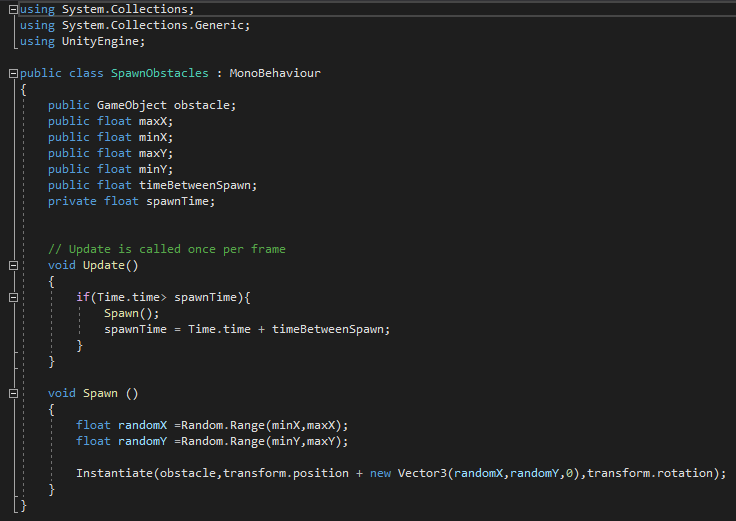
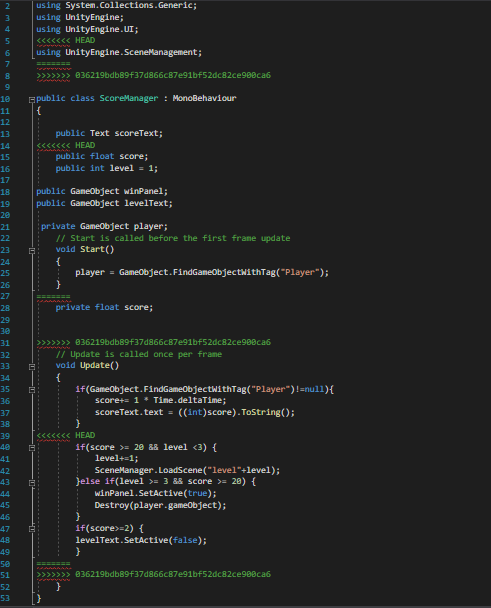
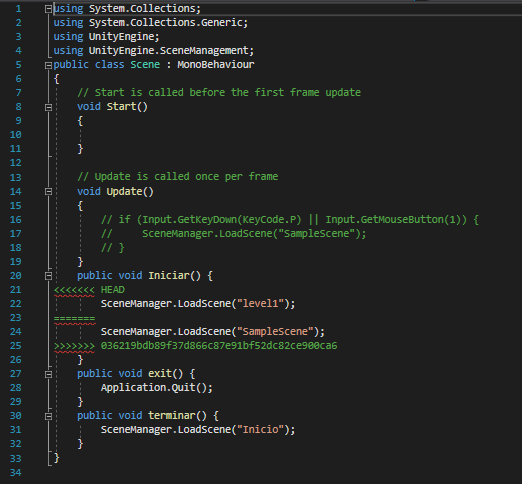
**CAPÍTULO III: DESARROLLO**

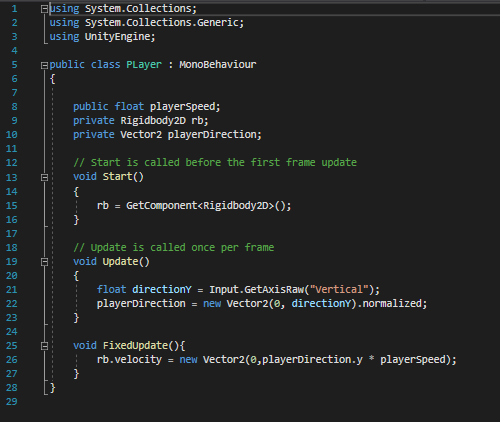
3.1 Capturas de la Aplicación (Documentación completa del desarrollo, Scripts, Sprites, Prefabs e imágenes)

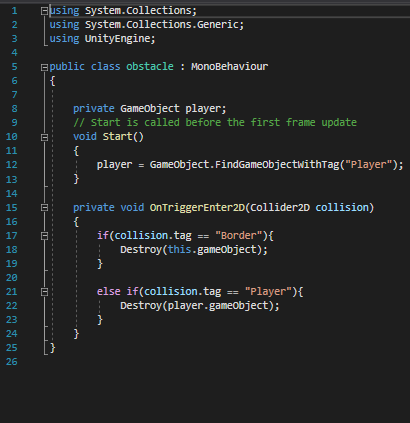
**SCRIPTS**

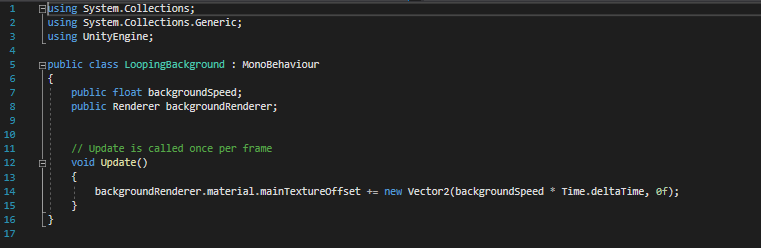




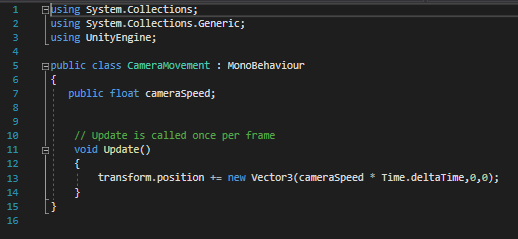


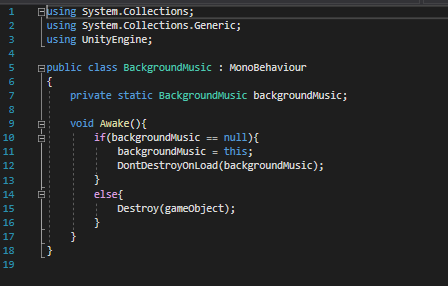




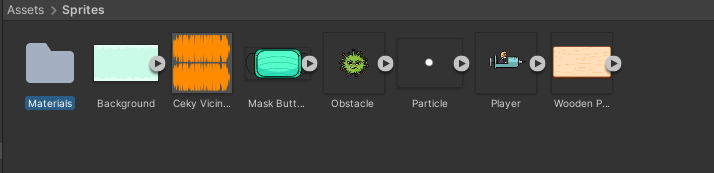




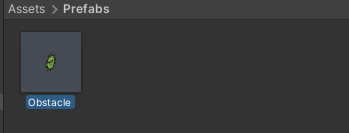




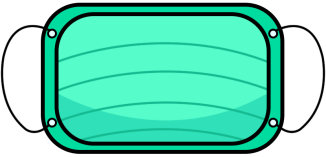
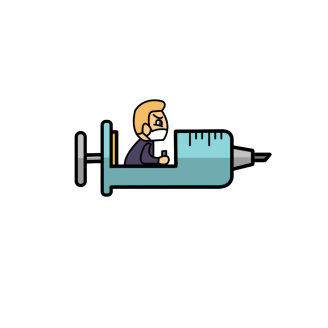
**SPRITES**



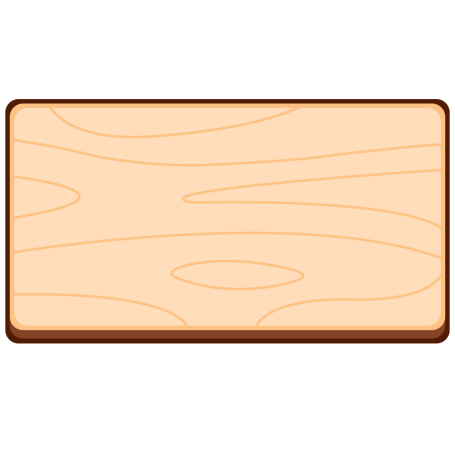
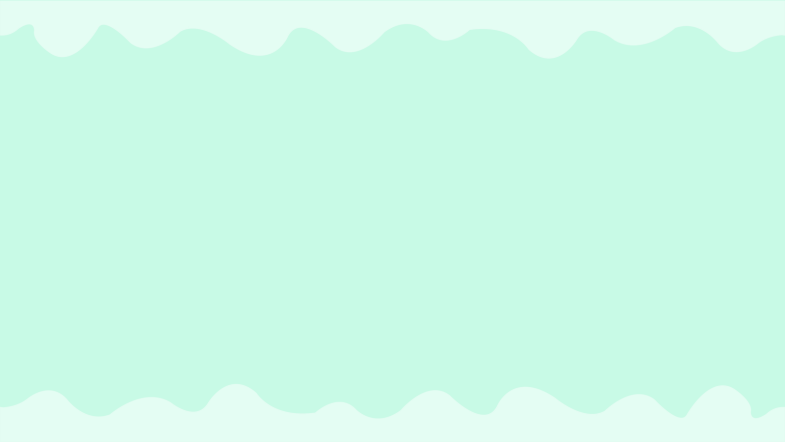
**PREFABS**



**IMAGENES**



JUGADOR OBSTACULO MASCARA



BACKGROUND PANEL DE MADERA



PANTALLA DE INICIO