Taller de Videojuegos

Cambios del código

```
public void Update()
{
    //Variable global contador para llevar la cantidad de movimientos
    //Condicional cantidad == numerodejugadas
    //gameOver=true;
    //Estos son los turnos que tienes que hacer para mover la piesa
    if(turno > 3)
    {
        //Using UnityEngine.SceneManagement is needed here
        SceneManager.LoadScene("Game"); //Restarts the game by loading the scene over again
    }

    if (gameOver && Input.GetMouseButtonDown(0))
    {
            gameOver = false;

            //Using UnityEngine.SceneManagement is needed here
            SceneManager.LoadScene("Game"); //Restarts the game by loading the scene over again


    }
}
```

```
//Metodos para el movimiento de las piezas""
    public void InitiateMovePlates()
    {
        switch (this.name)
        {
             case "black_queen":
            case "white_queen":
                LineMovePlate(1, 0);
                LineMovePlate(0, 1);
                LineMovePlate(1, 1);
                LineMovePlate(-1, 0);
                LineMovePlate(0, -1);
                LineMovePlate(-1, -1);
                LineMovePlate(-1, 1);
                LineMovePlate(1, -1);
                break;
            /* case "black_knight":
           case "white_knight":
                LMovePlate();
                break;
```

```
public void Activate()
{
    //Get the game controller
    controller = GameObject.FindGameObjectWithTag("GameController");

    //Take the instantiated location and adjust transform
    SetCoords();

    //Choose correct sprite based on piece's name
    switch (this.name)
    {
        //Modificar el codigo//
        case "black_queen": this.GetComponent<SpriteRenderer>().sprite = black_queen; player = "black"; break;
        case "black_knight": this.GetComponent<SpriteRenderer>().sprite = black_knight; player = "black"; break;
        case "black_pawn": this.GetComponent<SpriteRenderer>().sprite = black_pawn; player = "black"; break;
        case "white_queen": this.GetComponent<SpriteRenderer>().sprite = white_queen; player = "white"; break;
        case "white_pawn": this.GetComponent<SpriteRenderer>().sprite = white_pawn; player = "white"; break;
    }
}
```

```
//(x,y)(columnas,renglones)
public void Start()
{
    //Cambiamos las piesas y las posiciones de las piesas.
    playerWhite = new GameObject[] { Create("white_queen", 0, 0), Create("white_pawn", 6, 2), Create("white_pawn", 3, 3), Create("white_pawn", 5, 3) };
    playerBlack = new GameObject[] { Create("black_pawn", 4,3), Create("black_pawn", 5, 4), Create("black_pawn", 3, 4), Create("black_pawn", 2, 6) };

    //Set all piece positions on the positions board
    for (int i = 0; i < playerBlack.Length; i++)
    {
        SetPosition(playerBlack[i]);
        SetPosition(playerWhite[i]);
    }
}
```