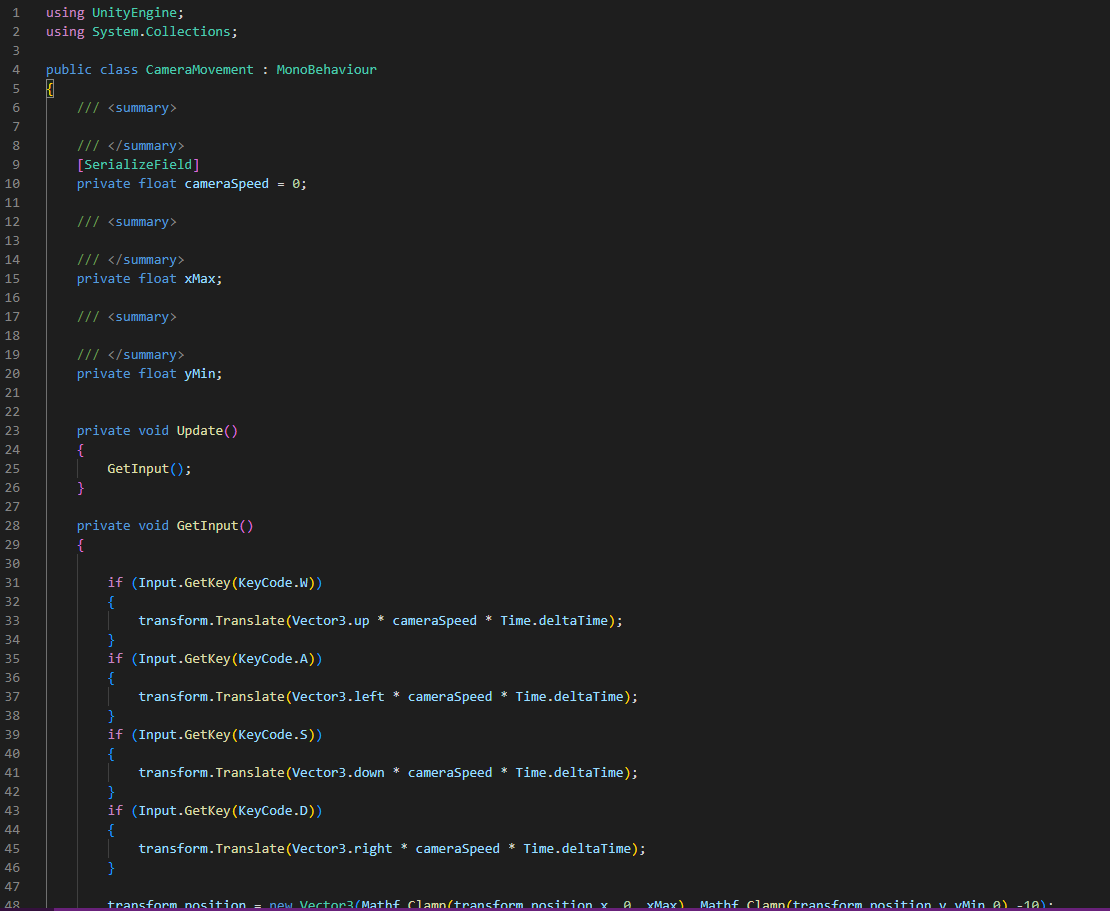
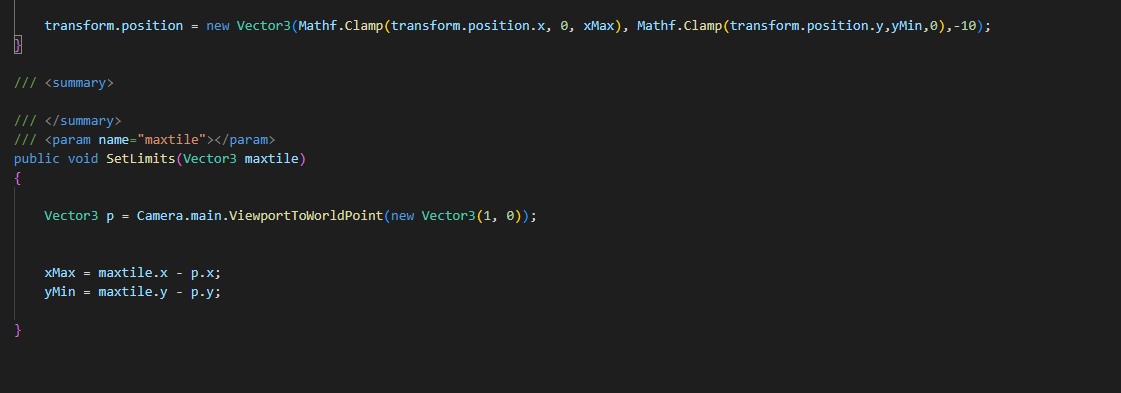
CAPÍTULO III: DESARROLLO

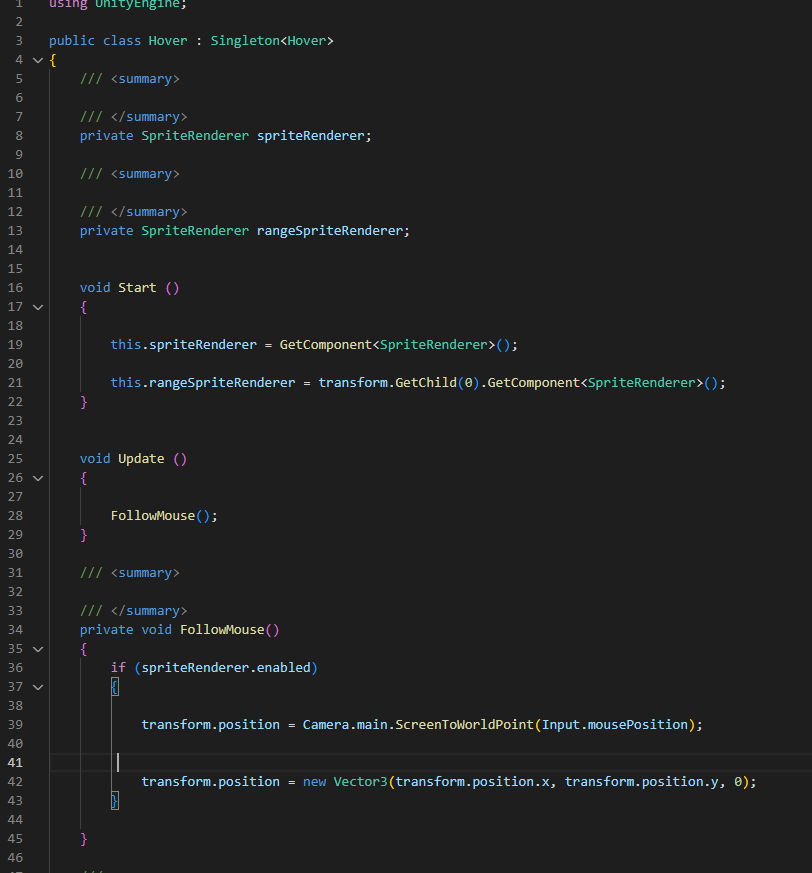
3.1 Capturas de la Aplicación (Documentación completa del desarrollo, Scripts, Sprites, Prefabs e imágenes)

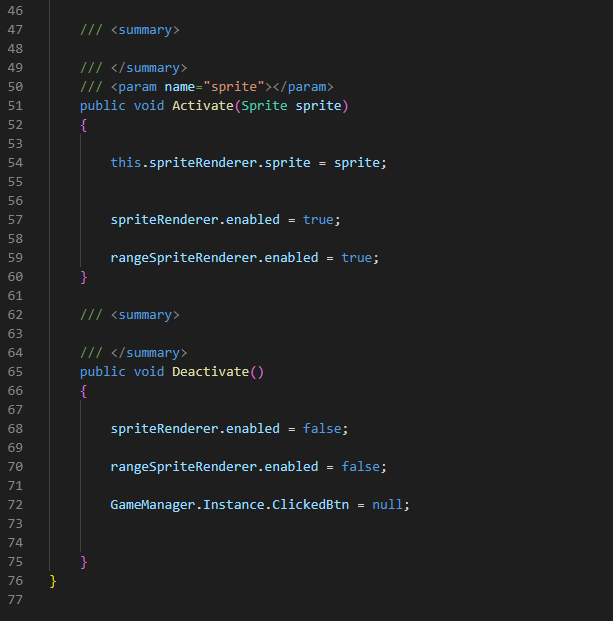
Script Camera Movement



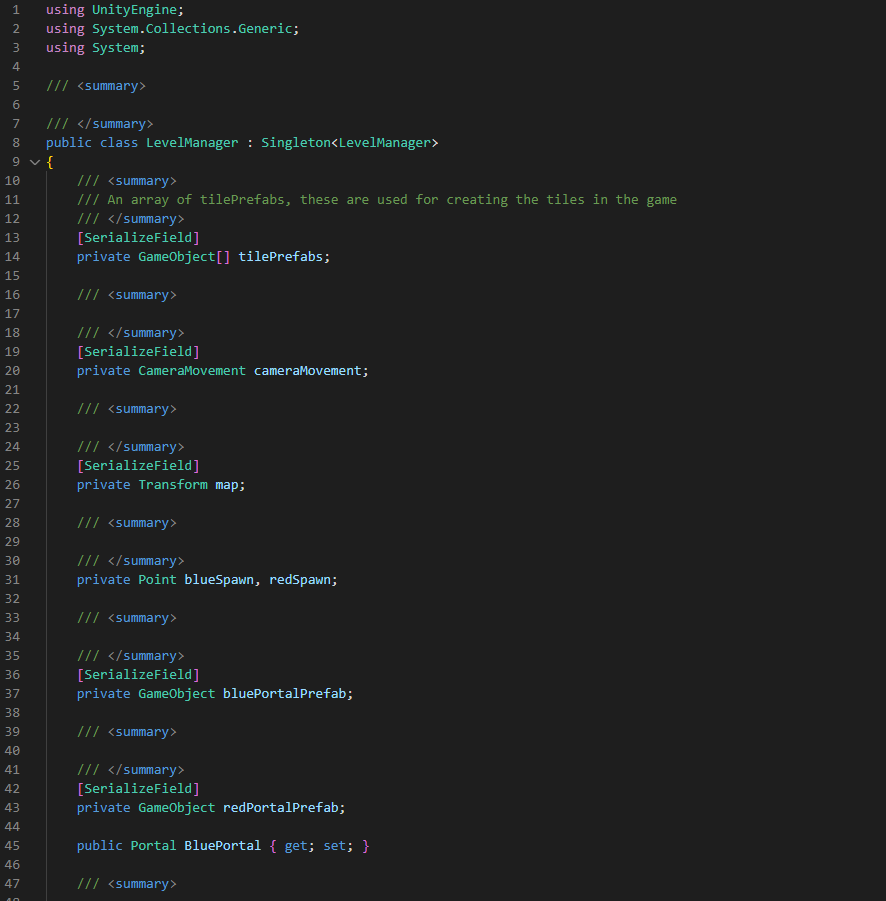


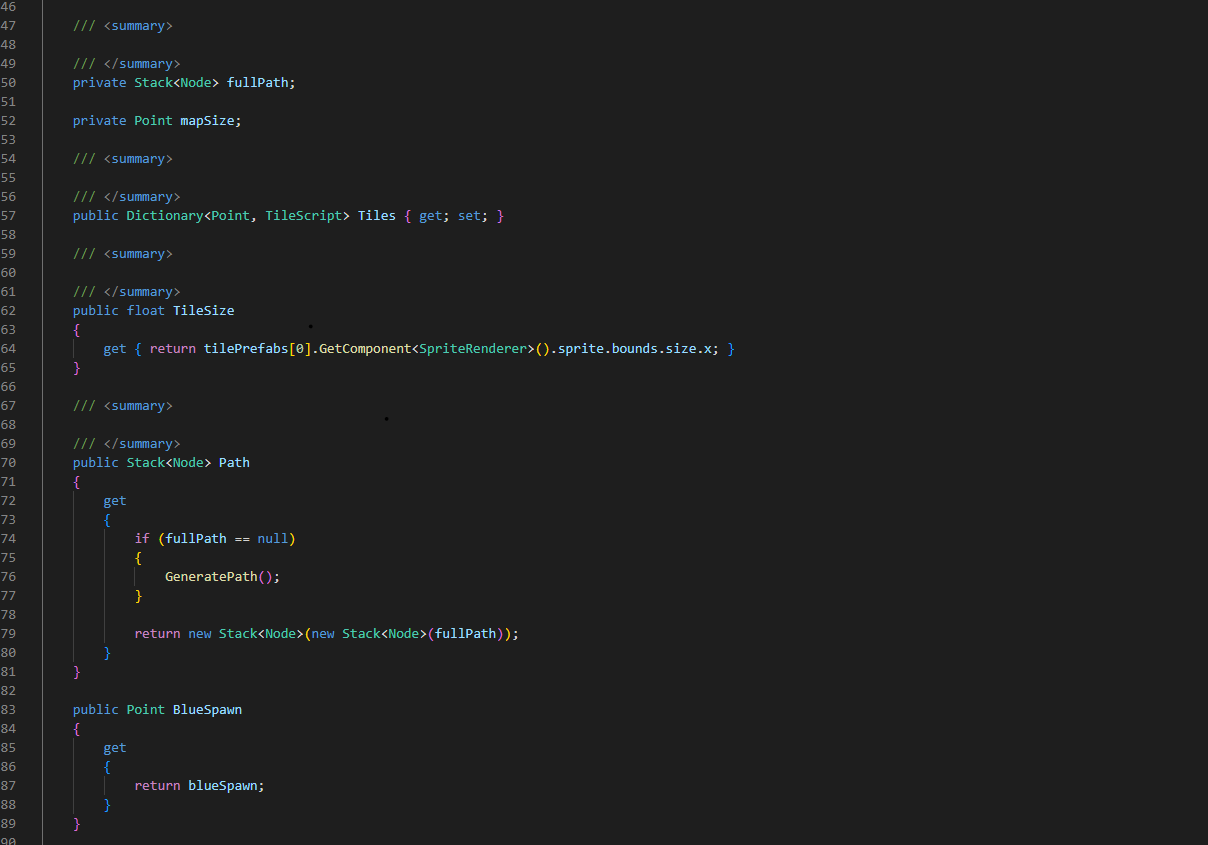
Script #2

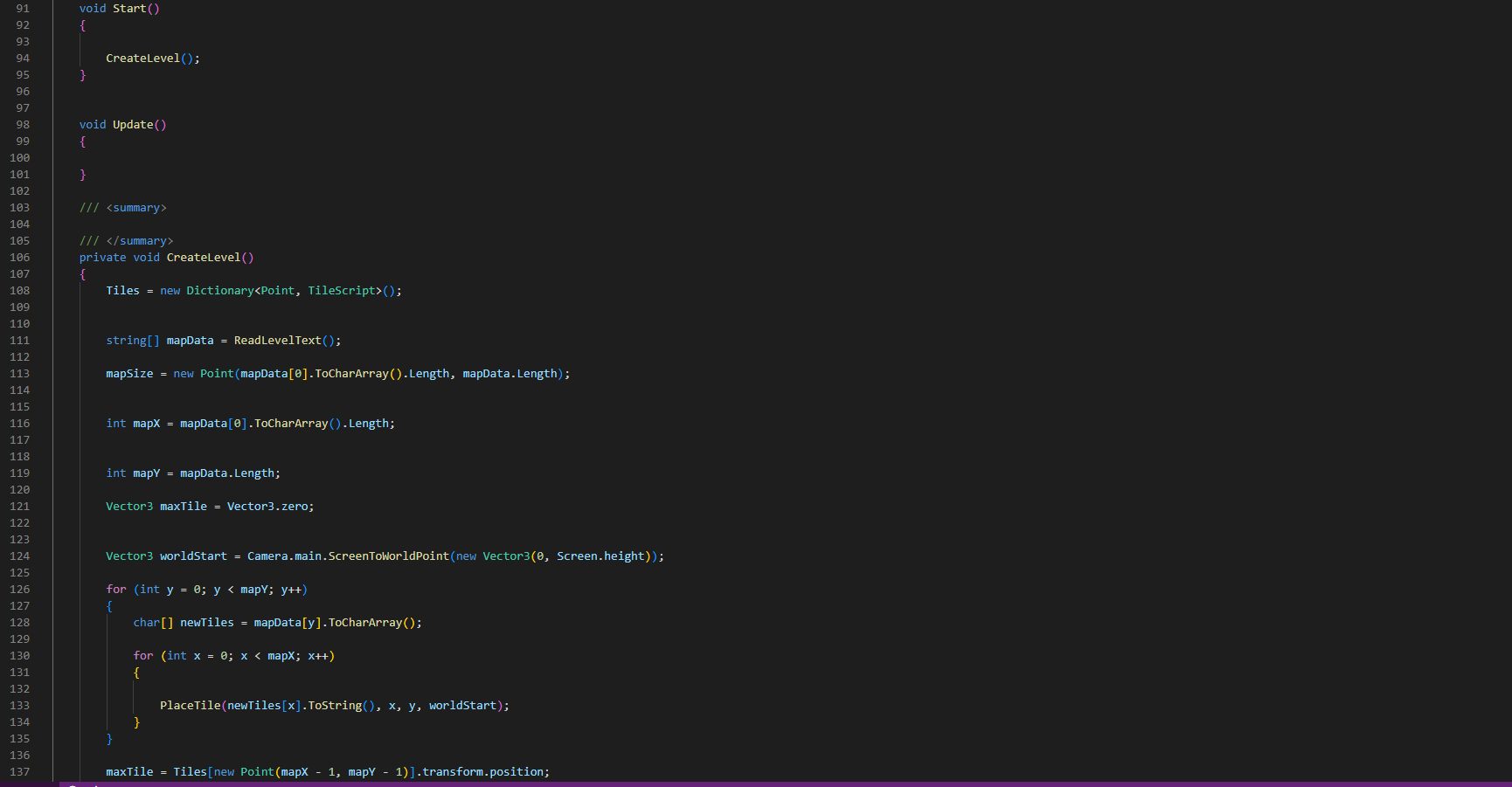


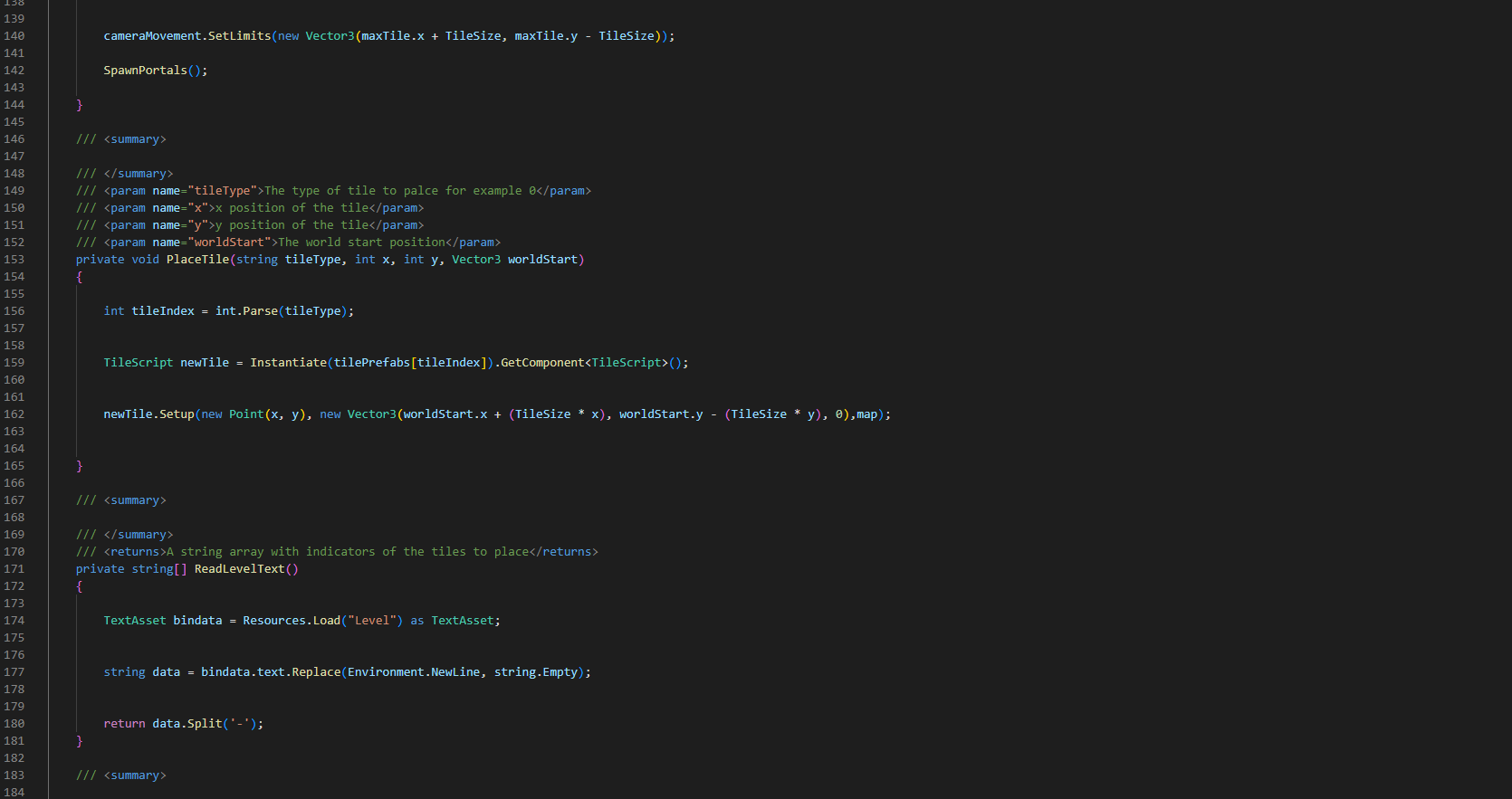


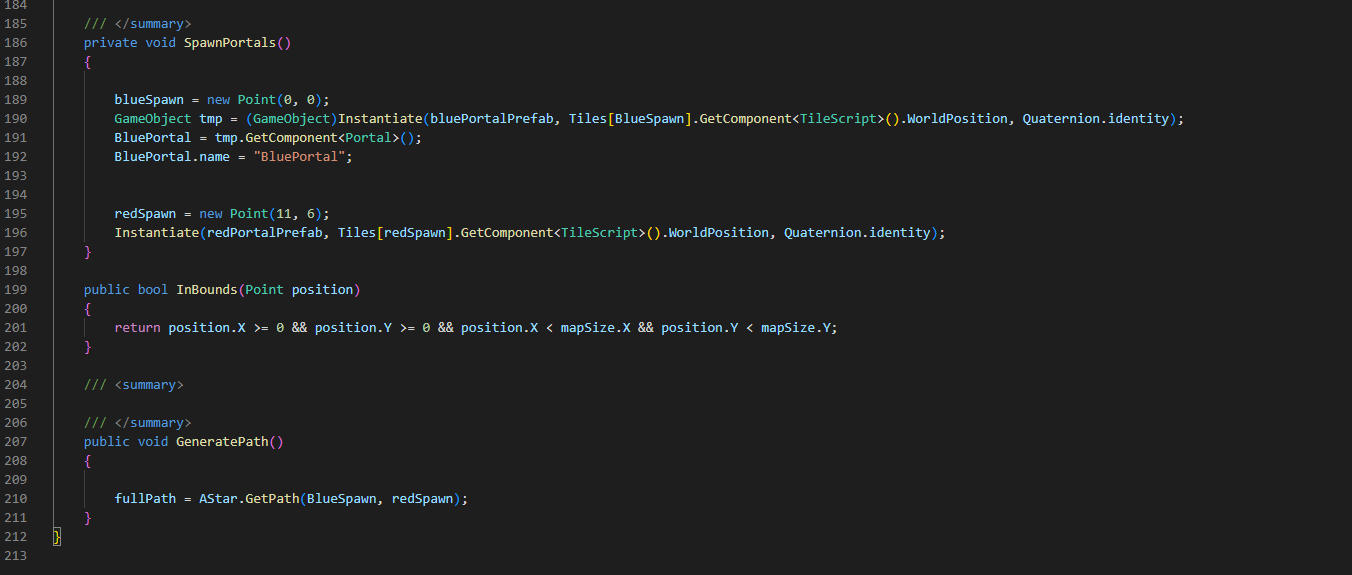
Script Level Manager



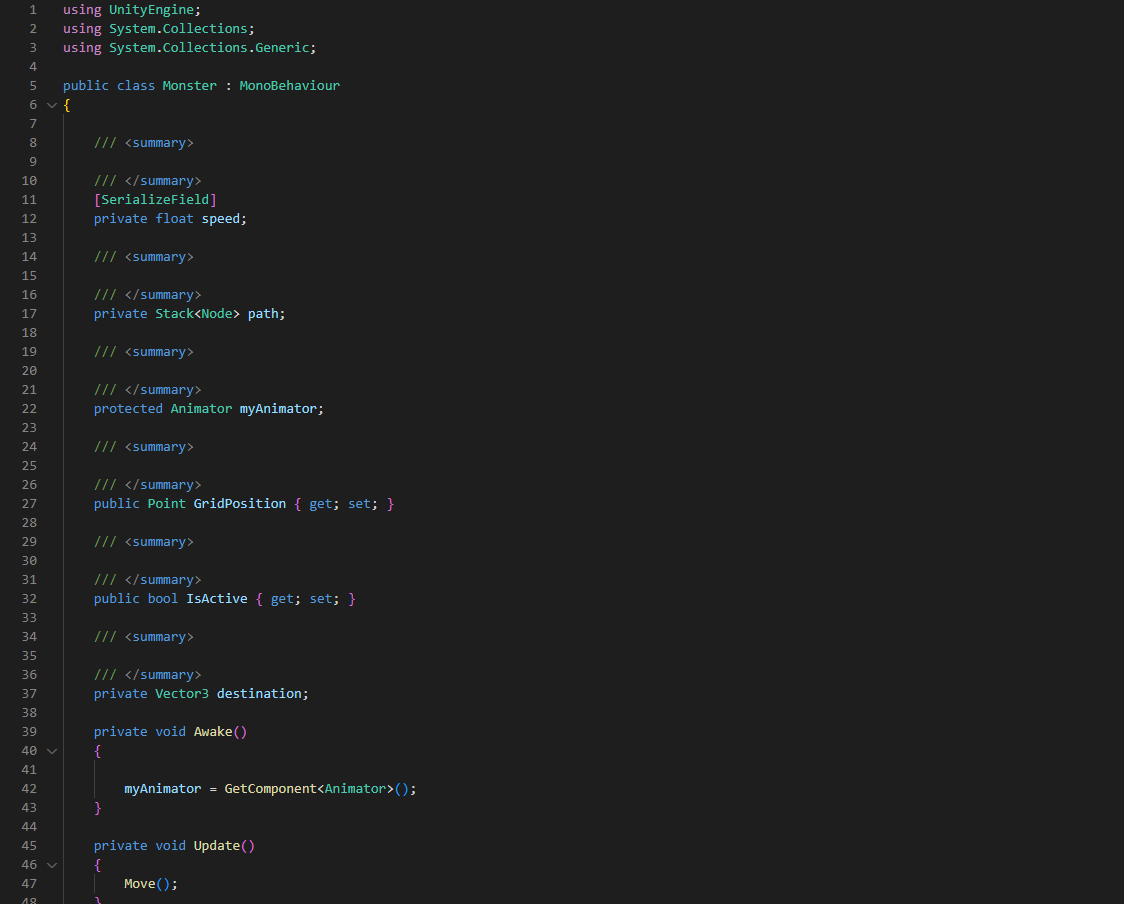


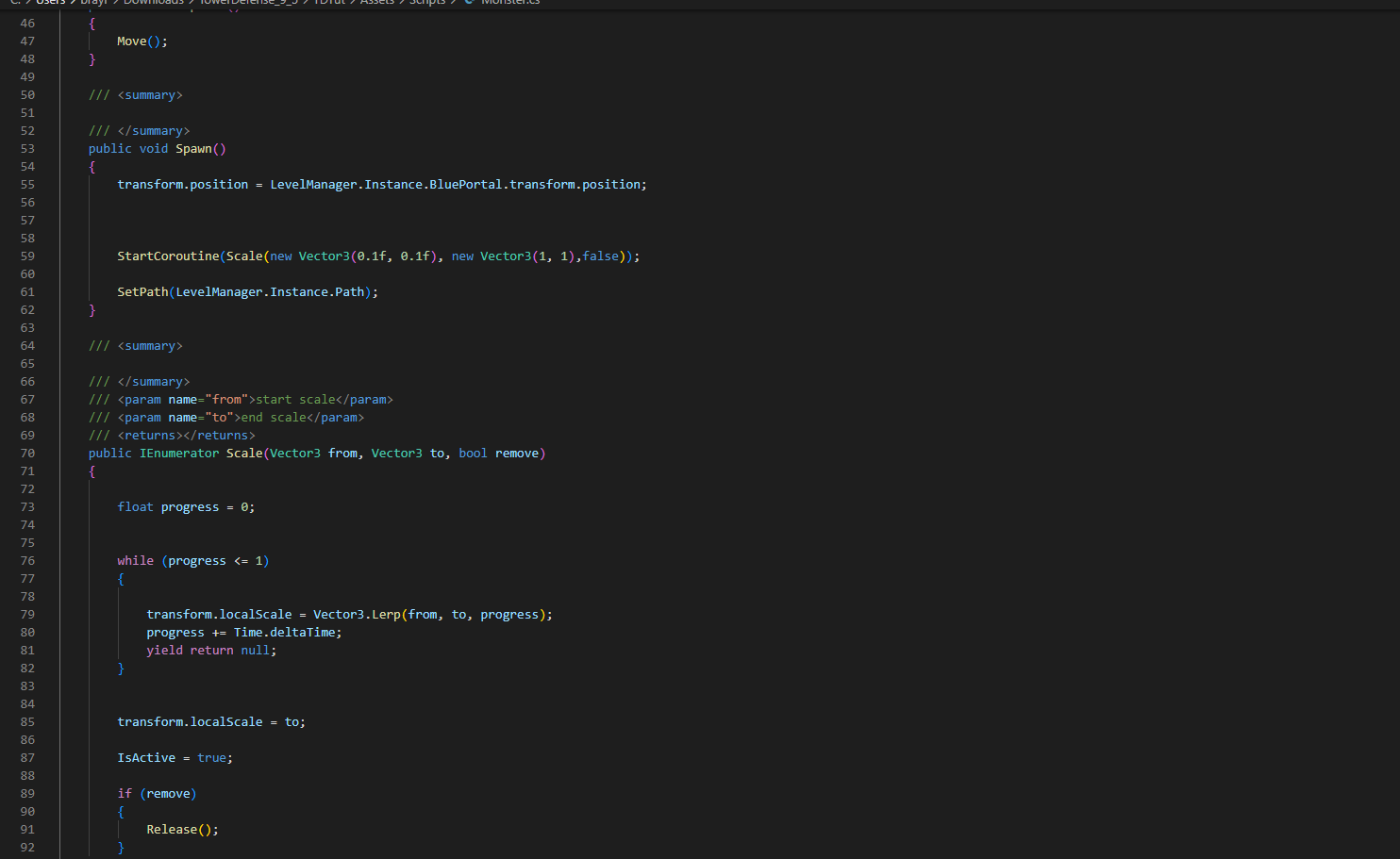


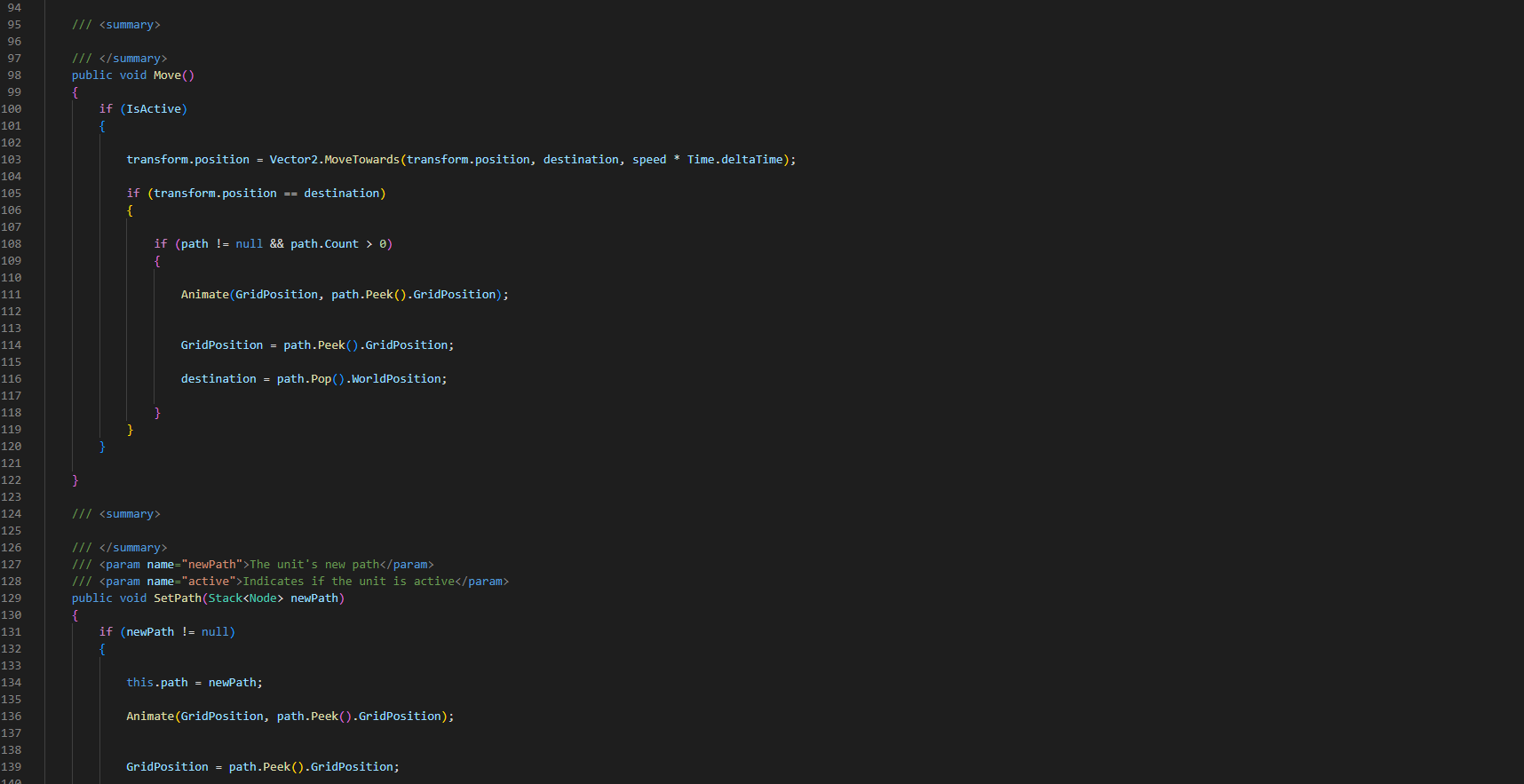


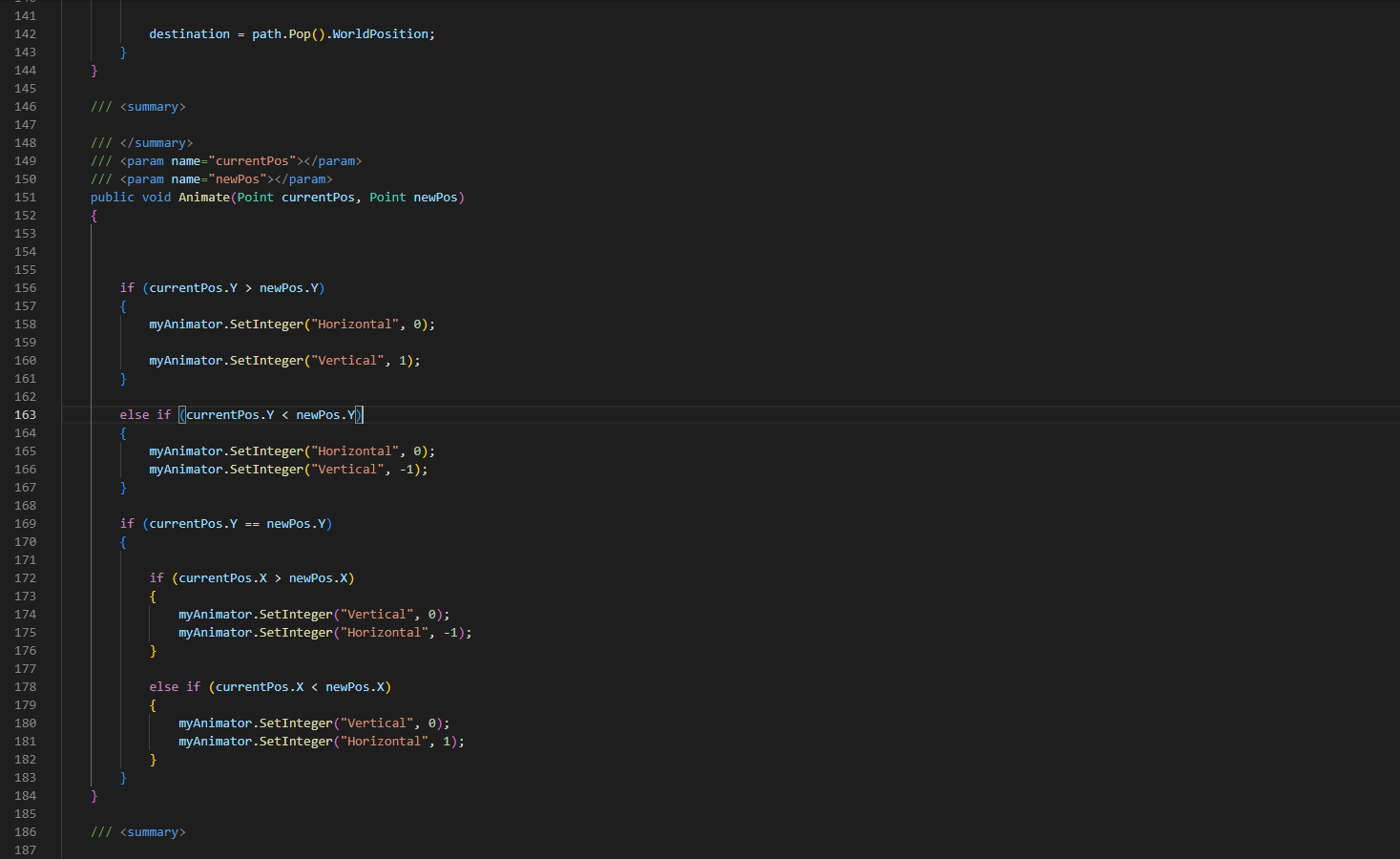


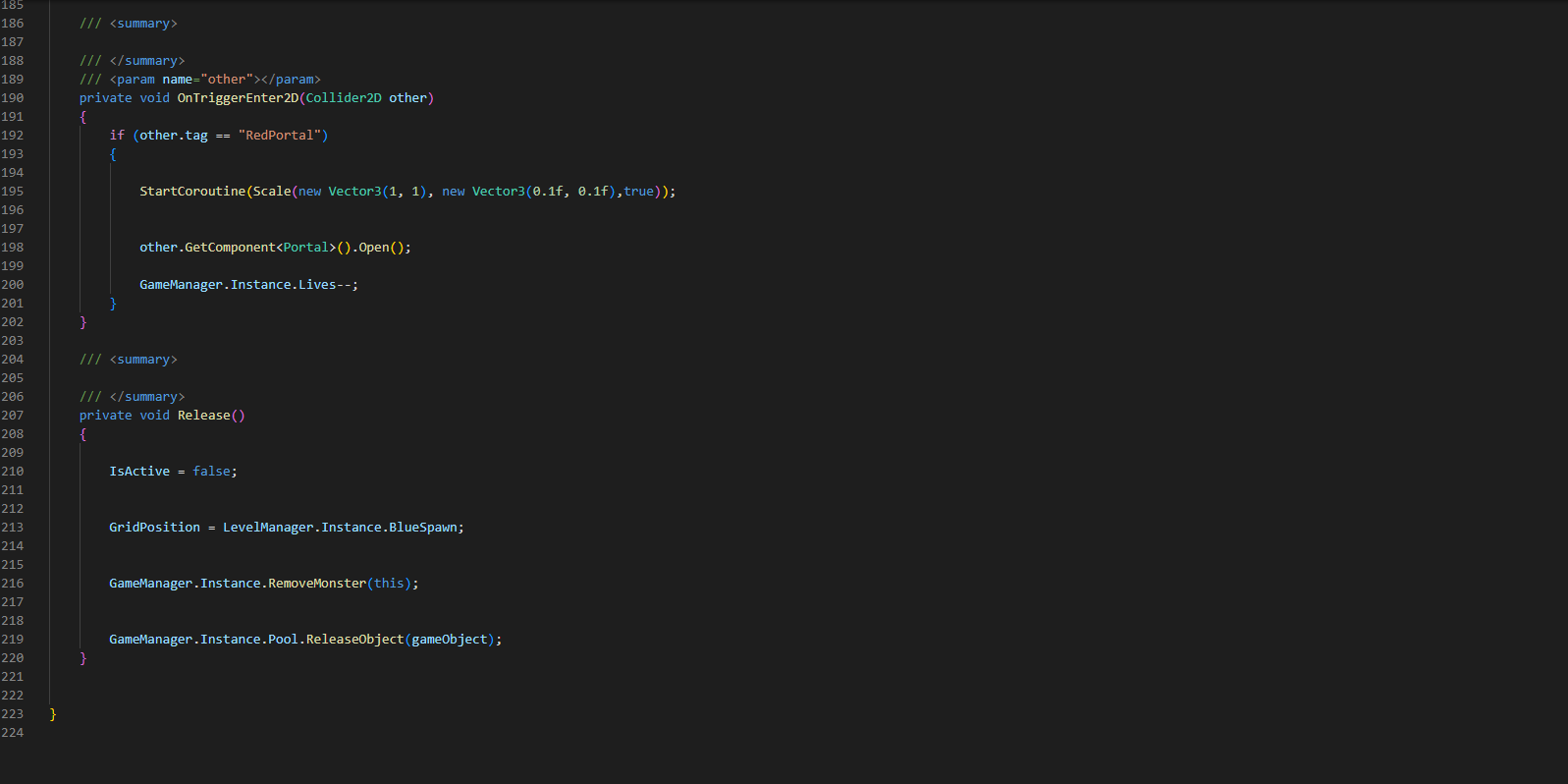
Script Monster



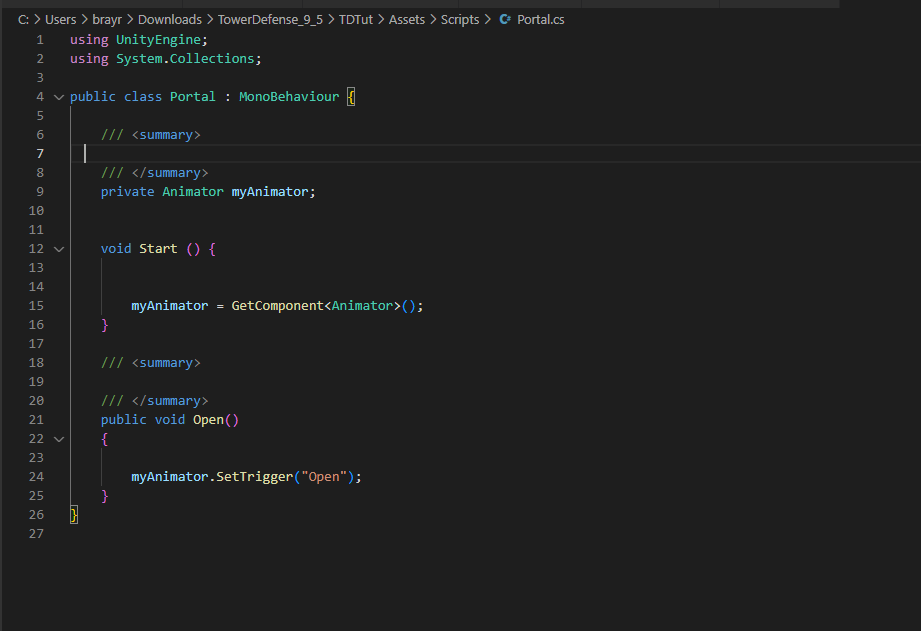




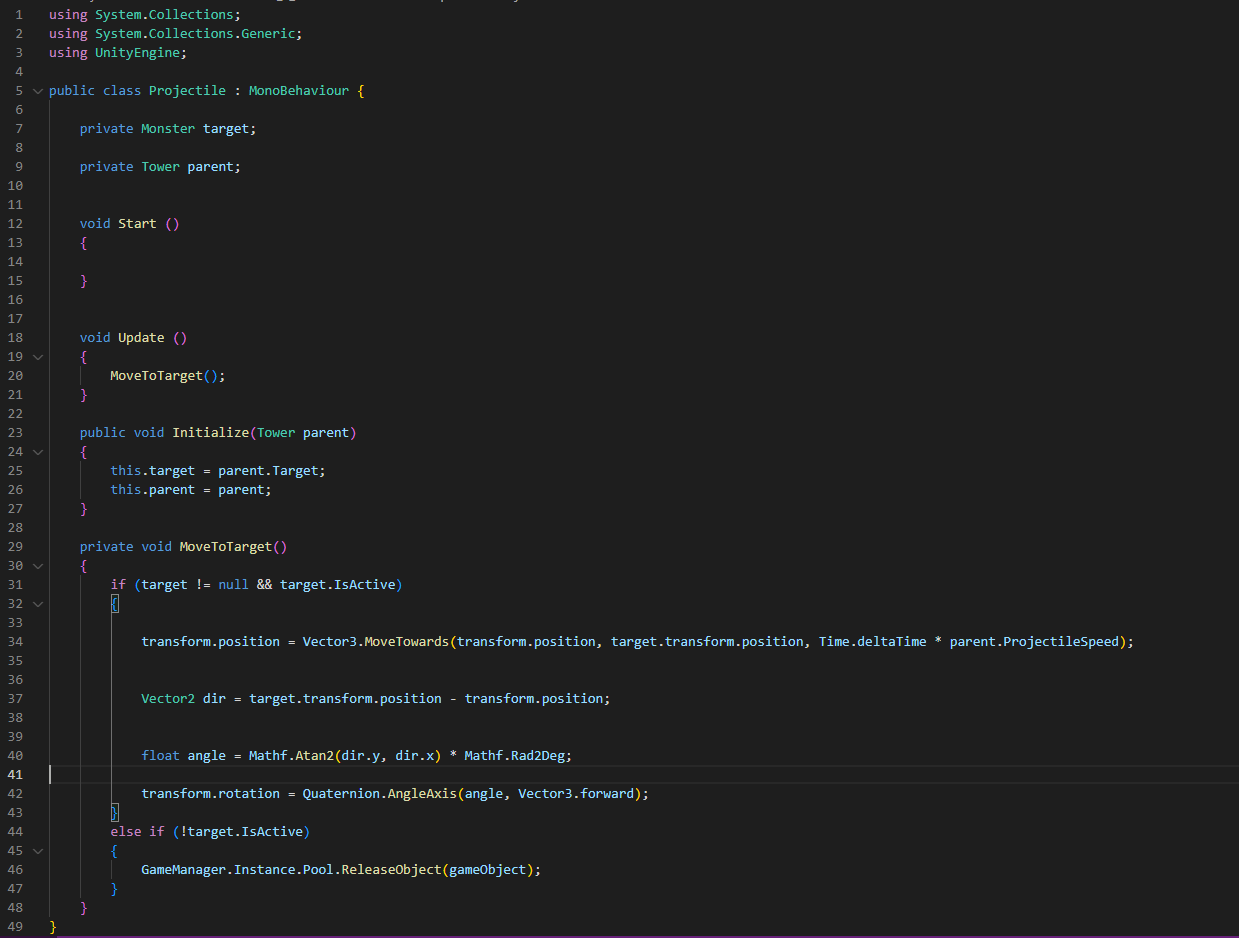




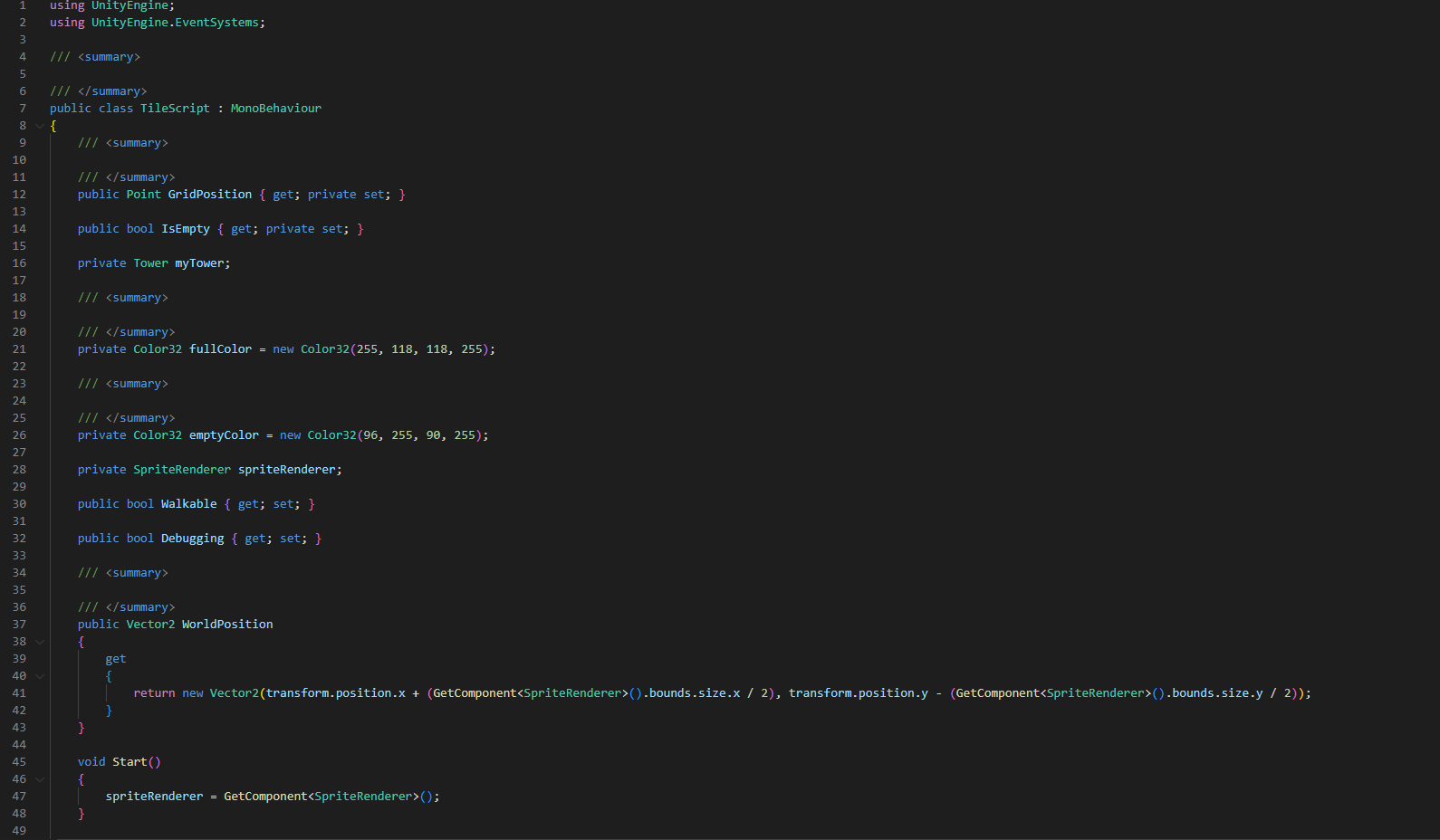
Script Portal

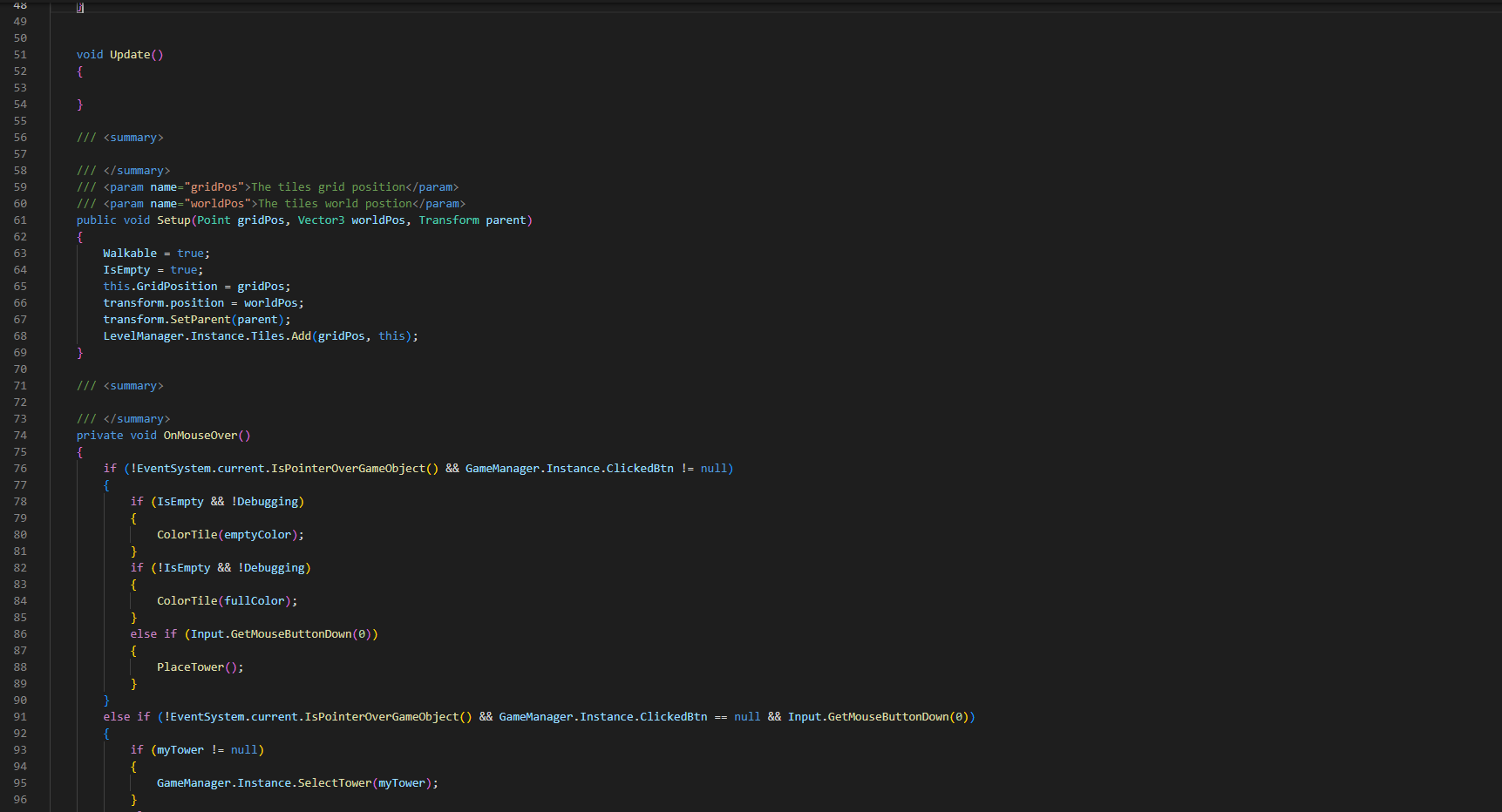


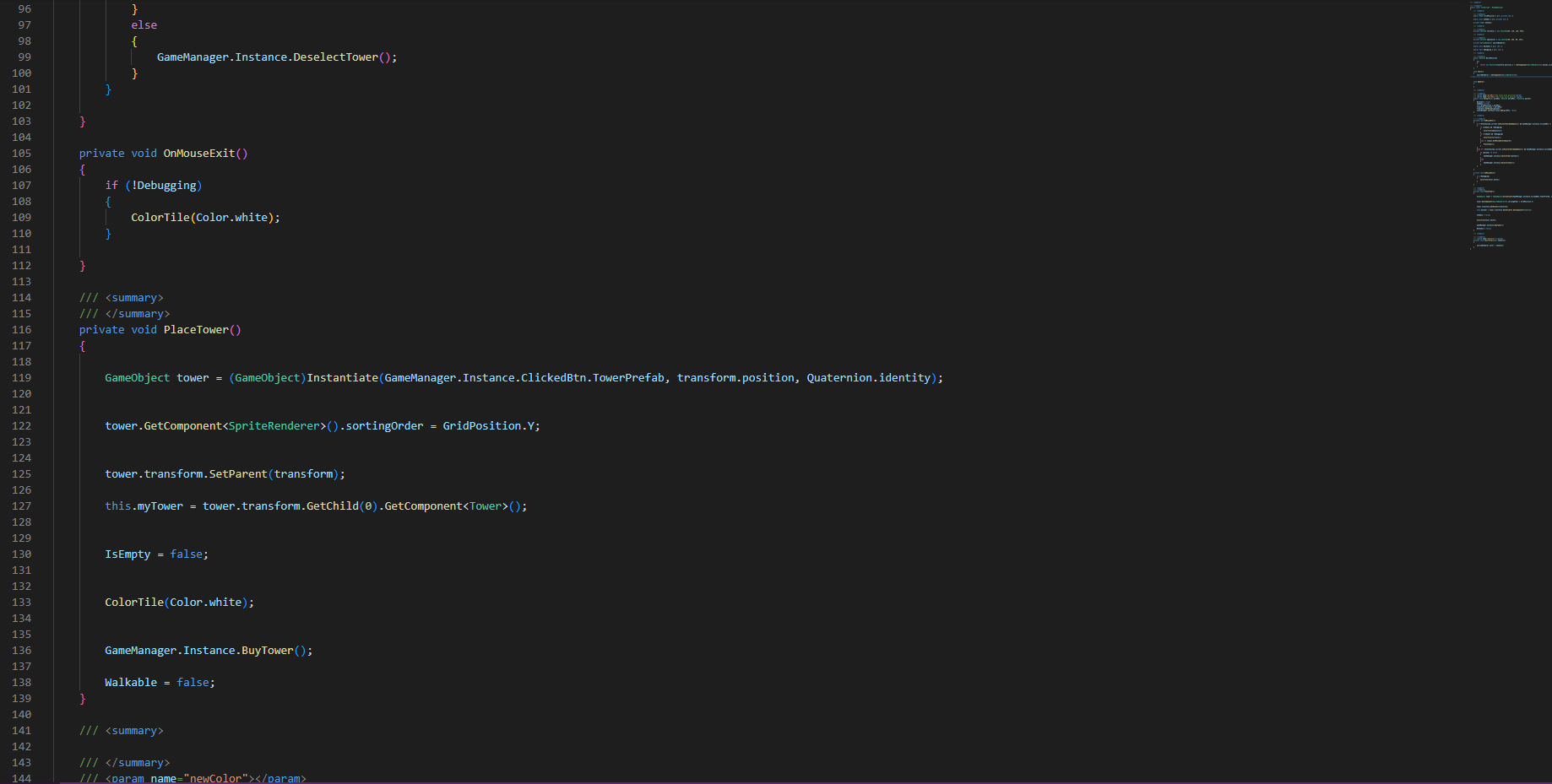
Script Proyectiles

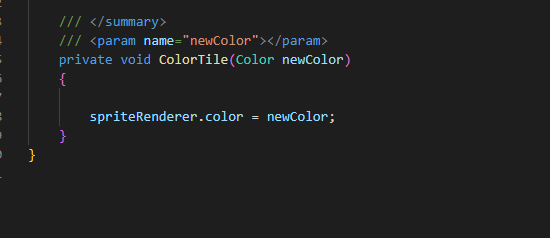


Script Cuadros de fondo



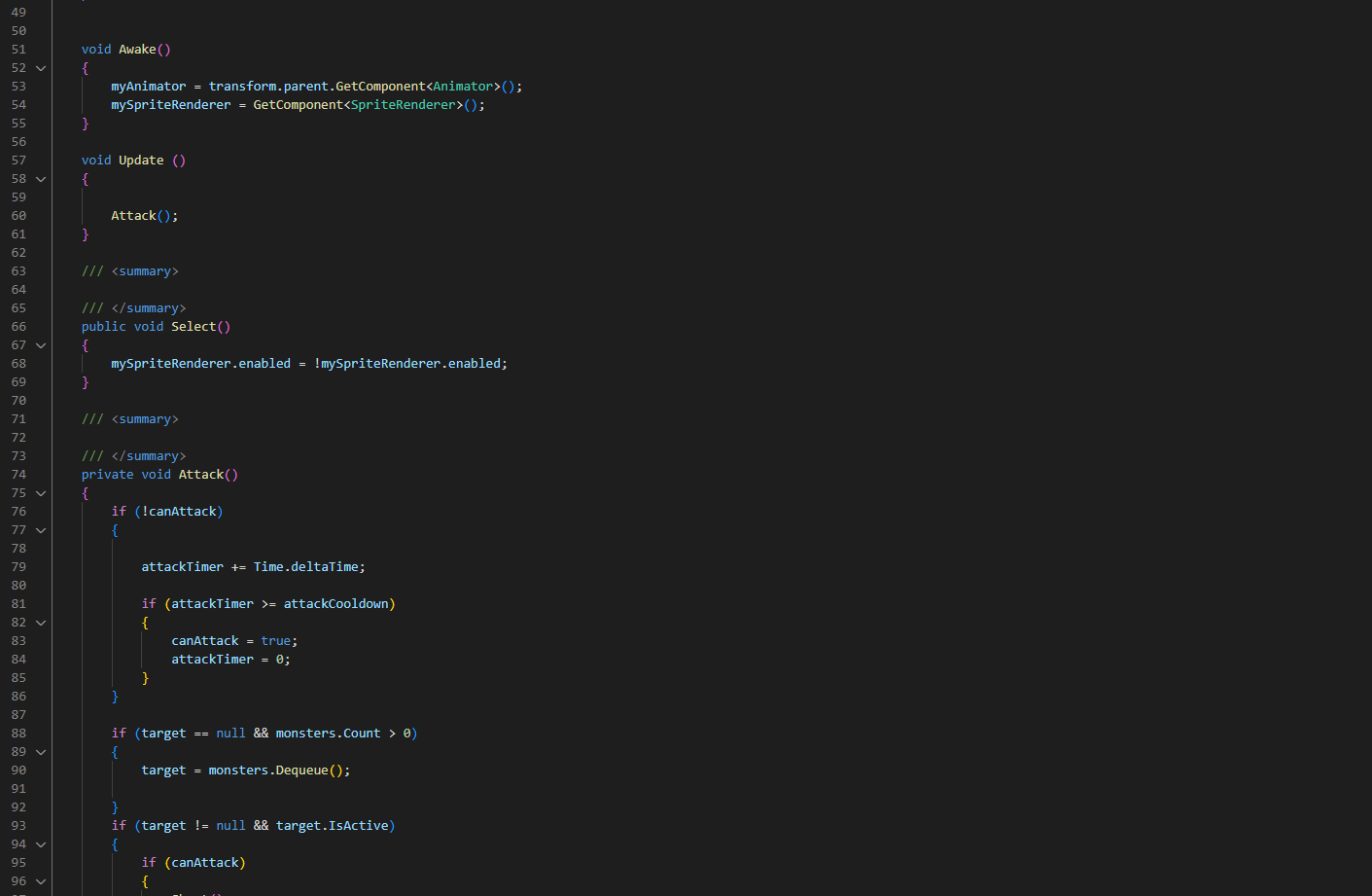


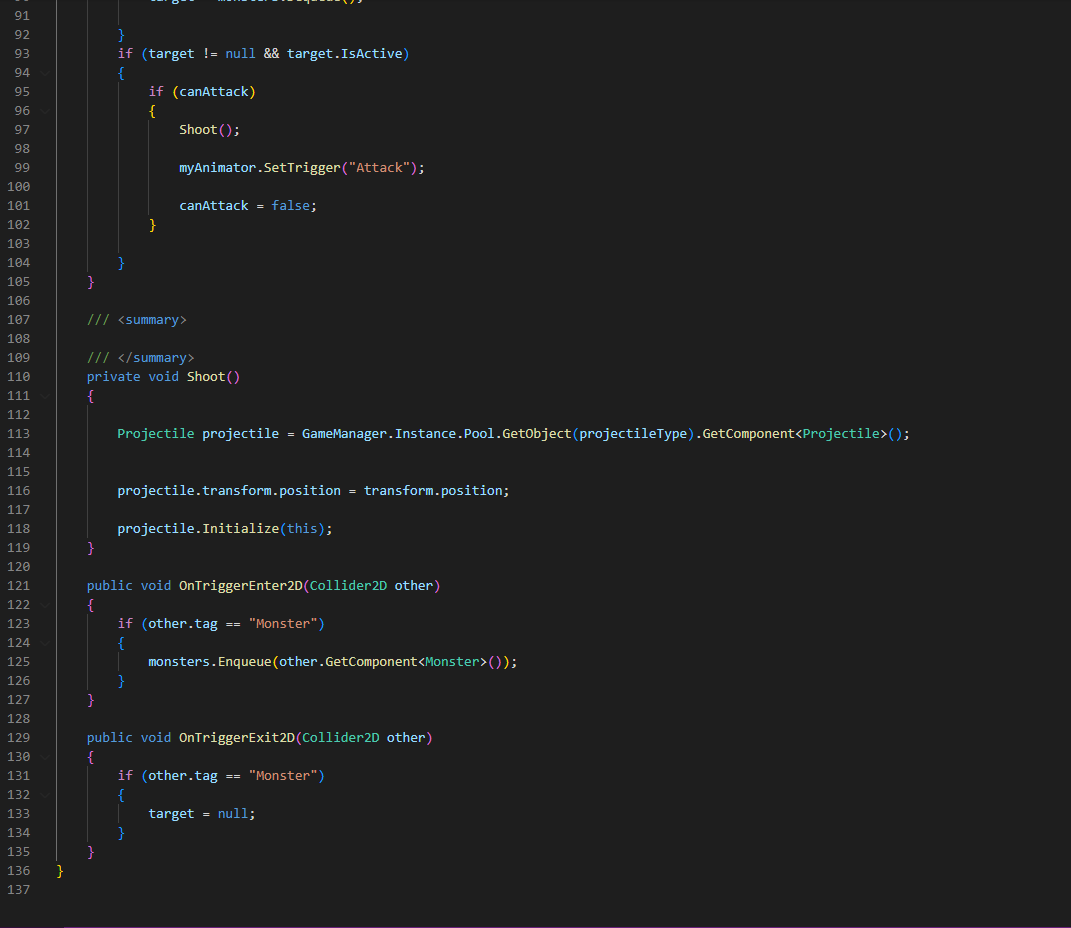




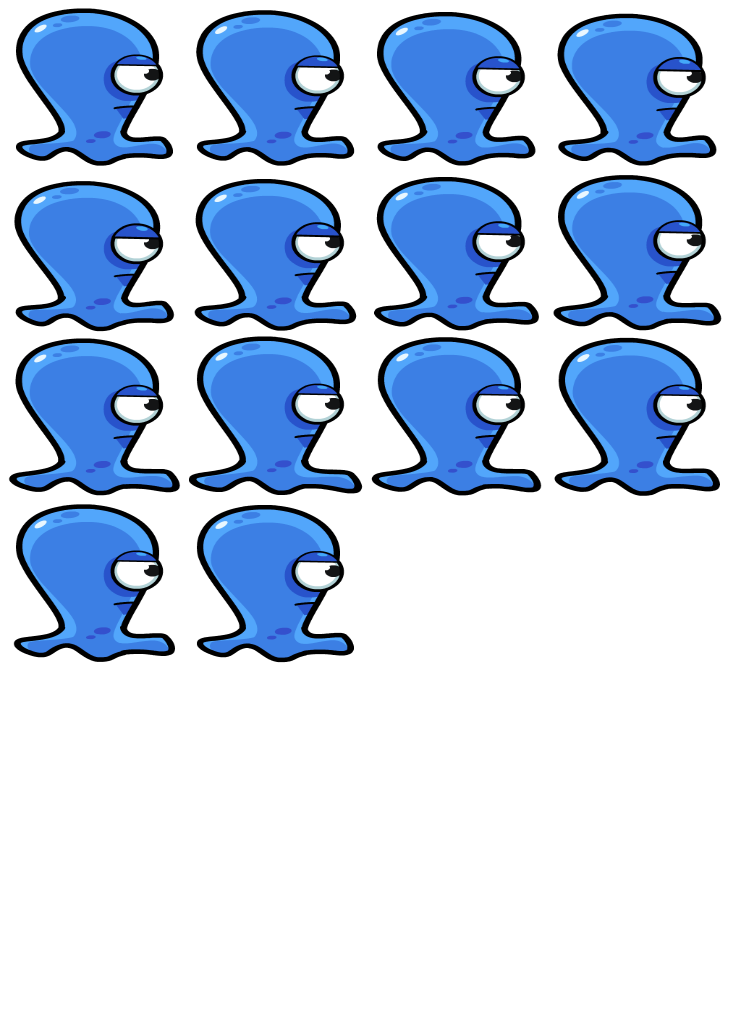
Script Tower

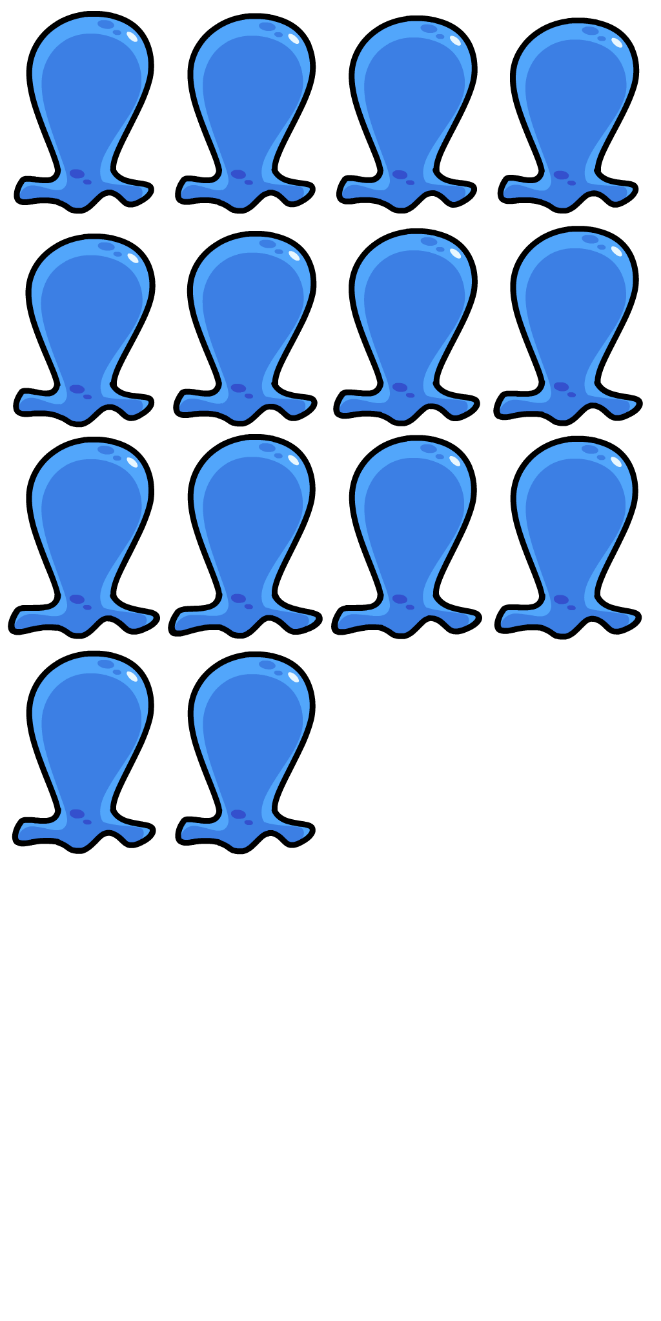






Sprite Monster



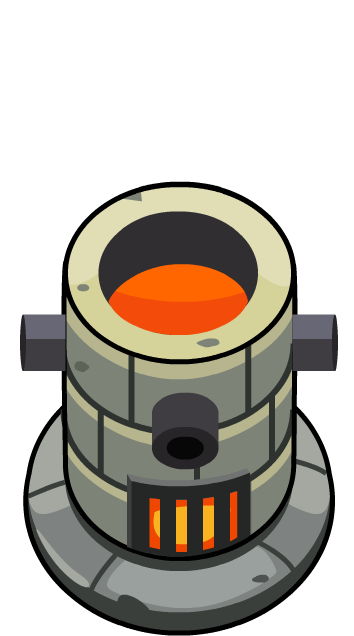




Sprite Portal



Sprite Torres

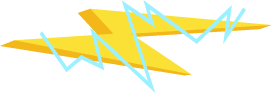
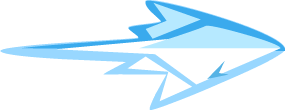




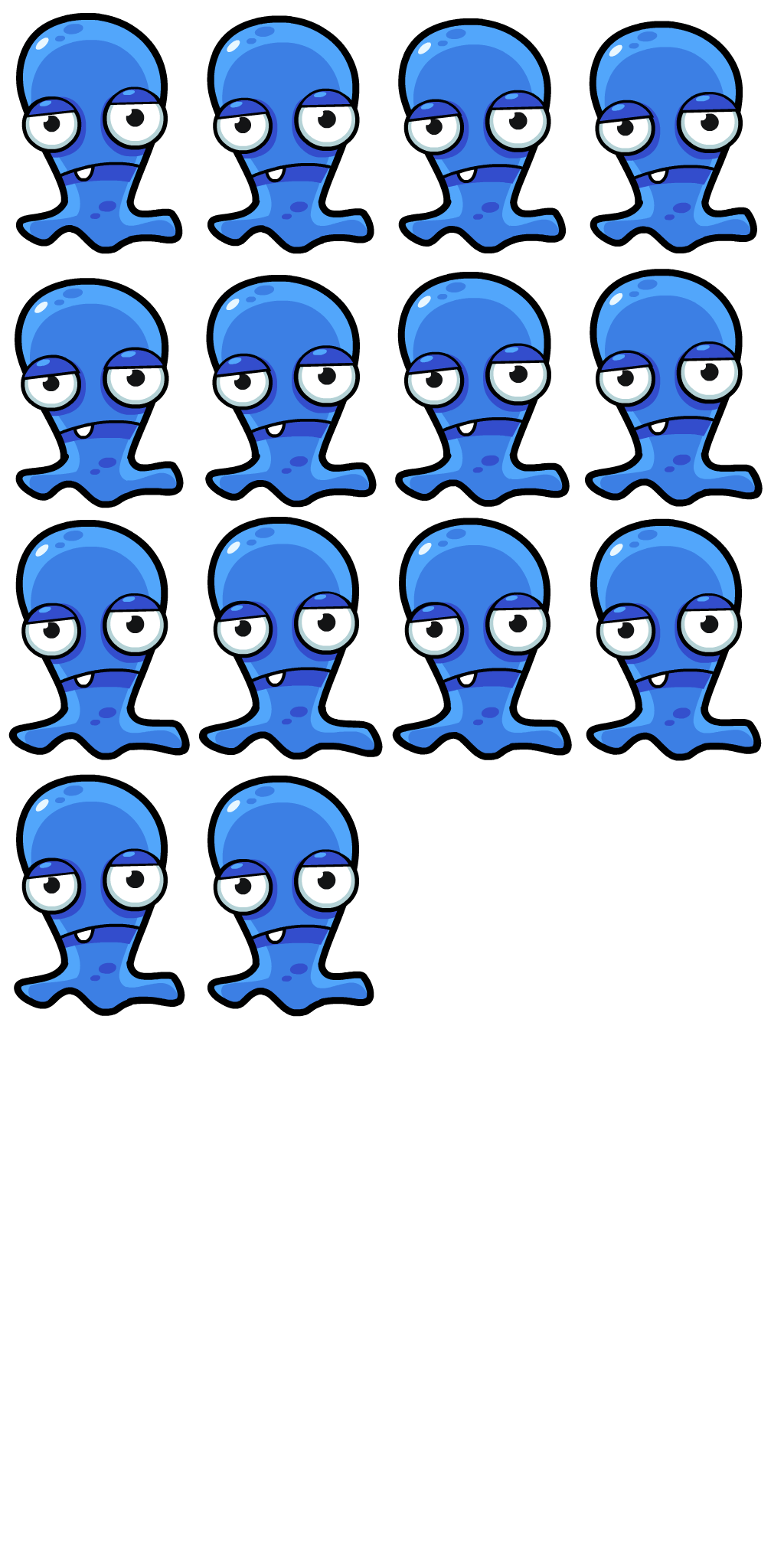




Sprite Proyectiles







Prefab Tiles



3.2 Prototipos

3.3 Perfiles de Usuarios

3.4 Usabilidad

3.5 Test

3.6 Versiones de la Aplicación