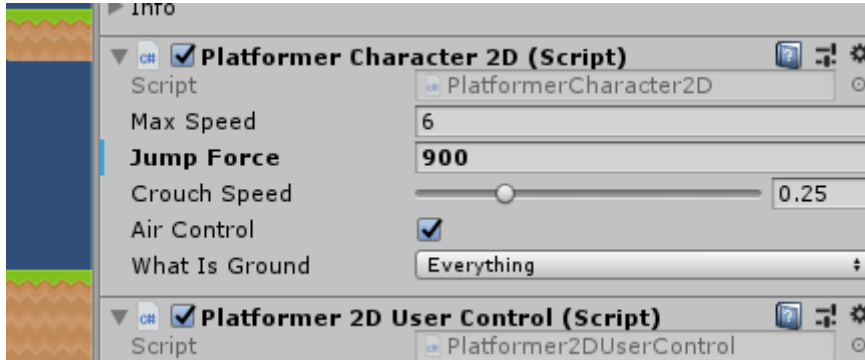


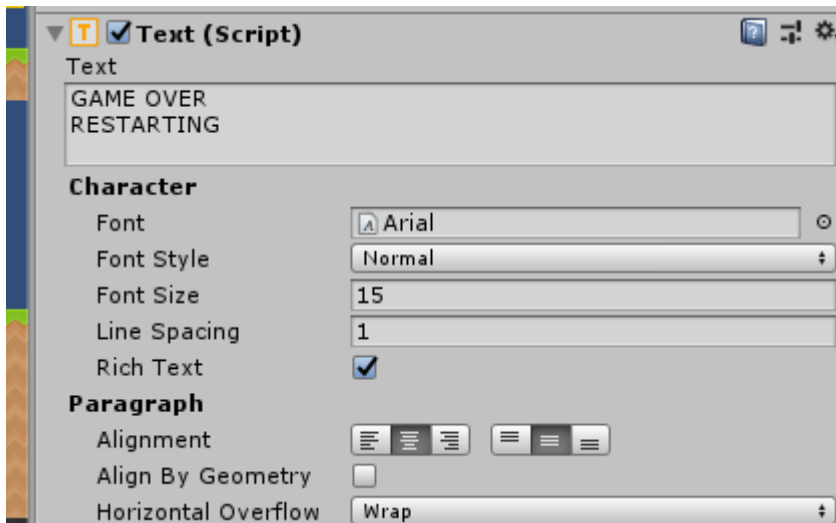
Fernando Monereo

https://github.com/FernandoMonereo/escav_pjei_examen2t_repo_FernandoMonereo

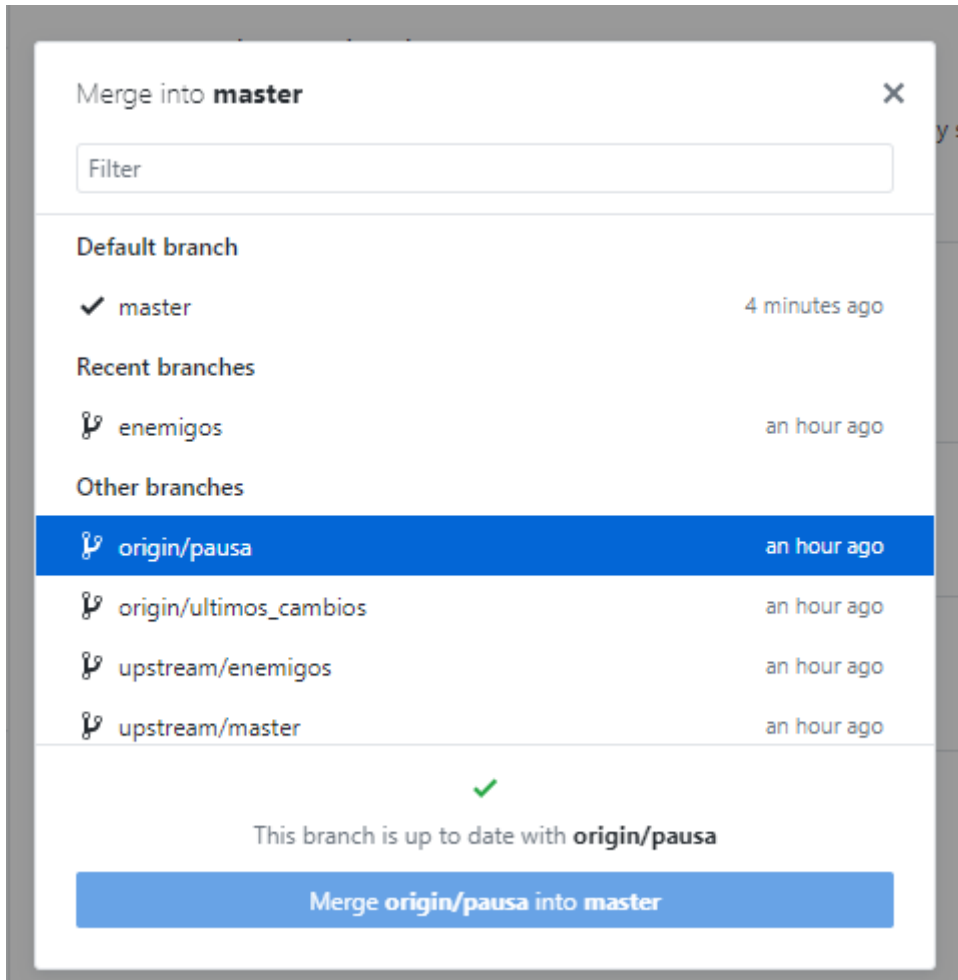
Se crea el fork y tras clonar el repositorio y abrirlo en unity, edito la fuerza del salto.



Hago merge de la rama enemigos y edito el texto de game over



Hago merge de la rama de pausa



Luego nuevo algunos elementos del escenario intentando mantener la dificultad

Fernando Monereo

Current repository
escav_pjei_examen2t

Current branch
master

Fetch origin
Last fetched 6 minutes ago

Changes 1

History

Assets\Scenes\Game.unity

1 changed file

Assets\Scenes\Game.unity

Monedas

Description

Commit to master

130	130	@@ -130,7 +130,7 @@ PrefabInstance:
131	131	- target: {fileID: 430606139179275627, guid: bfbbf77820e0a744b91979c3dc6a6ae7,
132	132	type: 3}
		propertyPath: m_LocalPosition.x
133	133	- value: 28.86
		+ value: 22.51
134	134	objectReference: {fileID: 0}
135	135	- target: {fileID: 430606139179275627, guid: bfbbf77820e0a744b91979c3dc6a6ae7,
136	136	type: 3}
		@@ -165,7 +165,7 @@ PrefabInstance:
165	165	- target: {fileID: 430606139179275627, guid: bfbbf77820e0a744b91979c3dc6a6ae7,
166	166	type: 3}
167	167	propertyPath: m_RootOrder
168	168	- value: 8
		+ value: 13
169	169	objectReference: {fileID: 0}
170	170	- target: {fileID: 430606139179275627, guid: bfbbf77820e0a744b91979c3dc6a6ae7,
171	171	type: 3}
		@@ -287,12 +287,12 @@ PrefabInstance:
287	287	- target: {fileID: 5646481638905463097, guid: 140210ab6b8849e46ada0e840216f719,
288	288	type: 3}
289	289	propertyPath: m_LocalPosition.x
290	290	- value: 8.75
		+ value: 5.96
291	291	objectReference: {fileID: 0}
292	292	- target: {fileID: 5646481638905463097, guid: 140210ab6b8849e46ada0e840216f719,
293	293	type: 3}
294	294	propertyPath: m_LocalPosition.y

Después traigo rama de últimos cambios y elimino los conflictos

