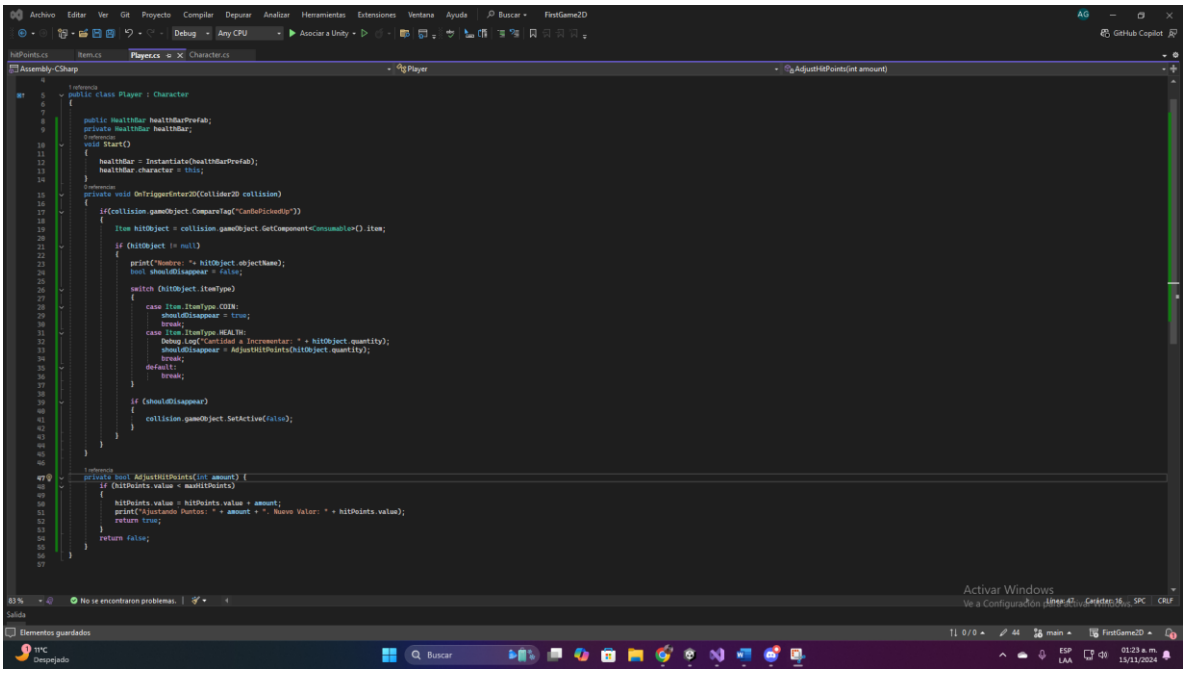







HealthBar.cs
Consumable.cs
Item.cs
Player.cs
Character.cs
RoundCameraPos.cs
MovementController.cs
HitPoints
value
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
[CreateAssetMenu(menuName = "HitPoints")]
public class HitPoints : ScriptableObject
{
public float value; //Valor para reflejar en la barra de salud
}
No se encontraron problemas.
Activar Windows


HealthBar.cs
Consumable.cs
Item.cs
Player.cs
Character.cs
RoundCameraPos.cs
MovementController.cs
Assembly-CSharp
Character
maxHitPoints
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
1 referencia
public abstract class Character : MonoBehaviour
{
public HitPoints hitPoints;
public int maxHitPoints;
}
No se encontraron problemas.
Activar Windows



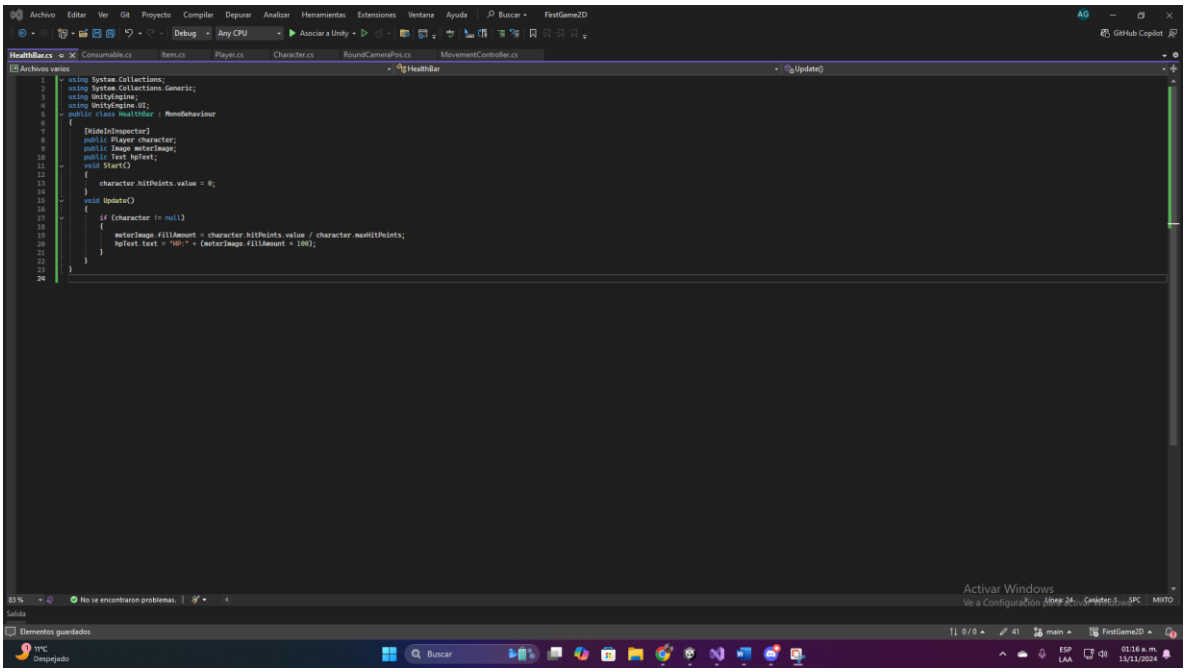
```
public class Player : Character
{

    public HealthBar healthBarPrefab;
    private HealthBar healthBar;
    void Start()
    {
        healthBar = Instantiate(healthBarPrefab);
        healthBar.character = this;
    }
    private void OnTriggerEnter2D(Collider2D collision)
    {
        if(collision.gameObject.CompareTag("CanBePickedUp"))
        {
            Item hitObject = collision.gameObject.GetComponent<Consumable>().item;

            if (hitObject != null)
            {
                print("Nombre: "+ hitObject.objectName);
                bool shouldDisappear = false;

                switch (hitObject.itemType)
                {
                    case Item.ItemType.COIN:
                        shouldDisappear = true;
                        break;
                    case Item.ItemType.HEALTH:
                        Debug.Log("Cantidad a Incrementar: " + hitObject.quantity);
                        shouldDisappear = AdjustHitPoints(hitObject.quantity);
                        break;
                    default:
                        break;
                }

                if (shouldDisappear)
                {
                    collision.gameObject.SetActive(false);
                }
            }
        }
    }
    private bool AdjustHitPoints(int amount) {
        if (hitPoints.value < maxHitPoints)
        {
            hitPoints.value = hitPoints.value + amount;
            print("Ajustando Puntos: " + amount + ". Nuevo Valor: " + hitPoints.value);
            return true;
        }
        return false;
    }
}
```



```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using UnityEngine.UI;
public class HealthBar : MonoBehaviour
{
    [HideInInspector]
    public Player character;
    public Image meterImage;
    public Text hpText;
    void Start()
    {
        character.hitPoints.value = 0;
    }
    void Update()
    {
        if (character != null)
        {
            meterImage.fillAmount = character.hitPoints.value / character.maxHitPoints;
            hpText.text = "HP:" + (meterImage.fillAmount * 100);
        }
    }
}
```