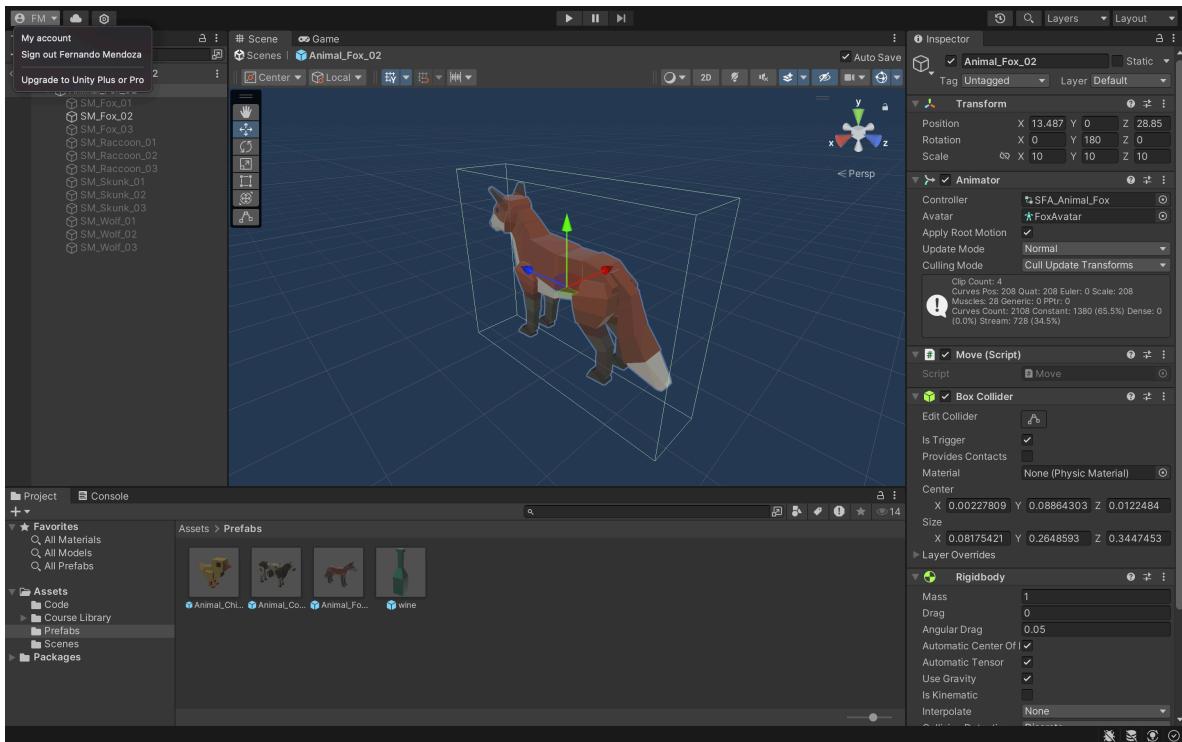
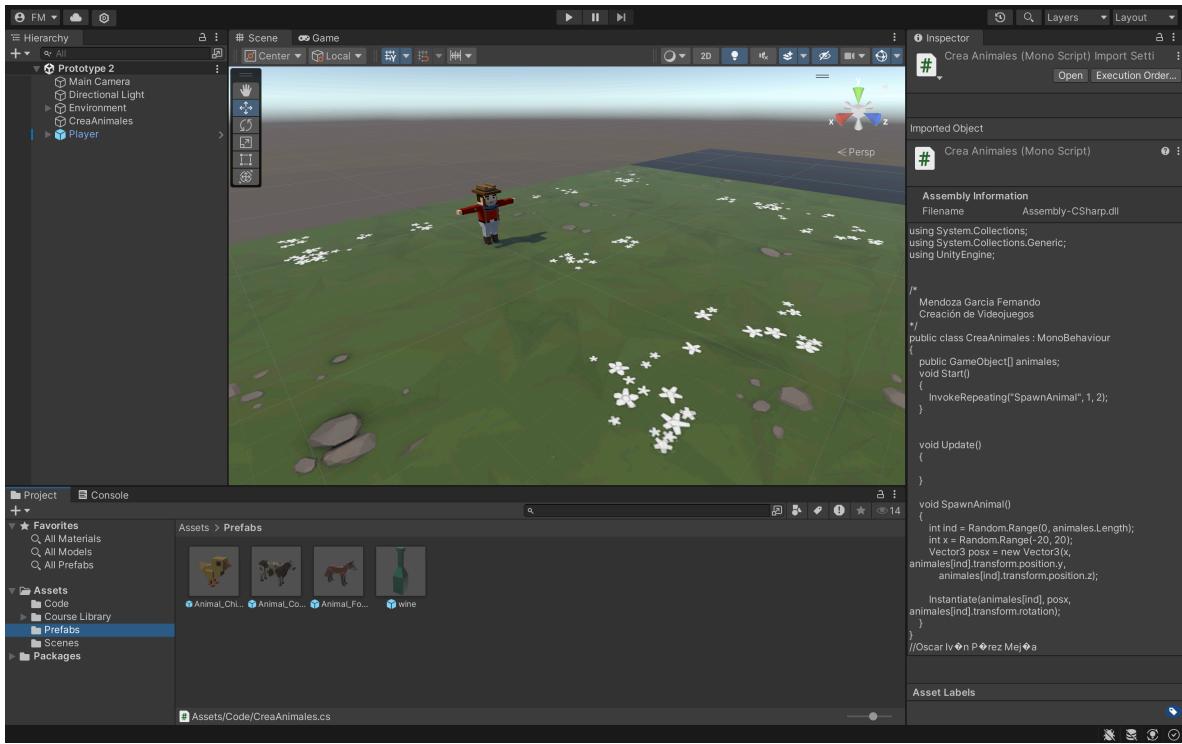


```
CreaAnimales.cs
Users > fernandomendozagarcia > Documents > Ingeniería > Sep - Dic 2024 > Creacion Videojuegos > CreacionVideojuegos > Prototipo 2 > Assets > Code > CreaAnimales.cs > ...
1  using System.Collections;
2  using System.Collections.Generic;
3  using UnityEngine;
4
5
6  /*
7   * Mendoza Garcia Fernando
8   * Creación de Videojuegos
9  */
10 public class CreaAnimales : MonoBehaviour
11 {
12     public GameObject[] animales;
13     void Start()
14     {
15         InvokeRepeating("SpawnAnimal", 1, 2);
16     }
17
18     void Update()
19     {
20     }
21
22 }
23
24 void SpawnAnimal()
25 {
26     int ind = Random.Range(0, animales.Length);
27     int x = Random.Range(-20, 20);
28     Vector3 posx = new Vector3(x, animales[ind].transform.position.y,
29                             animales[ind].transform.position.z);
30
31     Instantiate(animales[ind], posx, animales[ind].transform.rotation);

```

The code editor window displays the CreaAnimales.cs script. It defines a class CreaAnimales that extends MonoBehaviour. It has a public array of GameObjects named animales. The Start() method calls InvokeRepeating with the string "SpawnAnimal", a delay of 1 second, and a repeat count of 2. The Update() method contains an empty body. The SpawnAnimal() method instantiates a random object from the animales array at a randomly generated x-position between -20 and 20, while maintaining the original y and z positions of the object.



The screenshot shows a code editor interface with two tabs open: 'CreaAnimales.cs' and 'DetectaColision\_1.cs'. The 'DetectaColision\_1.cs' tab is active, displaying the following C# script:

```
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4
5 /*
6  * Mendoza Garcia Fernando
7  * Creación de Videojuegos
8 */
9
10 public class DetectaColision_1 : MonoBehaviour
11 {
12
13     private void OnTriggerEnter(Collider other)
14     {
15         Destroy(other.gameObject);
16         Destroy(gameObject);
17     }
18
19     void Start()
20     {
21     }
22
23
24     void Update()
25     {
26     }
27
28 }
29
```

The code editor includes standard navigation and search tools at the top, and a toolbar with various icons on the left. At the bottom, there are buttons for 'Launchpad', 'Share Code Link', and several status indicators.

