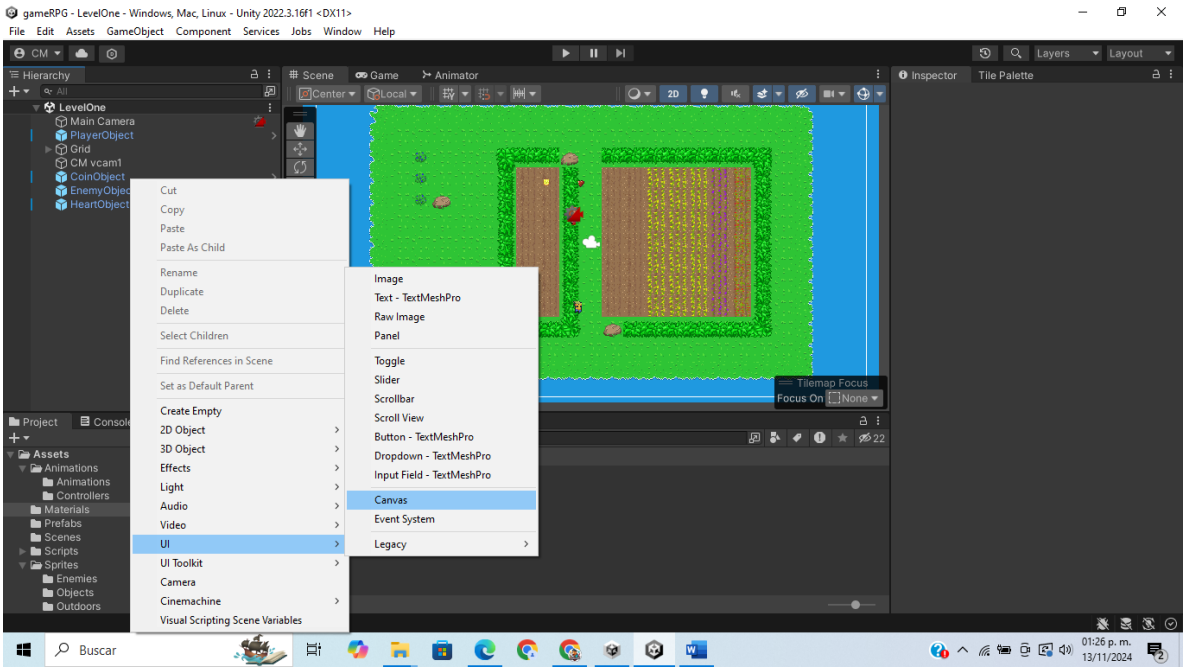
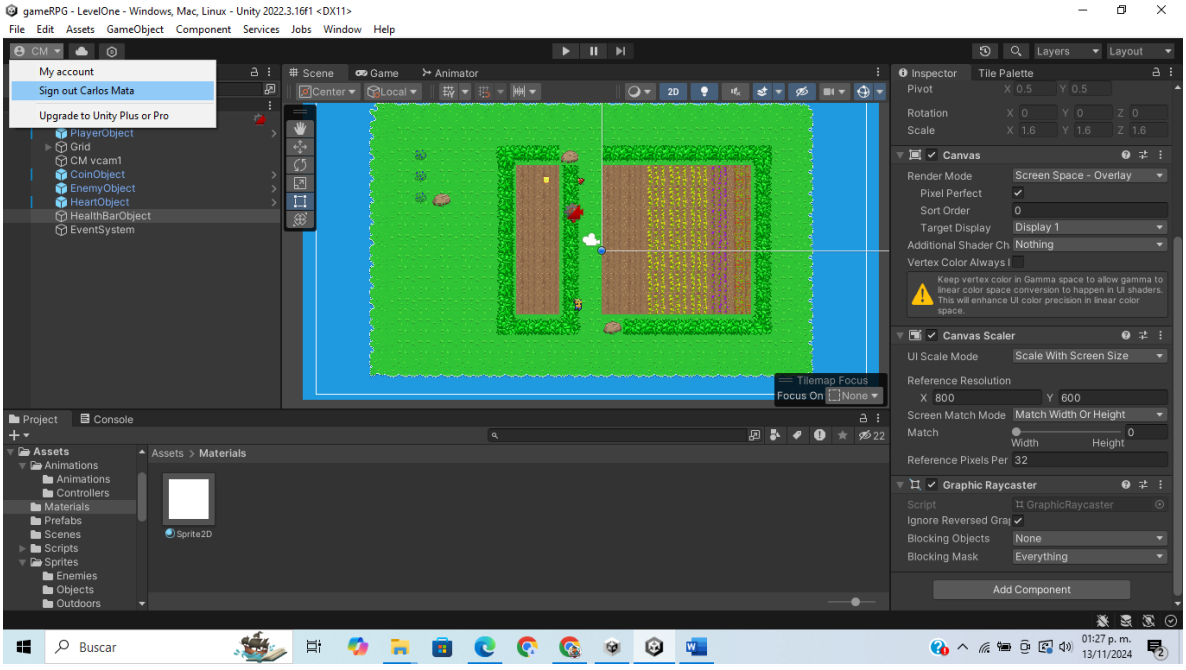
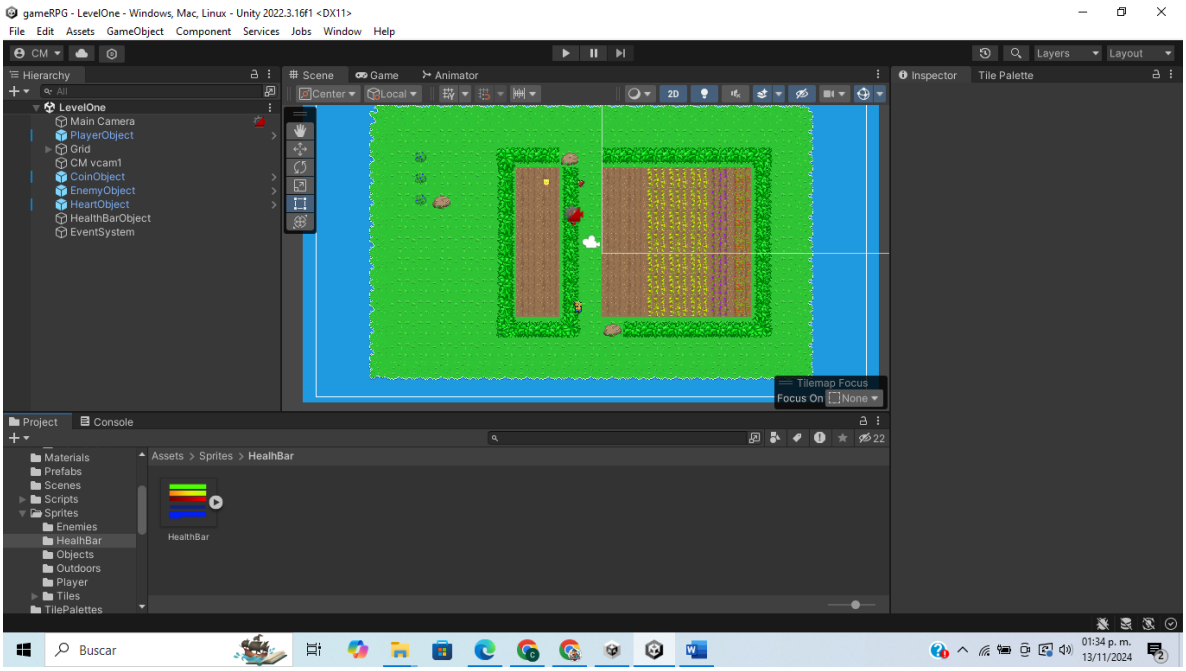
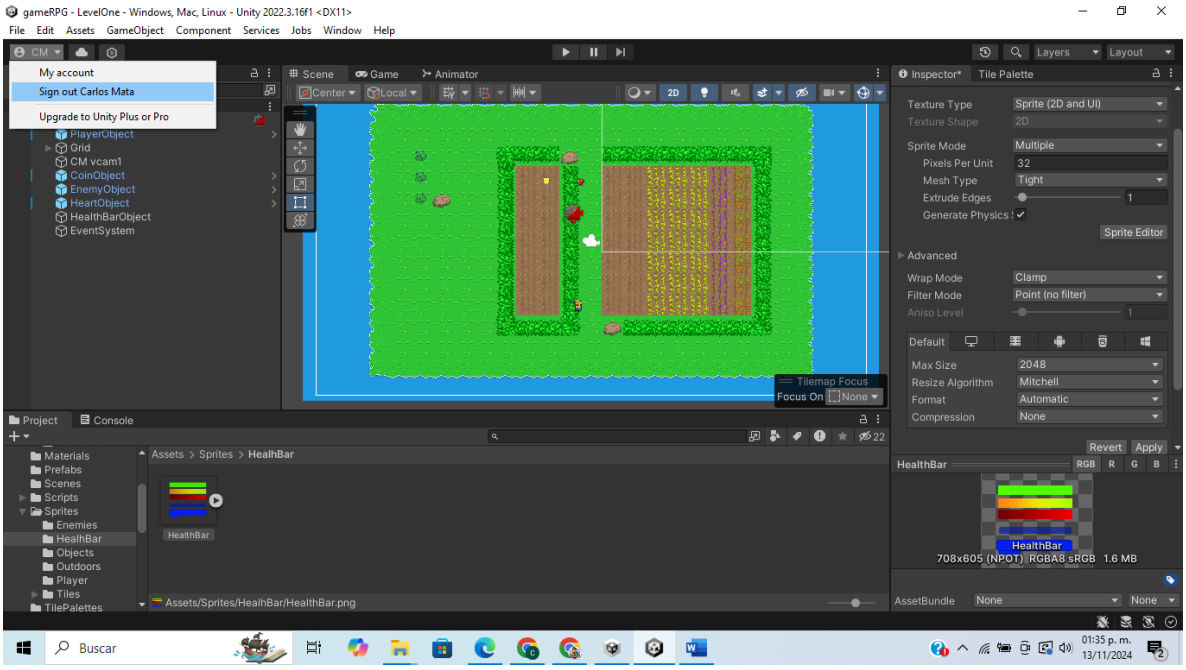
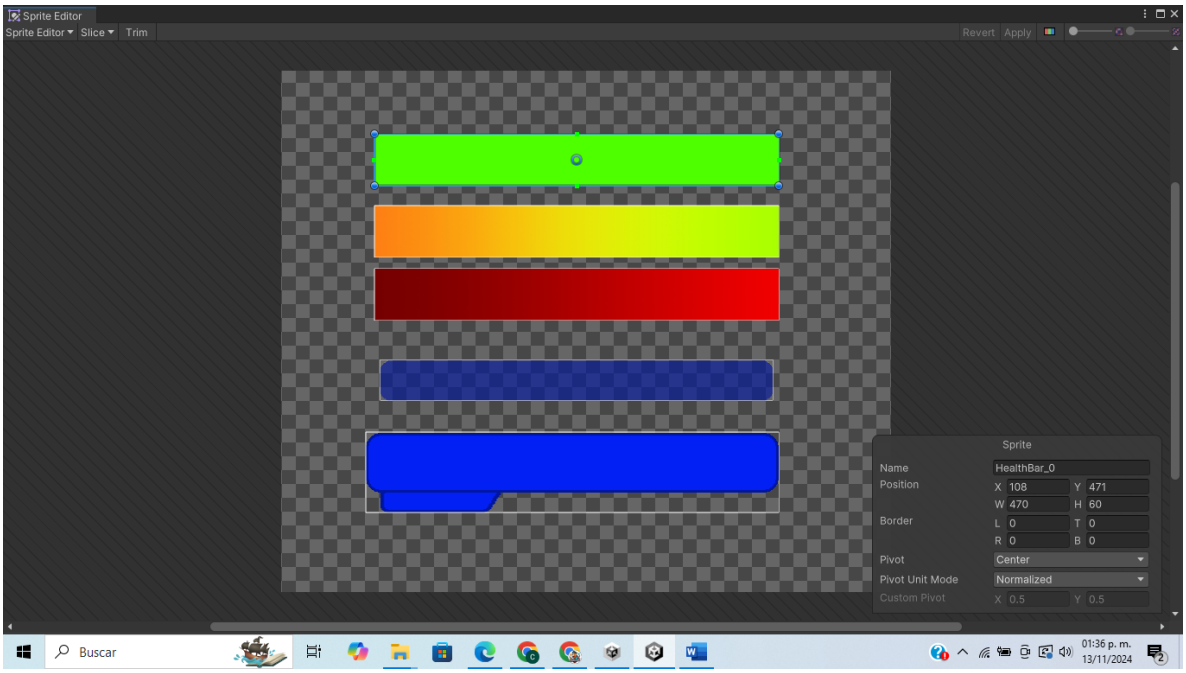
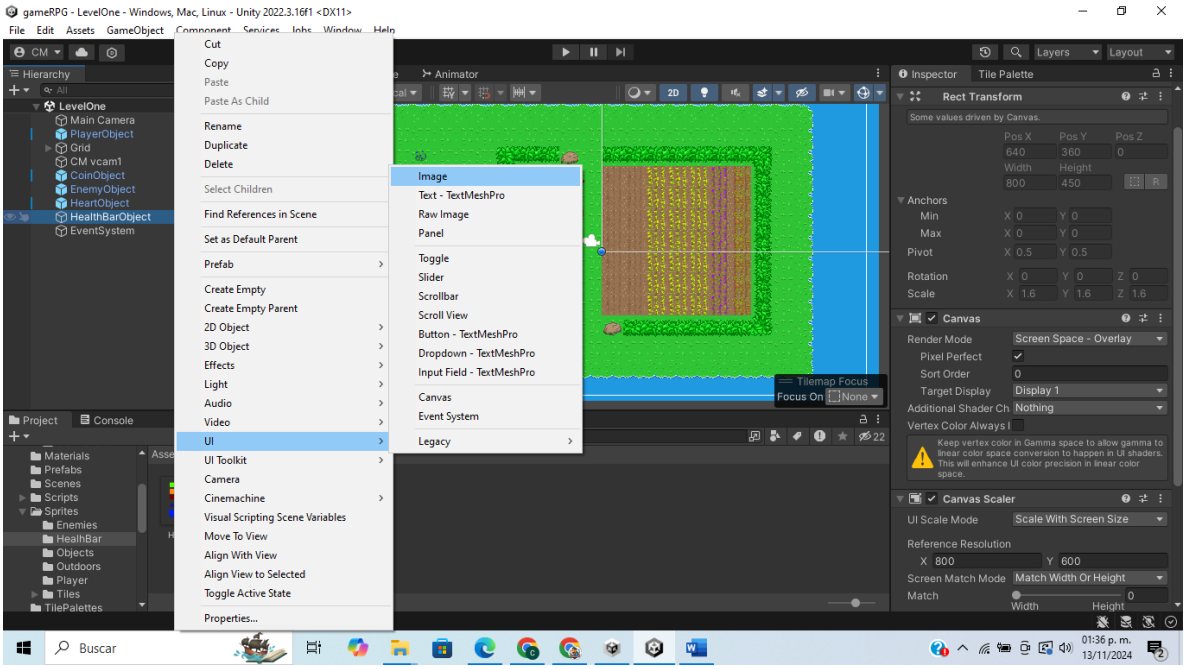

gameRPG - LevelOne - Windows, Mac, Linux - Unity 2022.3.16f1 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne
Main Camera
PlayerObject
Grid
CM vcam1
CoinObject
EnemyObject
HeartObject
Cut
Copy
Paste
Paste As Child
Rename
Duplicate
Delete
Select Children
Find References in Scene
Set as Default Parent
Create Empty
2D Object
3D Object
Effects
Light
Audio
Video
UI
UI Toolkit
Camera
Cinemachine
Visual Scripting Scene Variables
Image
Text - TextMeshPro
Raw Image
Panel
Toggle
Slider
Scrollbar
Scroll View
Button - TextMeshPro
Dropdown - TextMeshPro
Input Field - TextMeshPro
Canvas
Event System
Legacy
Scene
Game
Animator
Inspector
Tile Palette
Tilemap Focus
Focus On None
Project
Console
Assets
Animations
Controllers
Materials
Prefabs
Scenes
Scripts
Sprites
Enemies
Objects
Outdoors
Buscar
01:26 p. m.
13/11/2024

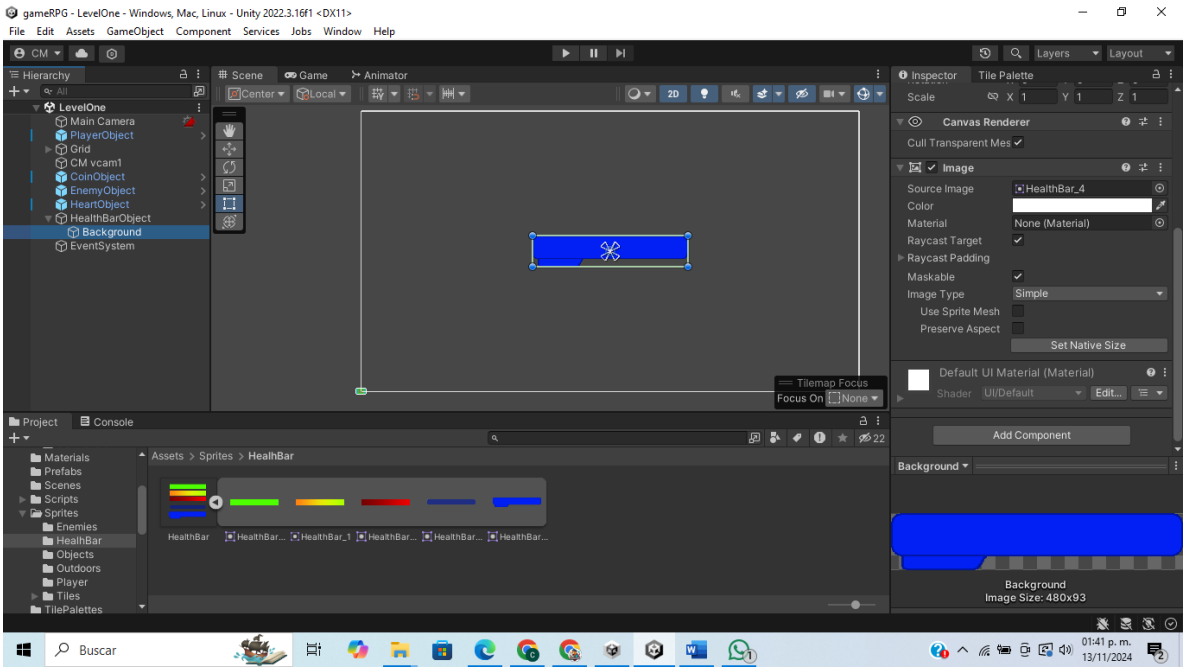

gameRPG - LevelOne - Windows, Mac, Linux - Unity 2022.3.16f1 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
My account
Sign out Carlos Mata
Upgrade to Unity Plus or Pro
HealthBarObject
EventSystem
Inspector
Tile Palette
Pivot
Rotation
Scale
Canvas
Render Mode
Screen Space - Overlay
Pixel Perfect
Sort Order
Target Display
Display 1
Additional Shader Ch
Nothing
Vertex Color Always
Keep vertex color in Gamma space to allow gamma to linear color space conversion to happen in UI shaders. This will enhance UI color precision in linear color space.
Canvas Scaler
UI Scale Mode
Scale With Screen Size
Reference Resolution
X 800
Y 600
Screen Match Mode
Match Width Or Height
Match
Width
Height
Reference Pixels Per
32
Graphic Raycaster
Script
GraphicRaycaster
Ignore Reversed Gra
Blocking Objects
None
Blocking Mask
Everything
Add Component
Assets > Materials
Sprite2D
Buscar
01:27 p. m.
13/11/2024

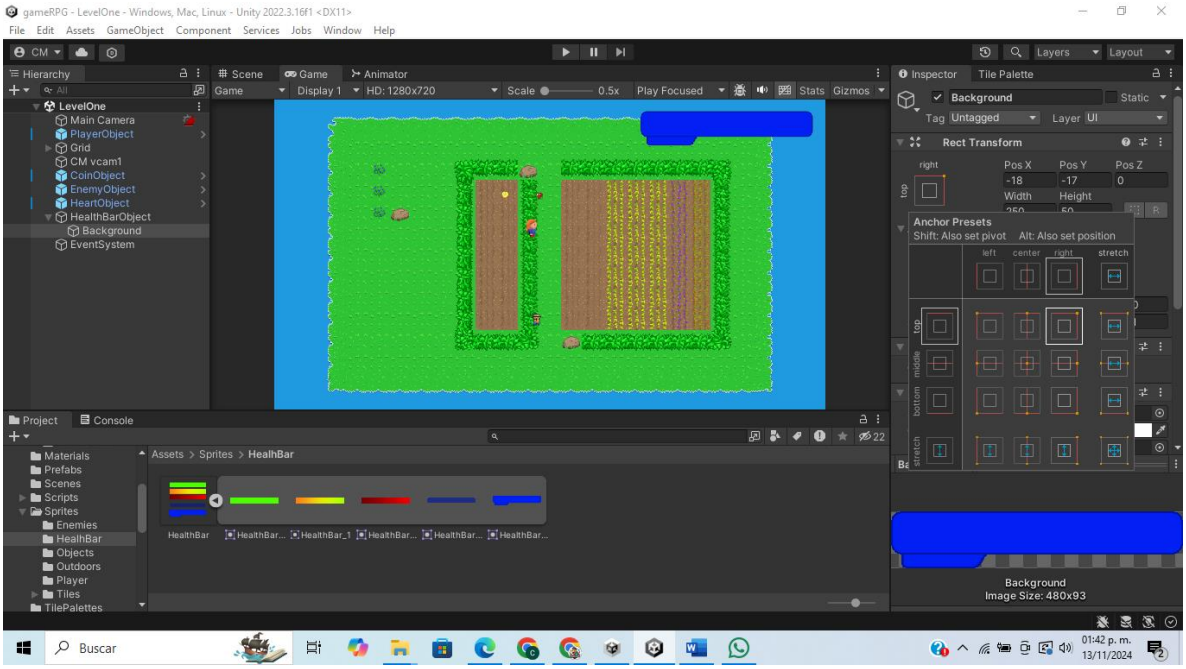

gameRPG - LevelOne - Windows, Mac, Linux - Unity 2022.3.16f1 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne
Main Camera
PlayerObject
Grid
CM vcam1
CoinObject
EnemyObject
HeartObject
HealthBarObject
EventSystem
Scene
Game
Animator
Inspector
Tile Palette
Tilemap Focus
Focus On None
Project
Console
Assets > Sprites > HealthBar
Materials
Prefabs
Scenes
Scripts
Sprites
Enemies
HealthBar
Objects
Outdoors
Player
Tiles
TilePalettes
Buscar
01:34 p. m.
13/11/2024

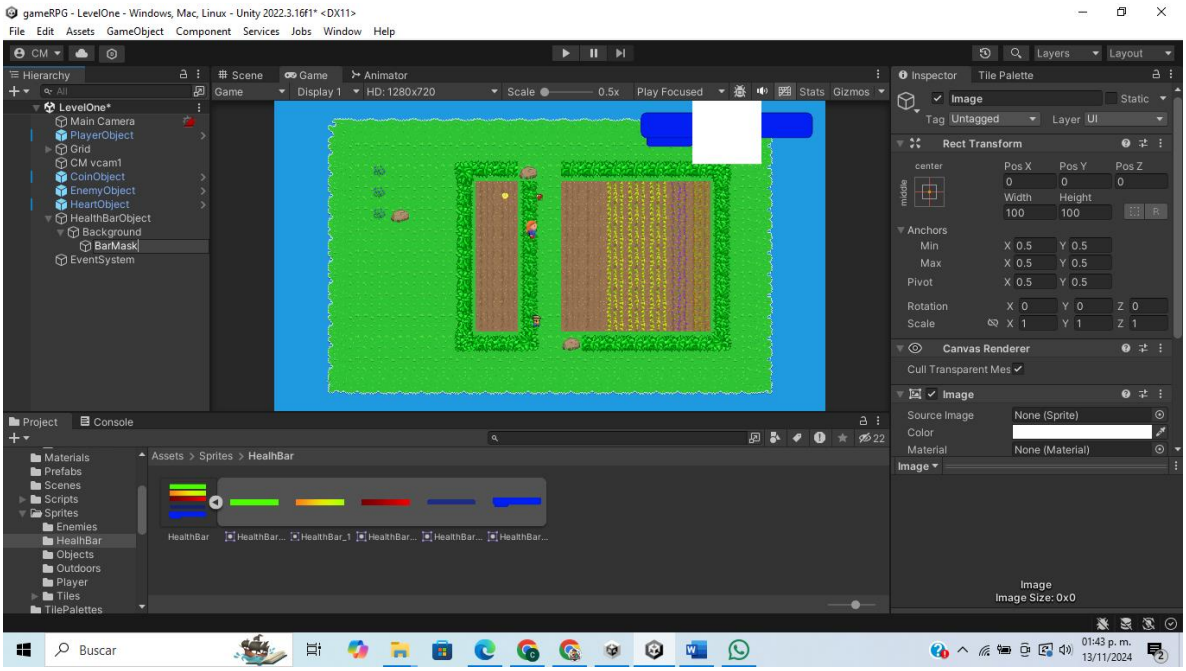

gameRPG - LevelOne - Windows, Mac, Linux - Unity 2022.3.16f1 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
My account
Sign out Carlos Mata
Upgrade to Unity Plus or Pro
Inspector*
Texture Type
Sprite (2D and UI)
Sprite Mode
Multiple
Pixels Per Unit
Mesh Type
Tight
Extrude Edges
Generate Physics
Sprite Editor
Advanced
Wrap Mode
Clamp
Filter Mode
Point (no filter)
Max Size
2048
Resize Algorithm
Mitchell
Format
Automatic
Compression
None
Revert
Apply
HealthBar
708x605 (NPOT) RGBA8 sRGB 1.6 MB
AssetBundle
Assets/Sprites/HealthBar/HealthBar.png
Buscar
01:35 p. m.
13/11/2024

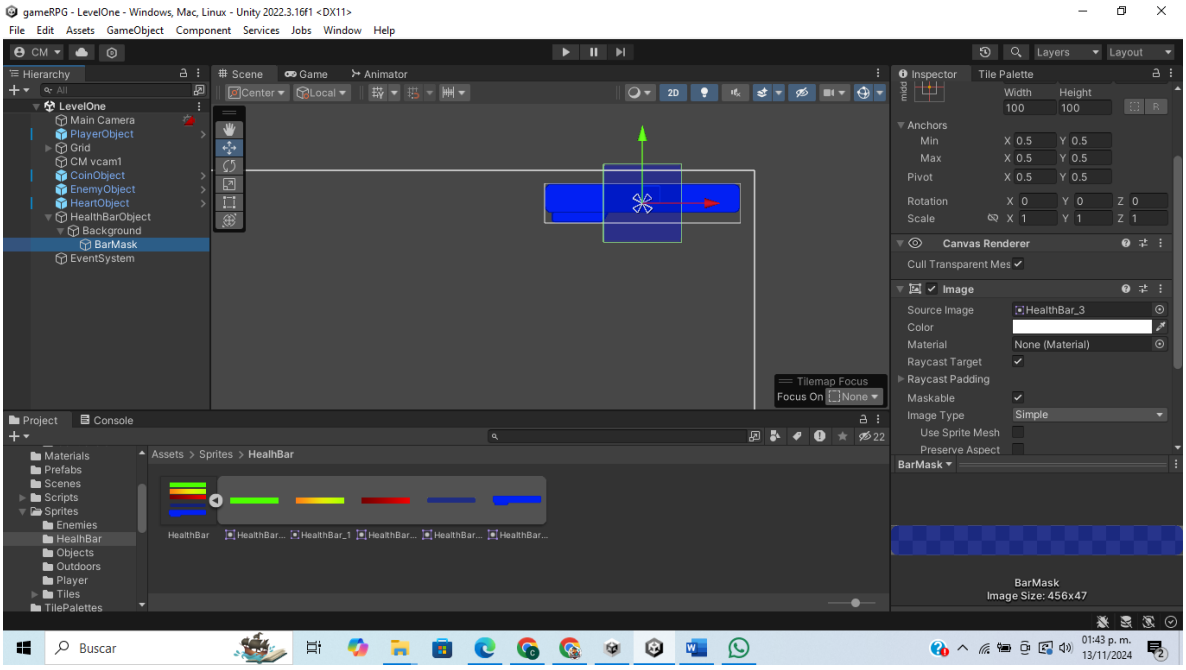

Sprite Editor
Sprite Editor
Slice
Trim
Revert
Apply
Sprite
Name
HealthBar_0
Position
X 108
Y 471
W 470
H 60
Border
L 0
T 0
R 0
B 0
Pivot
Center
Pivot Unit Mode
Normalized
Custom Pivot
X 0.5
Y 0.5
Buscar
01:36 p. m.
13/11/2024


gameRPG - LevelOne - Windows, Mac, Linux - Unity 2022.3.16f1 <DX11>
File
Edit
Assets
GameObject
Component
Services
Jobs
Window
Help
Hierarchy
LevelOne
Main Camera
PlayerObject
Grid
CM vcam1
CoinObject
EnemyObject
HeartObject
HealthBarObject
EventSystem
Cut
Copy
Paste
Paste As Child
Rename
Duplicate
Delete
Select Children
Find References in Scene
Set as Default Parent
Prefab
Create Empty
Create Empty Parent
2D Object
3D Object
Effects
Light
Audio
Video
UI
UI Toolkit
Camera
Cinemachine
Visual Scripting Scene Variables
Move To View
Align With View
Align View to Selected
Toggle Active State
Properties...
Image
Text - TextMeshPro
Raw Image
Panel
Toggle
Slider
Scrollbar
Scroll View
Button - TextMeshPro
Dropdown - TextMeshPro
Input Field - TextMeshPro
Canvas
Event System
Legacy
Animator
Tilemap Focus
Focus On
None
Inspector
Tile Palette
Rect Transform
Some values driven by Canvas.
Anchors
Min
Max
Pivot
Rotation
Scale
Canvas
Render Mode
Screen Space - Overlay
Pixel Perfect
Sort Order
Target Display
Display 1
Additional Shader Ch
Nothing
Vertex Color Always
Canvas Scaler
UI Scale Mode
Scale With Screen Size
Reference Resolution
X 800
Y 600
Screen Match Mode
Match Width Or Height
Match
Width
Height
Project
Console
Materials
Prefabs
Scenes
Scripts
Sprites
Enemies
HealthBar
Objects
Outdoors
Player
Tiles
TilePalettes
Buscar
01:36 p. m.
13/11/2024


gameRPG - LevelOne - Windows, Mac, Linux - Unity 2022.3.16f1 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne
Main Camera
PlayerObject
Grid
CM vcam1
CoinObject
EnemyObject
HeartObject
HealthBarObject
Background
EventSystem
Scene
Game
Animator
Inspector
Tile Palette
Canvas Renderer
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
Edit...
Add Component
Tilemap Focus
Focus On
None
Project
Console
Assets > Sprites > HealthBar
Materials
Prefabs
Scenes
Scripts
Sprites
Enemies
HealthBar
Objects
Outdoors
Player
Tiles
TilePalettes
Background
Image Size: 480x93
Buscar
01:41 p. m.
13/11/2024


gameRPG - LevelOne - Windows, Mac, Linux - Unity 2022.3.16f1 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne
Main Camera
PlayerObject
Grid
CM vcam1
CoinObject
EnemyObject
HeartObject
HealthBarObject
Background
EventSystem
Scene
Game
Animator
Display 1
HD: 1280x720
Scale
0.5x
Play Focused
Stats
Gizmos
Inspector
Tile Palette
Background
Static
Tag
Untagged
Layer
UI
Rect Transform
Pos X
Pos Y
Pos Z
-18
-17
0
Width
Height
Anchor Presets
Shift: Also set pivot
Alt: Also set position
left
center
right
stretch
top
middle
bottom
Project
Console
Assets > Sprites > HealthBar
Materials
Prefabs
Scenes
Scripts
Sprites
Enemies
HealthBar
Objects
Outdoors
Player
Tiles
TilePalettes
Background
Image Size: 480x93
Buscar
01:42 p. m.
13/11/2024


gameRPG - LevelOne - Windows, Mac, Linux - Unity 2022.3.16f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
Grid
CM vcam1
CoinObject
EnemyObject
HeartObject
HealthBarObject
Background
BarMask
EventSystem
Scene Game Animator
Display 1 HD: 1280x720 Scale 0.5x Play Focused Stats Gizmos
Inspector Tile Palette
Image
Tag Untagged Layer UI
Rect Transform
Anchors
Pivot
Rotation
Scale
Canvas Renderer
Cull Transparent Mes
Source Image None (Sprite)
Color
Material None (Material)
Project Console
Assets > Sprites > HealthBar
Materials
Prefabs
Scenes
Scripts
Sprites
Enemies
HealthBar
Objects
Outdoors
Player
Tiles
TilePalettes
Image
Image Size: 0x0
Buscar
01:43 p. m.
13/11/2024


gameRPG - LevelOne - Windows, Mac, Linux - Unity 2022.3.16f1 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne
Main Camera
PlayerObject
Grid
CM vcam1
CoinObject
EnemyObject
HeartObject
HealthBarObject
Background
BarMask
EventSystem
Scene Game Animator
Tilemap Focus
Focus On None
Inspector Tile Palette
Image
Source Image HealthBar_3
Color
Material None (Material)
Raycast Target
Raycast Padding
Maskable
Image Type Simple
Use Sprite Mesh
Preserve Aspect
BarMask
Project Console
Assets > Sprites > HealthBar
BarMask
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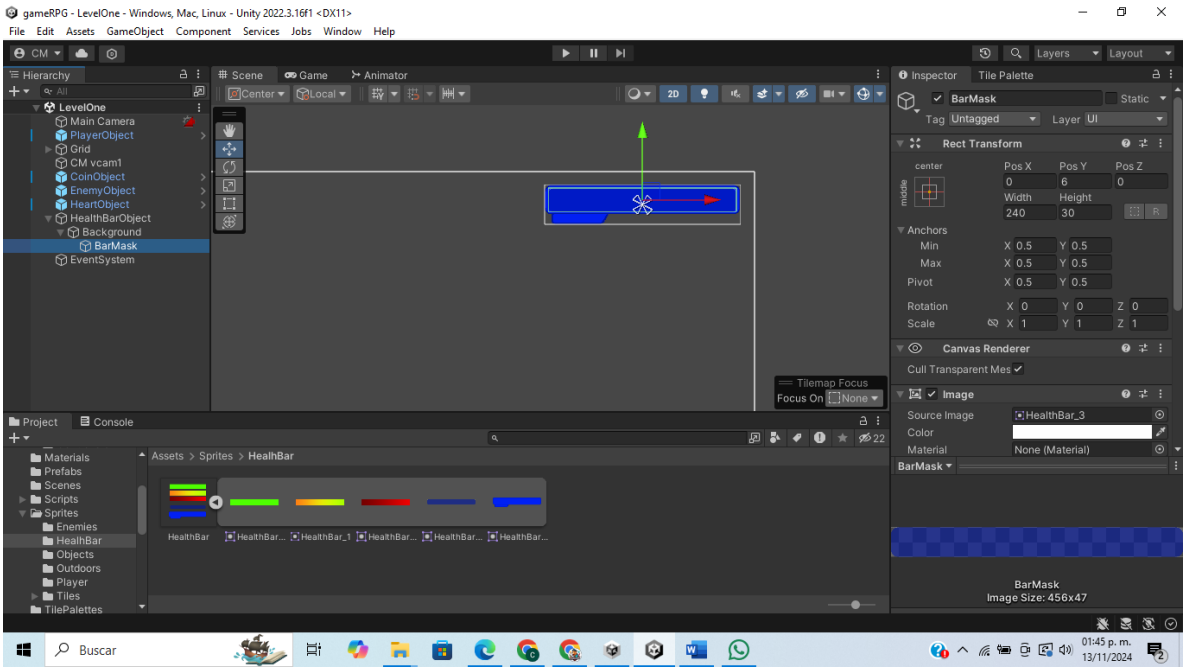
Buscar
01:43 p. m.
13/11/2024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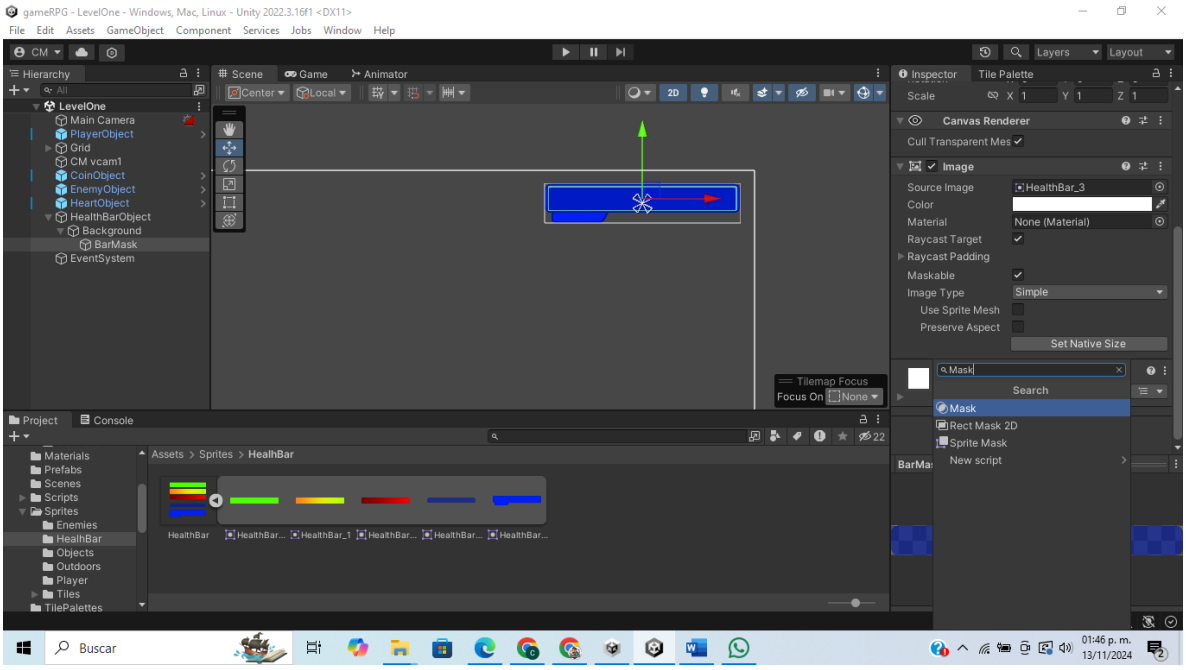
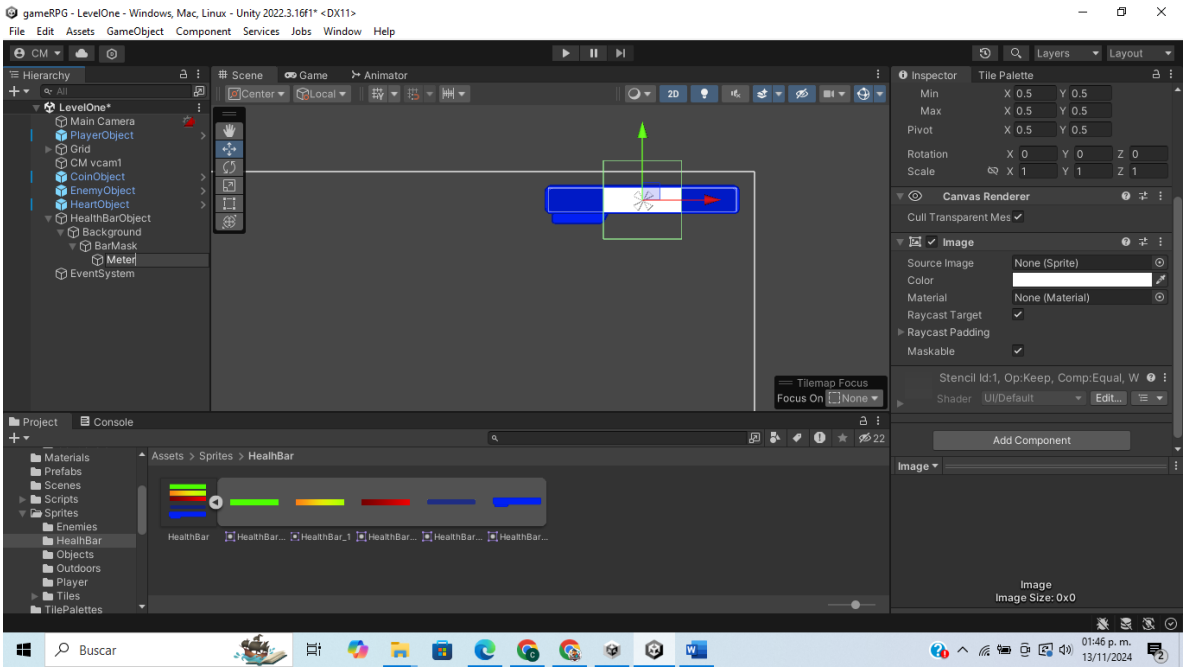
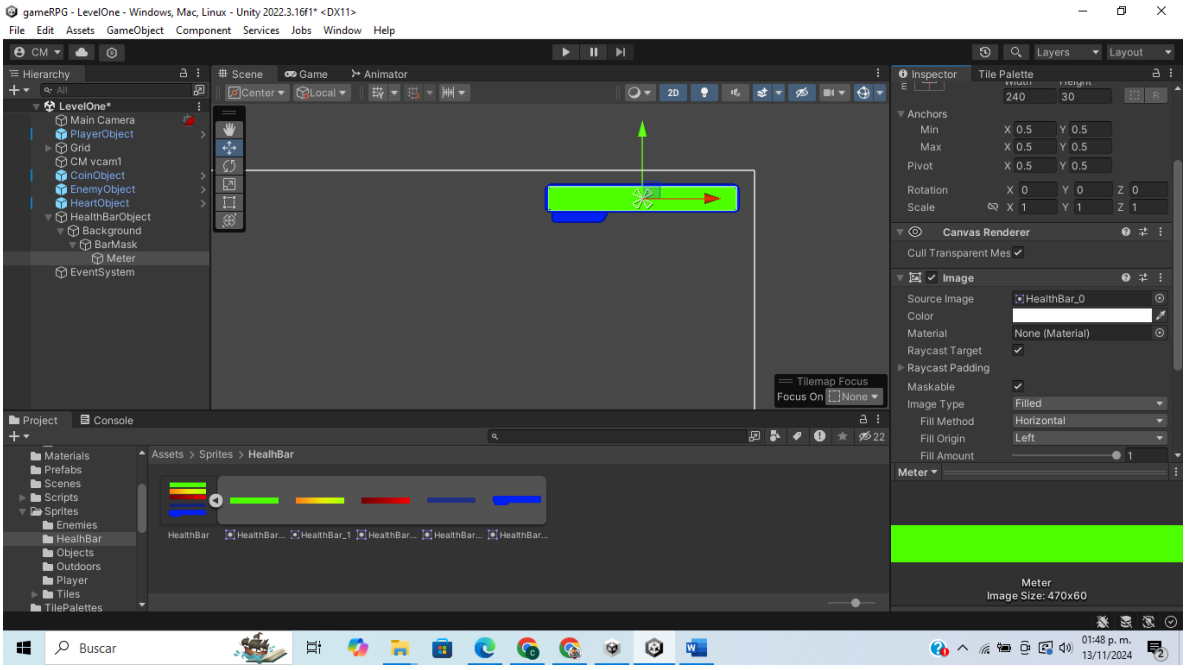
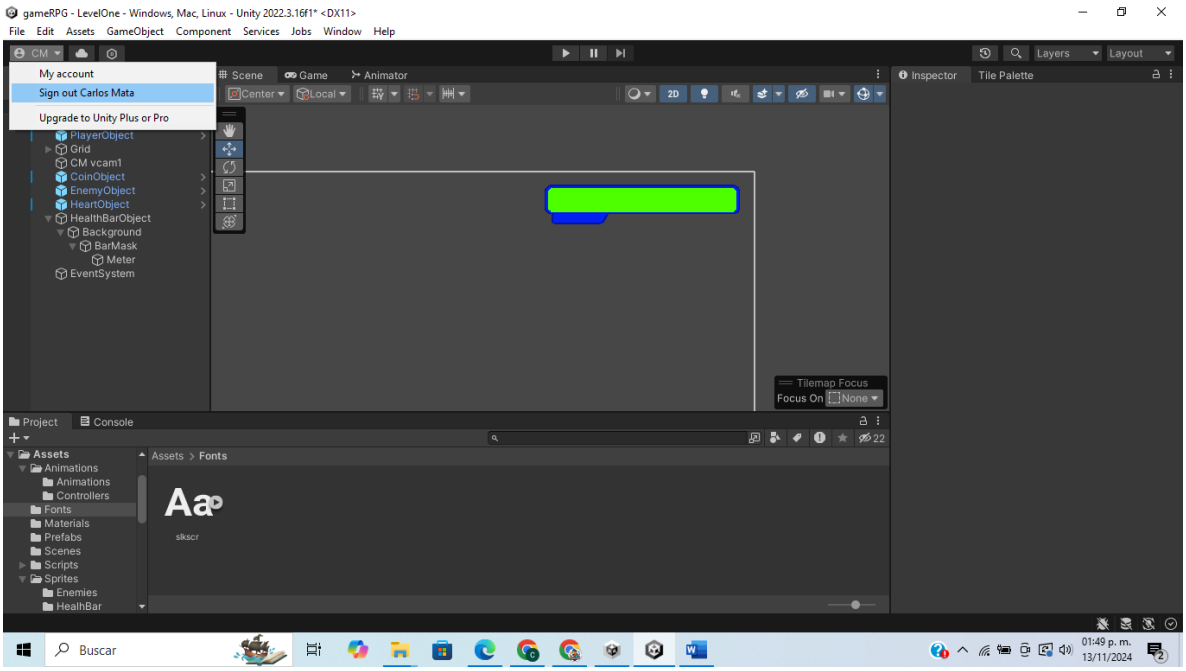
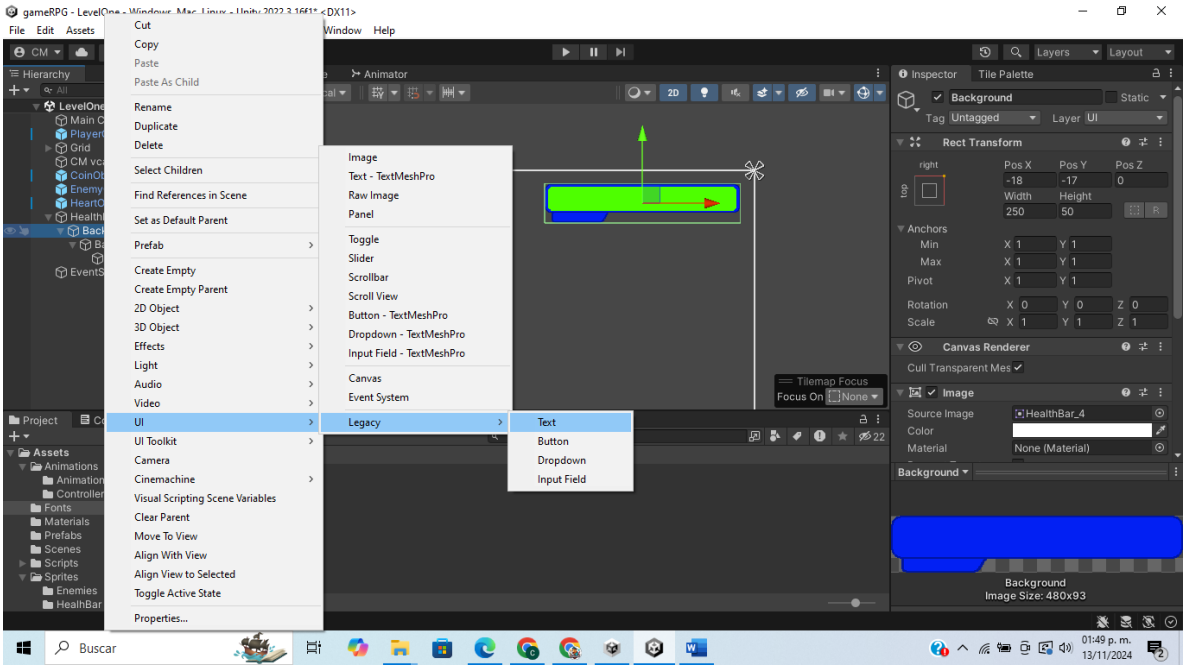
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne
Main Camera
PlayerObject
Grid
CM vcam1
CoinObject
EnemyObject
HeartObject
HealthBarObject
Background
BarMask
EventSystem
Scene
Game
Animator
Inspector
Tile Palette
BarMask
Tag Untagged
Layer UI
Rect Transform
Anchors
Pivot
Rotation
Scale
Canvas Renderer
Cull Transparent Mes
Image
Source Image HealthBar_3
Color
Material None (Material)
Tilemap Focus
Focus On None
Project
Console
Assets > Sprites > HealthBar
Materials
Prefabs
Scenes
Scripts
Sprites
Enemies
HealthBar
Objects
Outdoors
Player
Tiles
TilePalettes
BarMask
Image Size: 456x47
Buscar
01:45 p. m.
13/11/2024

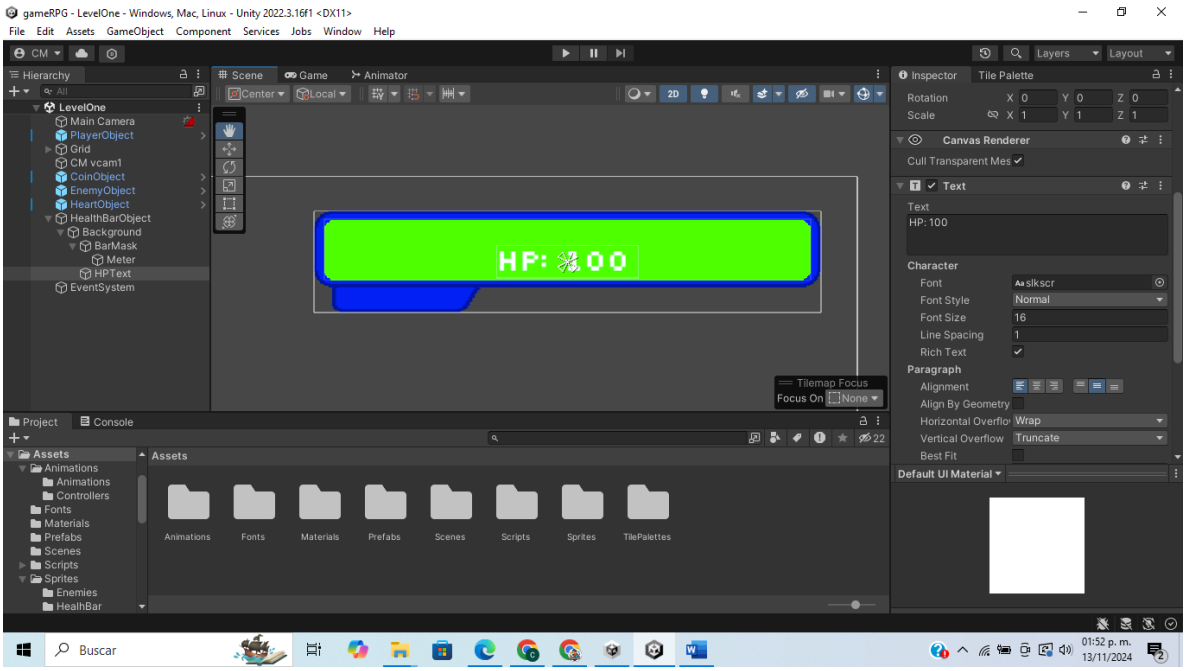

gameRPG - LevelOne - Windows, Mac, Linux - Unity 2022.3.16f1 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne
Main Camera
PlayerObject
Grid
CM vcam1
CoinObject
EnemyObject
HeartObject
HealthBarObject
Background
BarMask
EventSystem
Scene
Game
Animator
Inspector
Tile Palette
Scale
Canvas Renderer
Cull Transparent Mes
Image
Source Image HealthBar_3
Color
Material None (Material)
Raycast Target
Raycast Padding
Maskable
Image Type Simple
Use Sprite Mesh
Preserve Aspect
Set Native Size
Mask
Search
Mask
Rect Mask 2D
Sprite Mask
New script
Tilemap Focus
Focus On None
Project
Console
Assets > Sprites > HealthBar
Buscar
01:46 p. m.
13/11/2024

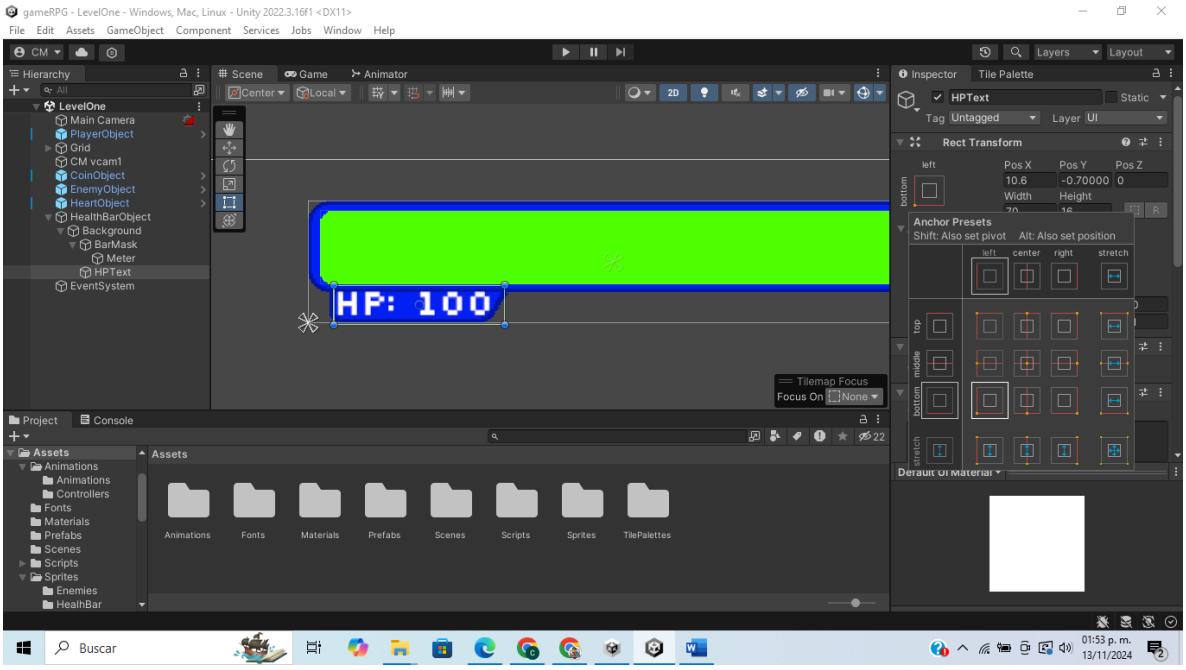

gameRPG - LevelOne - Windows, Mac, Linux - Unity 2022.3.16f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
Grid
CM vcam1
CoinObject
EnemyObject
HeartObject
HealthBarObject
Background
BarMask
Meter
EventSystem
Scene
Game
Animator
Inspector
Tile Palette
Canvas Renderer
Image
Source Image
None (Sprite)
Color
Material
None (Material)
Raycast Target
Raycast Padding
Maskable
Add Component
Project
Console
Assets > Sprites > HealthBar
Materials
Prefabs
Scenes
Scripts
Sprites
Enemies
HealthBar
Objects
Outdoors
Player
Tiles
TilePalettes
Image
Image Size: 0x0
Buscar
01:46 p. m.
13/11/2024

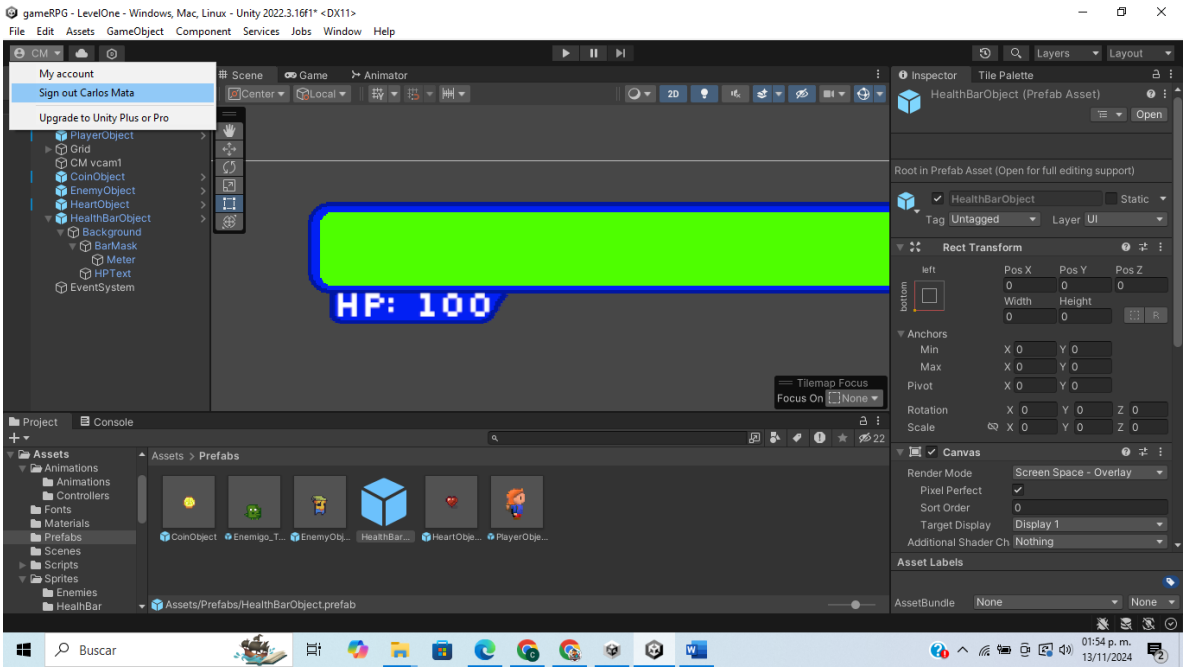

gameRPG - LevelOne - Windows, Mac, Linux - Unity 2022.3.16f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
Grid
CM vcam1
CoinObject
EnemyObject
HeartObject
HealthBarObject
Background
BarMask
Meter
EventSystem
Scene
Game
Animator
Inspector
Tile Palette
Anchors
Canvas Renderer
Image
Source Image
HealthBar_0
Color
Material
None (Material)
Raycast Target
Raycast Padding
Maskable
Image Type
Filled
Fill Method
Horizontal
Fill Origin
Left
Fill Amount
Project
Console
Assets > Sprites > HealthBar
Materials
Prefabs
Scenes
Scripts
Sprites
Enemies
HealthBar
Objects
Outdoors
Player
Tiles
TilePalettes
Meter
Image Size: 470x60
Buscar
01:48 p. m.
13/11/2024

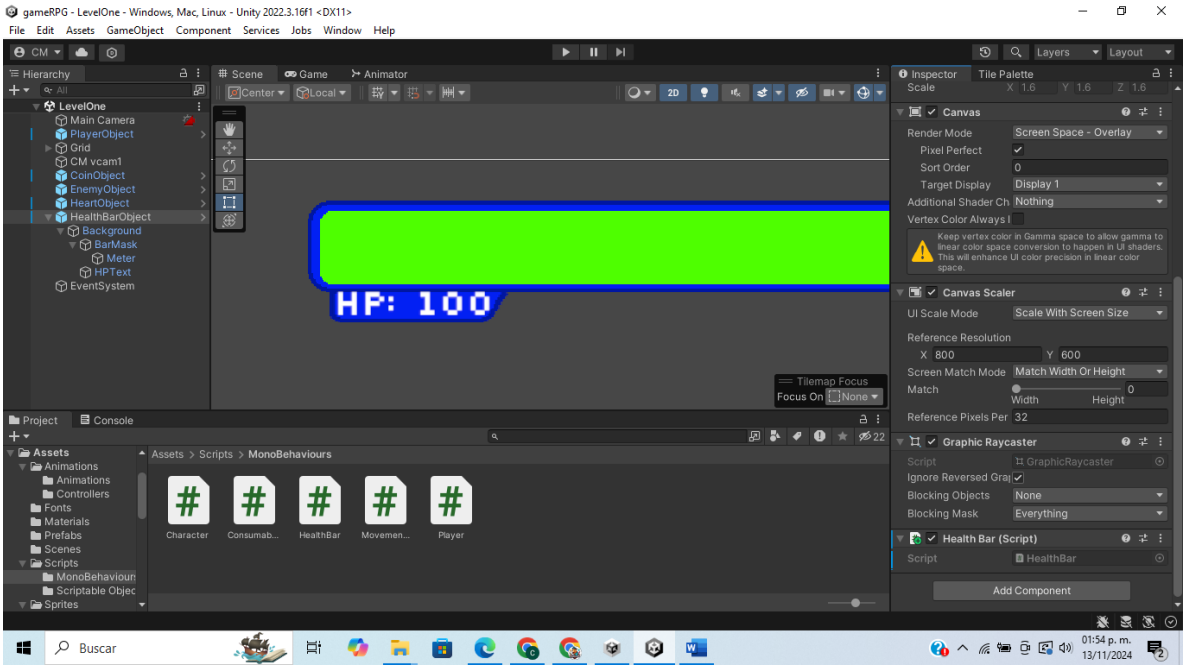

gameRPG - LevelOne - Windows, Mac, Linux - Unity 2022.3.16f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
My account
Sign out Carlos Mata
Upgrade to Unity Plus or Pro
Scene Game Animator
Inspector Tile Palette
Project Console
Assets Fonts
slkscr
Buscar
01:49 p. m.
13/11/2024

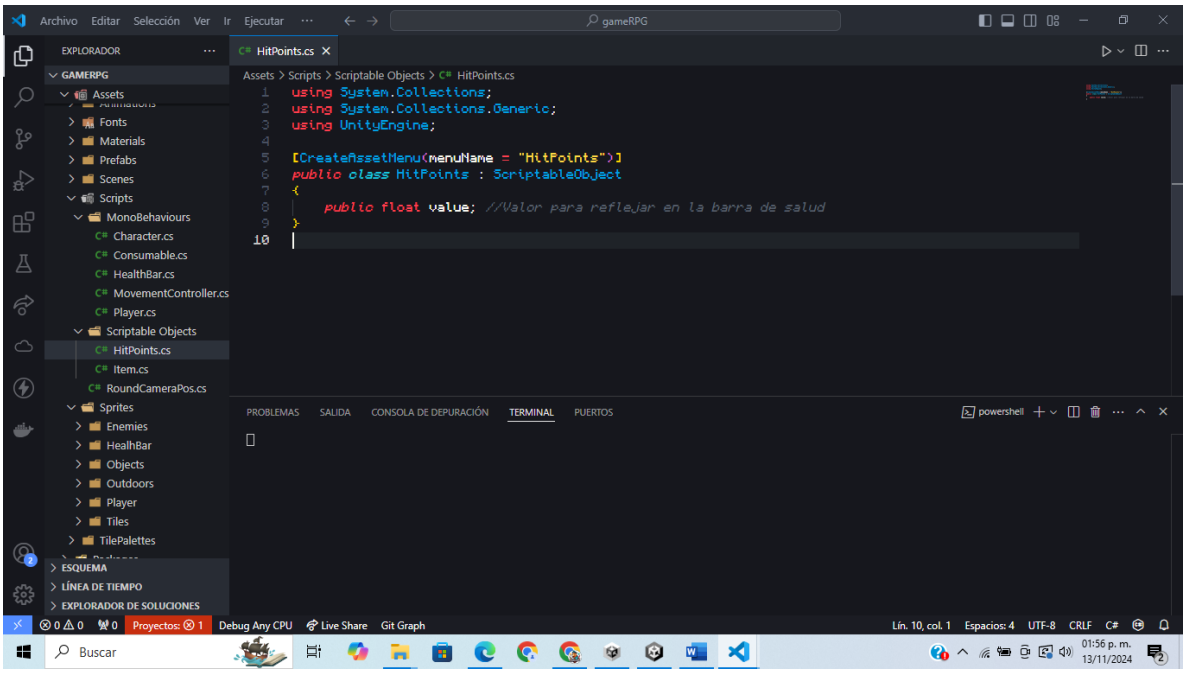

Cut
Copy
Paste
Paste As Child
Rename
Duplicate
Delete
Select Children
Find References in Scene
Set as Default Parent
Prefab
Create Empty
Create Empty Parent
2D Object
3D Object
Effects
Light
Audio
Video
UI
UI Toolkit
Camera
Cinemachine
Visual Scripting Scene Variables
Clear Parent
Move To View
Align With View
Align View to Selected
Toggle Active State
Properties...
Image
Text - TextMeshPro
Raw Image
Panel
Toggle
Slider
Scrollbar
Scroll View
Button - TextMeshPro
Dropdown - TextMeshPro
Input Field - TextMeshPro
Canvas
Event System
Legacy
Text
Button
Dropdown
Input Field
Background
Rect Transform
Canvas Renderer
Image
Source Image HealthBar_4
Material None (Material)
Background
Image Size: 480x93
Buscar
01:49 p. m.
13/11/2024

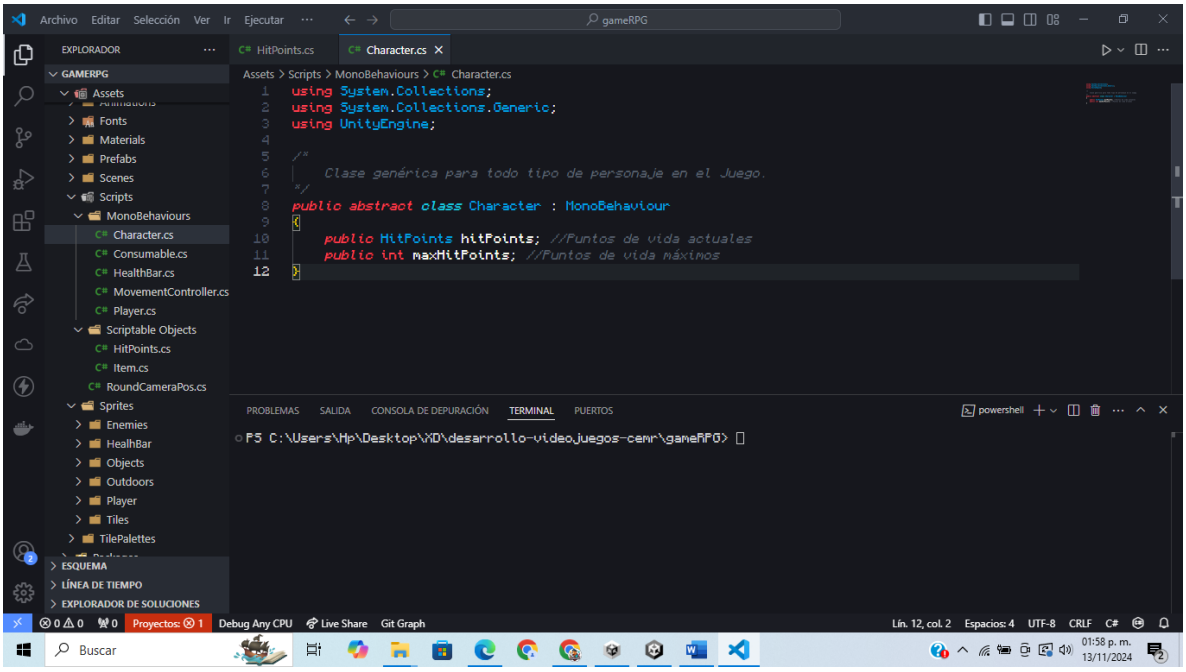

gameRPG - LevelOne - Windows, Mac, Linux - Unity 2022.3.16f1 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne
Main Camera
PlayerObject
Grid
CM vcam1
CoinObject
EnemyObject
HeartObject
HealthBarObject
Background
BarMask
Meter
HPText
EventSystem
Scene
Game
Animator
HP: 100
Inspector
Tile Palette
Canvas Renderer
Text
HP: 100
Character
Font
Font Style
Normal
Font Size
16
Line Spacing
Rich Text
Paragraph
Alignment
Default UI Material
Project
Console
Assets
Animations
Controllers
Fonts
Materials
Prefabs
Scenes
Scripts
Sprites
Enemies
HealthBar
Tilemap Focus
Focus On
None
Buscar
01:52 p. m.
13/11/2024

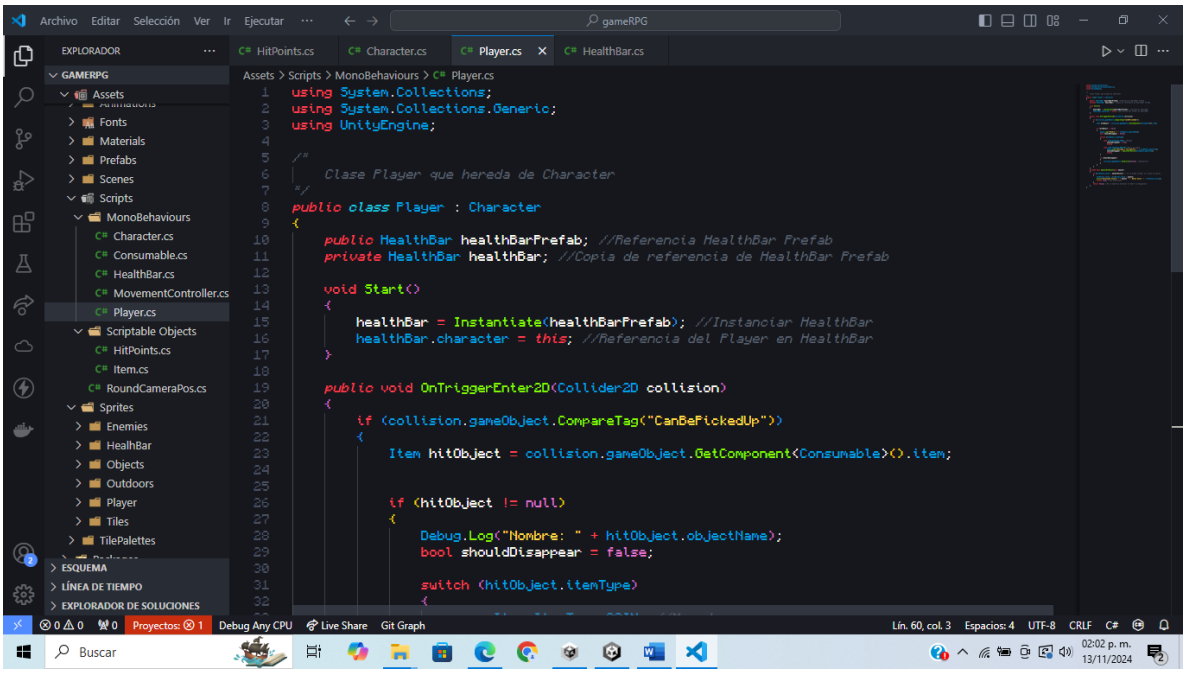

gameRPG - LevelOne - Windows, Mac, Linux - Unity 2022.3.16f1 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne
Main Camera
PlayerObject
Grid
CM vcam1
CoinObject
EnemyObject
HeartObject
HealthBarObject
Background
BarMask
Meter
HPText
EventSystem
Scene
Game
Animator
HP: 100
Inspector
Tile Palette
HPText
Static
Tag
Untagged
Layer
UI
Rect Transform
Pos X
Pos Y
Pos Z
Anchor Presets
Shift: Also set pivot
Alt: Also set position
left
center
right
stretch
top
middle
bottom
Project
Console
Assets
Animations
Controllers
Fonts
Materials
Prefabs
Scenes
Scripts
Sprites
Enemies
HealthBar
Tilemap Focus
Focus On
None
Buscar
01:53 p. m.
13/11/2024

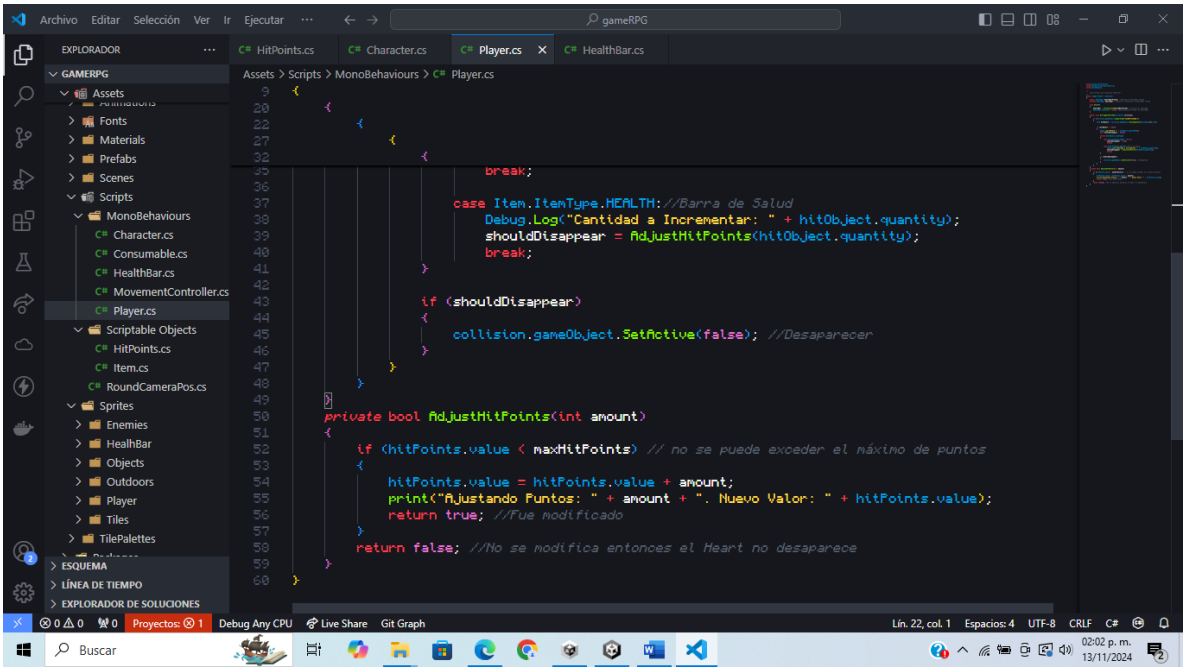

gameRPG - LevelOne - Windows, Mac, Linux - Unity 2022.3.16f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
My account
Sign out Carlos Mata
Upgrade to Unity Plus or Pro
HP: 100
Assets/Prefabs/HealthBarObject.prefab

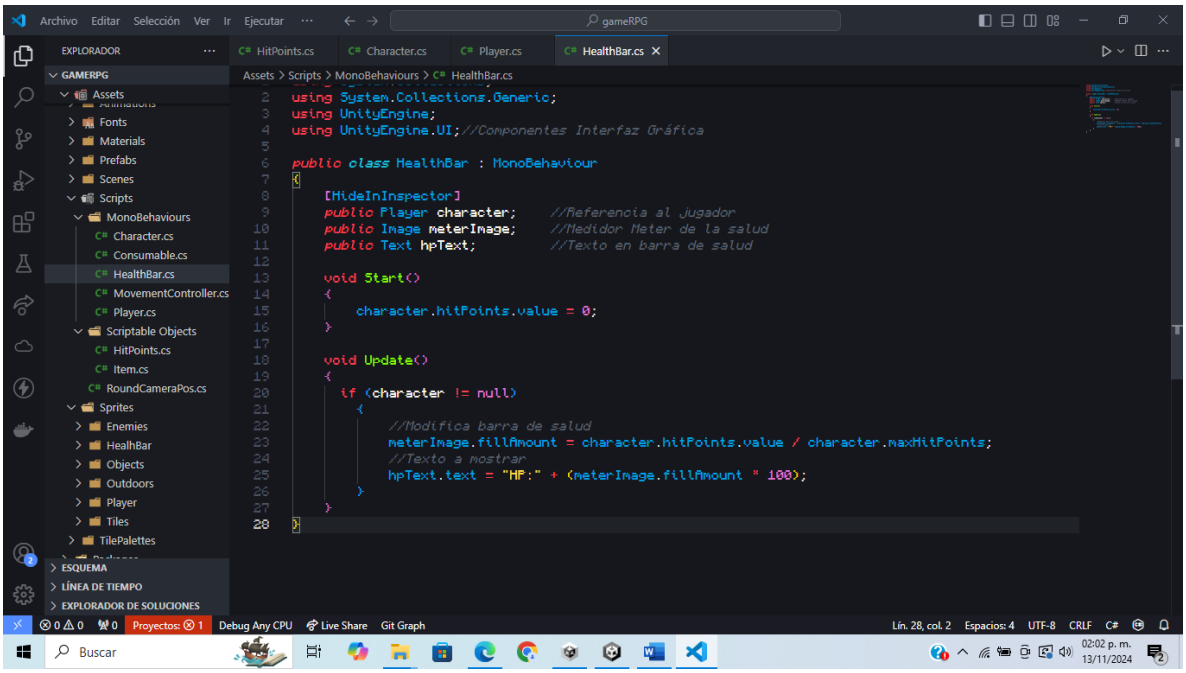

gameRPG - LevelOne - Windows, Mac, Linux - Unity 2022.3.16f1 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
HP: 100
Assets > Scripts > MonoBehaviours


Archivo Editar Selección Ver Ir Ejecutar
gameRPG
EXPLORADOR
GAMERPG
Assets
Fonts
Materials
Prefabs
Scenes
Scripts
MonoBehaviours
Character.cs
Consumable.cs
HealthBar.cs
MovementController.cs
Player.cs
Scriptable Objects
HitPoints.cs
Item.cs
RoundCameraPos.cs
Sprites
Enemies
HealthBar
Objects
Outdoors
Player
Tiles
TilePalettes
ESQUEMA
LÍNEA DE TIEMPO
EXPLORADOR DE SOLUCIONES
HitPoints.cs
Assets > Scripts > Scriptable Objects > HitPoints.cs
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
}
PROBLEMAS SALIDA CONSOLA DE DEPURACIÓN TERMINAL PUERTOS
powershell
Proyectos: 1
Debug Any CPU
Live Share
Git Graph
Lín. 10, col. 1
Espacios: 4
UTF-8
CRLF
C#
Buscar
01:56 p. m.
13/11/2024

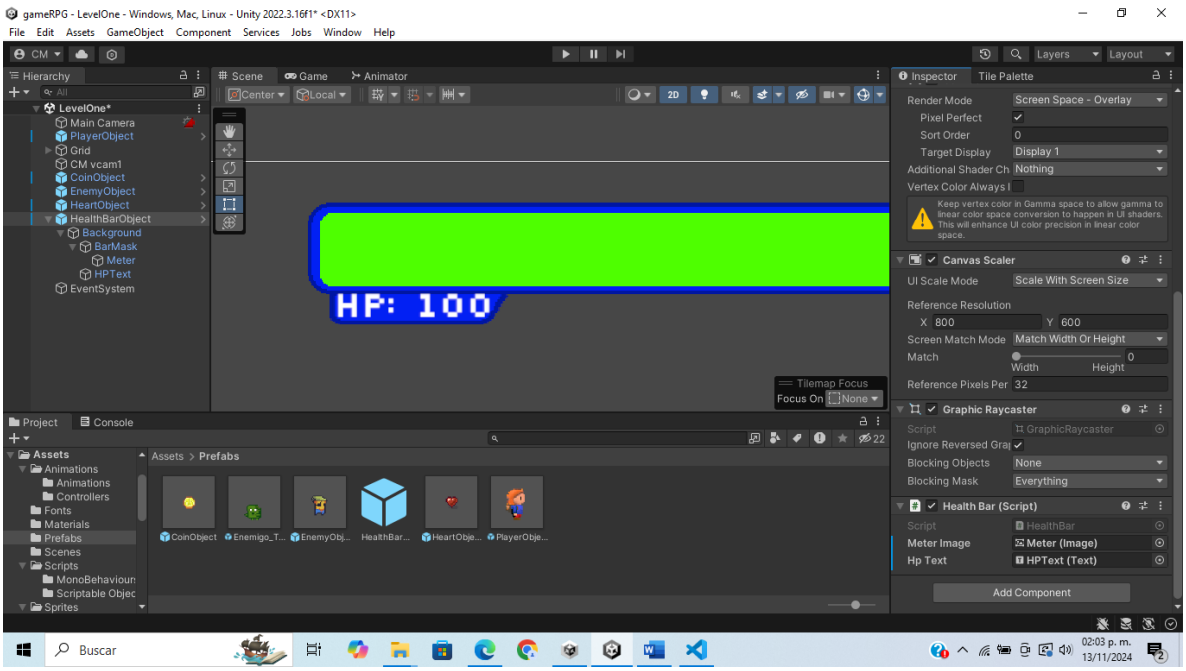

Archivo Editar Selección Ver Ir Ejecutar
gameRPG
EXPLORADOR
HitPoints.cs
Character.cs
GAMERPG
Assets > Scripts > MonoBehaviours > Character.cs
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
/*
Clase genérica para todo tipo de personaje en el Juego.
*/
public abstract class Character : MonoBehaviour
{
public HitPoints hitPoints; //Puntos de vida actuales
public int maxHitPoints; //Puntos de vida máximos
}
PROBLEMAS SALIDA CONSOLA DE DEPURACIÓN TERMINAL PUERTOS
powershell
PS C:\Users\Hp\Desktop\XD\desarrollo-videojuegos-cemr\gameRPG>
Proyectos: 1
Debug Any CPU
Live Share
Git Graph
Lín. 12, col. 2
Espacios: 4
UTF-8
CRLF
C#
Buscar
01:58 p. m.
13/11/2024

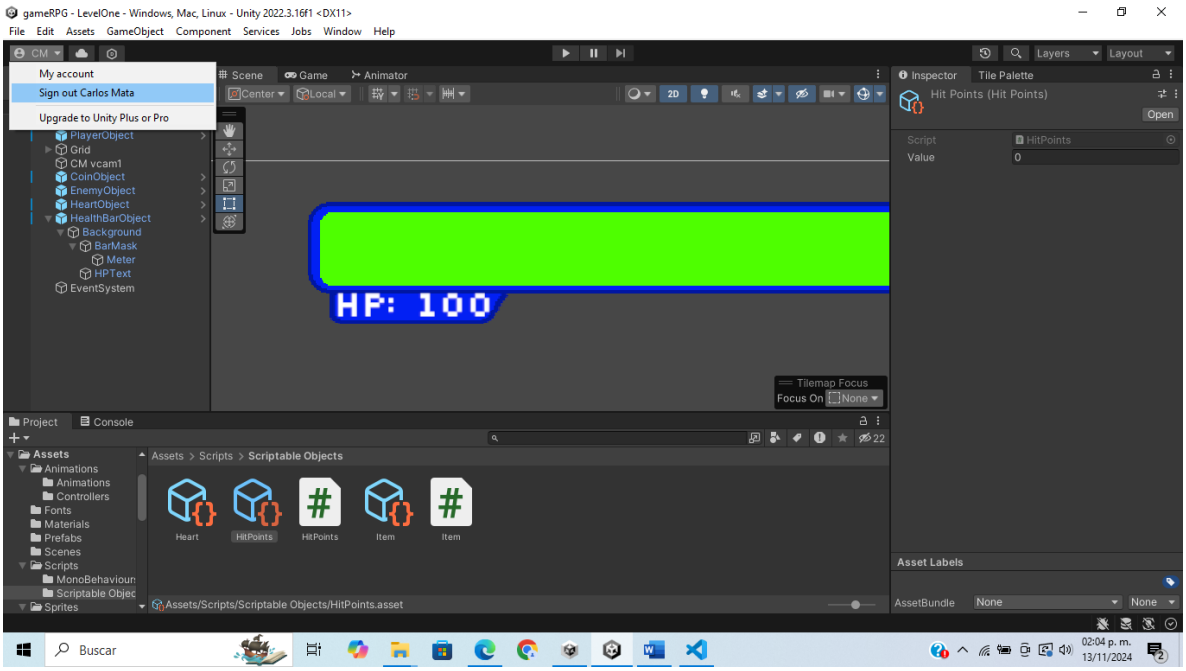

Archivo Editar Selección Ver Ir Ejecutar
gameRPG
EXPLORADOR
GAMERPG
HitPoints.cs
Character.cs
Player.cs
HealthBar.cs
Assets > Scripts > MonoBehaviours > Player.cs
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
/*
Clase Player que hereda de Character
*/
public class Player : Character
{
public HealthBar healthBarPrefab; //Referencia HealthBar Prefab
private HealthBar healthBar; //Copia de referencia de HealthBar Prefab
void Start()
{
healthBar = Instantiate(healthBarPrefab); //Instanciar HealthBar
healthBar.character = this; //Referencia del Player en HealthBar
}
public void OnTriggerEnter2D(Collider2D collision)
{
if (collision.gameObject.CompareTag("CanBePickedUp"))
{
Item hitObject = collision.gameObject.GetComponent<Consumable>().item;
if (hitObject != null)
{
Debug.Log("Nombre: " + hitObject.objectName);
bool shouldDisappear = false;
switch (hitObject.itemType)
Assets
Fonts
Materials
Prefabs
Scenes
Scripts
MonoBehaviours
Character.cs
Consumable.cs
HealthBar.cs
MovementController.cs
Player.cs
Scriptable Objects
HitPoints.cs
Item.cs
RoundCameraPos.cs
Sprites
Enemies
HealhBar
Objects
Outdoors
Player
Tiles
TilePalettes
ESQUEMA
LÍNEA DE TIEMPO
EXPLORADOR DE SOLUCIONES
Proyectos: 1
Debug Any CPU
Live Share
Git Graph
Lín. 60, col. 3
Espacios: 4
UTF-8
CRLF
C#
Buscar
02:02 p. m.
13/11/2024

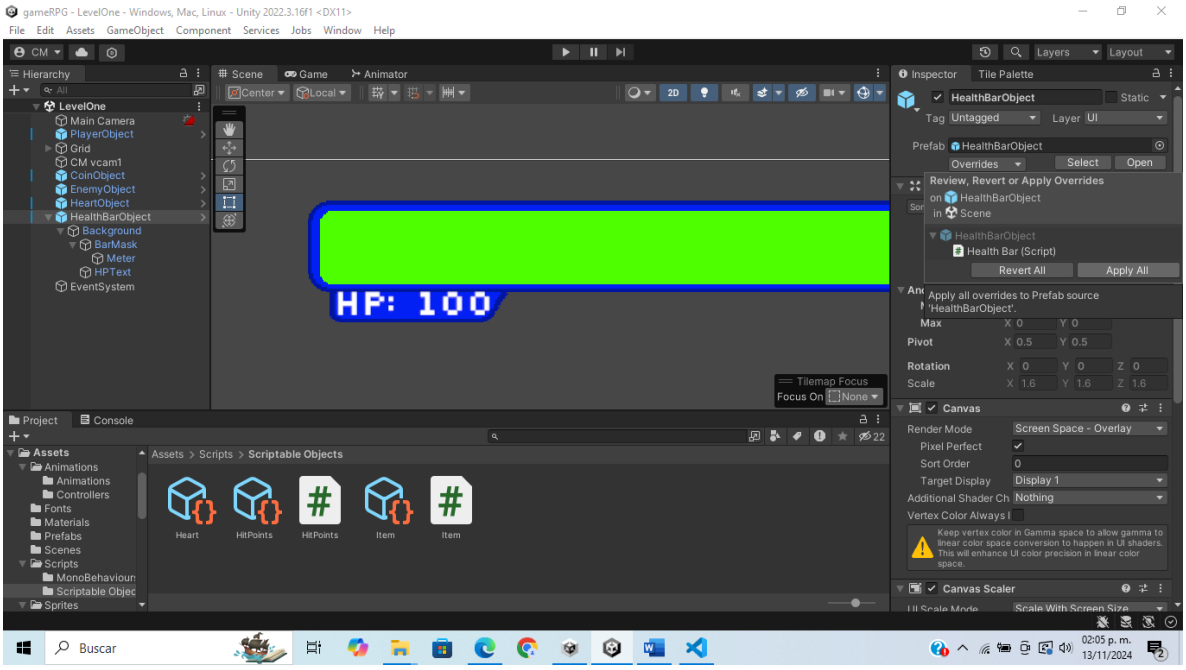

Archivo Editar Selección Ver Ir Ejecutar
gameRPG
EXPLORADOR
GAMERPG
HitPoints.cs
Character.cs
Player.cs
HealthBar.cs
Assets > Scripts > MonoBehaviours > Player.cs
{
{
{
{
break;
case Item.ItemType.HEALTH://Barra de Salud
Debug.Log("Cantidad a Incrementar: " + hitObject.quantity);
shouldDisappear = AdjustHitPoints(hitObject.quantity);
break;
}
if (shouldDisappear)
{
collision.gameObject.SetActive(false); //Desaparecer
}
}
}
}
private bool AdjustHitPoints(int amount)
{
if (hitPoints.value < maxHitPoints) // no se puede exceder el máximo de puntos
{
hitPoints.value = hitPoints.value + amount;
print("Ajustando Puntos: " + amount + ". Nuevo Valor: " + hitPoints.value);
return true; //Fue modificado
}
return false; //No se modifica entonces el Heart no desaparece
}
}
Assets
Fonts
Materials
Prefabs
Scenes
Scripts
MonoBehaviours
Character.cs
Consumable.cs
HealthBar.cs
MovementController.cs
Player.cs
Scriptable Objects
HitPoints.cs
Item.cs
RoundCameraPos.cs
Sprites
Enemies
HealhBar
Objects
Outdoors
Player
Tiles
TilePalettes
ESQUEMA
LÍNEA DE TIEMPO
EXPLORADOR DE SOLUCIONES
Proyectos: 1
Debug Any CPU
Live Share
Git Graph
Lín. 22, col. 1
Espacios: 4
UTF-8
CRLF
C#
Buscar
02:02 p. m.
13/11/2024

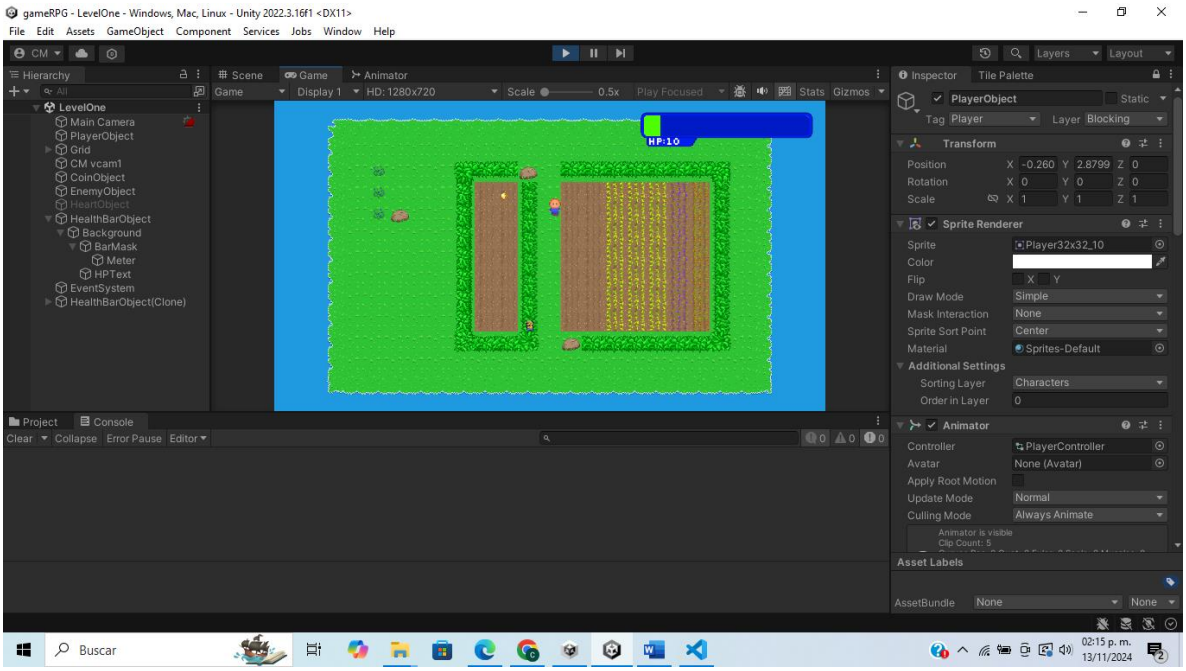


```
using System.Collections.Generic;
using UnityEngine;
using UnityEngine.UI;//Componentes Interfaz Gráfica

public class HealthBar : MonoBehaviour
{
    [HideInInspector]
    public Player character;     //Referencia al jugador
    public Image meterImage;     //Medidor Meter de la salud
    public Text hpText;          //Texto en barra de salud

    void Start()
    {
        character.hitPoints.value = 0;
    }

    void Update()
    {
      if (character != null)
        {
            //Modifica barra de salud
            meterImage.fillAmount = character.hitPoints.value / character.maxHitPoints;
            //Texto a mostrar
            hpText.text = "HP:" + (meterImage.fillAmount * 100);
        }
    }
}
```




gameRPG - LevelOne - Windows, Mac, Linux - Unity 2022.3.16f1 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
My account
Sign out Carlos Mata
Upgrade to Unity Plus or Pro
HP: 100
Hit Points (Hit Points)
Assets/Scripts/Scriptable Objects/HitPoints.asset


gameRPG - LevelOne - Windows, Mac, Linux - Unity 2022.3.16f1 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
HP: 100
HealthBarObject
Canvas
Canvas Scaler


gameRPG - LevelOne - Windows, Mac, Linux - Unity 2022.3.16f1 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne
Main Camera
PlayerObject
Grid
CM vcam1
CoinObject
EnemyObject
HeartObject
HealthBarObject
Background
BarMask
Meter
HPText
EventSystem
HealthBarObject(Clone)
Scene
Game
Animator
Display 1
HD: 1280x720
Scale
0.5x
Play Focused
Stats
Gizmos
HP:10
Project
Console
Clear
Collapse
Error Pause
Editor
Inspector
Tile Palette
PlayerObject
Static
Tag Player
Layer Blocking
Transform
Position X -0.260 Y 2.8799 Z 0
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Sprite Renderer
Sprite Player32x32_10
Color
Flip X Y
Draw Mode Simple
Mask Interaction None
Sprite Sort Point Center
Material Sprites-Default
Additional Settings
Sorting Layer Characters
Order in Layer 0
Animator
Controller PlayerController
Avatar None (Avatar)
Apply Root Motion
Update Mode Normal
Culling Mode Always Animate
Animator is visible
Clip Count: 5
Asset Labels
AssetBundle None None
Buscar
02:15 p. m.
13/11/2024