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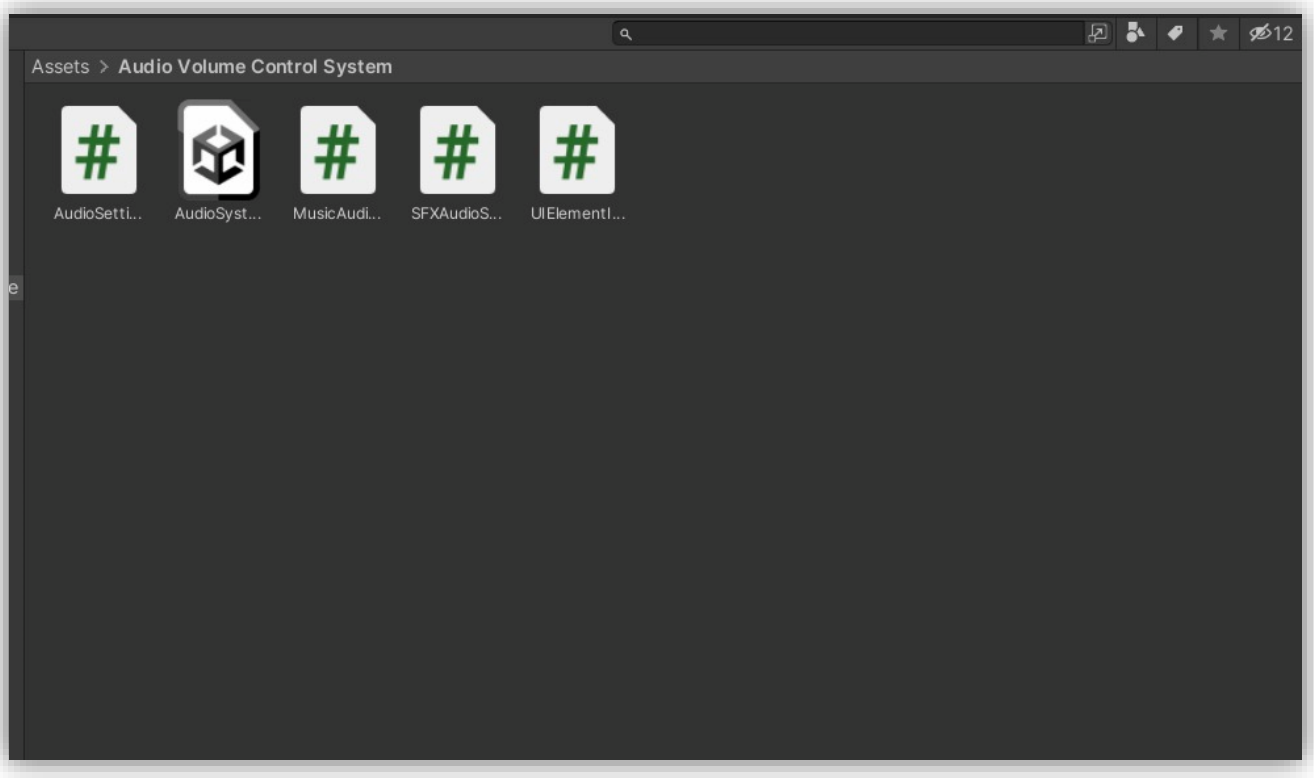
❖ **Tema**:
Capítulo 3- Desarrollo (Entrega Final)

❖ **Fecha de entrega:**
18/08/2022

Capítulo III: Desarrollo

3.1 Capturas de la Aplicación Scripts, Sprites, Prefabs e imágenes) Capturas de la aplicación:



Script Atack: sirve para que los personajes ataquen, tanto el jugador como también los enemigos

using System.Collections;

```
using System.Collections.Generic;
using UnityEngine;

public class Attack : MonoBehaviour {

    public int damage;

    // Use this for initialization
    void Start () {

    }

    // Update is called once per frame
    void Update () {

    }

    private void OnTriggerEnter(Collider other)
    {
        Enemy enemy = other.GetComponent<Enemy>();
        Player player = other.GetComponent<Player>();
        if(enemy != null)
        {
```

```
                enemy.TookDamage(damage);
            }

            if (player != null)
            {
                player.TookDamage(damage);
            }
        }
}
```

Script Camerafollow.cs: esto controla el movimiento de las cámaras, para que sigua el personaje y también para la intro donde muestra también el texto del prologo

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class CameraFollow : MonoBehaviour {

    public float xMargin = 1f; // Distance in the x axis the player can move before the camera follows.
    //public float yMargin = 1f; // Distance in the y axis the player can move before the camera follows.
    public float xSmooth = 8f; // How smoothly the camera catches up with it's target movement in the x axis.
```

```
	public float ySmooth = 8f; // How smoothly the camera catches up with it's target movement in the y axis.

	public Vector2 maxXAndY; // The maximum x and y coordinates the camera can have.

	public Vector2 minXAndY; // The minimum x and y coordinates the camera can have.



	private Transform m_Player; // Reference to the player's transform.




	private void Awake()

	{

		// Setting up the reference.

		m_Player = GameObject.FindGameObjectWithTag("Player").transform;

	}




	private bool CheckXMargin()

	{

		// Returns true if the distance between the camera and the player in the x axis is greater than the x margin.

		return (transform.position.x - m_Player.position.x) < xMargin;

	}
```

```
        //private bool CheckYMargin()

        //{

                // Returns true if the distance between the camera and the player
in the y axis is greater than the y margin.

                //return Mathf.Abs(transform.position.y - m_Player.position.y) >
yMargin;

        //}




        private void Update()

        {

                TrackPlayer();

        }




        private void TrackPlayer()

        {

                // By default the target x and y coordinates of the camera are it's
current x and y coordinates.

                float targetX = transform.position.x;

                float targetY = transform.position.y;



                // If the player has moved beyond the x margin...

                if (CheckXMargin())

                {
```

```
                // ... the target x coordinate should be a Lerp between the
camera's current x position and the player's current x position.

                targetX = Mathf.Lerp(transform.position.x,
m_Player.position.x, xSmooth * Time.deltaTime);

            }



            // If the player has moved beyond the y margin...

            //if (CheckYMargin())

            //{

                // ... the target y coordinate should be a Lerp between the
camera's current y position and the player's current y position.

                //targetY = Mathf.Lerp(transform.position.y,
m_Player.position.y, ySmooth * Time.deltaTime);

            //}



            // The target x and y coordinates should not be larger than the
maximum or smaller than the minimum.

            targetX = Mathf.Clamp(targetX, minXAndY.x, maxXAndY.x);

            //targetY = Mathf.Clamp(targetY, minXAndY.y, maxXAndY.y);



            // Set the camera's position to the target position with the same z
component.

            transform.position = new Vector3(targetX, transform.position.y,
transform.position.z);

        }

}
```

Script Destroybytime.cs: Destruye el gameObject luego de cierto tiempo, por ejemplo luego de que la vida llegue a cero.

```
using System.Collections;

using System.Collections.Generic;

using UnityEngine;


public class DestroyByTime : MonoBehaviour {


	public float destroyTime;


	// Use this for initialization

	void Start () {

		Destroy(gameObject, destroyTime);

	}


	// Update is called once per frame

	void Update () {


	}

}
```

Script Enemy.cs: Este escrip contiene los códigos necesarios para que el enemigo se mueva ataque y cuando resiva daño le afecte

```
using System.Collections;
```

```
using System.Collections.Generic;
using UnityEngine;

public class Enemy : MonoBehaviour {

        public float maxSpeed;
        public float minHeight, maxHeight;
        public float damageTime = 0.5f;
        public int maxHealth;
        public float attackRate = 1f;
        public string enemyName;
        public Sprite enemyImage;
        public AudioClip collisionSound, deathSound;

        public GameObject[] dropItem;
    private static int chanceToDropItem = 0;

        private int currentHealth;
        private float currentSpeed;
        private Rigidbody rb;
        protected Animator anim;
        private Transform groundCheck;
        private bool onGround;
```

```
protected bool facingRight = false;

private Transform target;

protected bool isDead = false;

private float zForce;

private float walkTimer;

private bool damaged = false;

private float damageTimer;

private float nextAttack;

private AudioSource audioS;


public void Maxh(int heal){


        if(maxHealth >= 1){

                maxHealth = maxHealth - heal;

        }

        print(heal);

}

// Use this for initialization

void Start () {


        rb = GetComponent<Rigidbody>();

        anim = GetComponent<Animator>();

        groundCheck = transform.Find("GroundCheck");
```

```
        target = FindObjectOfType<Player>().transform;
        currentHealth = maxHealth;
        audioS = GetComponent<AudioSource>();
    }

    // Update is called once per frame
    void Update () {

        onGround = Physics.Linecast(transform.position,
groundCheck.position, 1 << LayerMask.NameToLayer("Ground"));
        anim.SetBool("Grounded", onGround);
        anim.SetBool("Dead", isDead);

        if (!isDead)
        {
            facingRight = (target.position.x < transform.position.x) ?
false : true;
            if (facingRight)
            {
                transform.eulerAngles = new Vector3(0, 180, 0);
            }
            else
            {
                transform.eulerAngles = new Vector3(0, 0, 0);
```

```
                }
            }


            if(damaged && !isDead)
            {
                damageTimer += Time.deltaTime;
                if(damageTimer >= damageTime)
                {
                    damaged = false;
                    damageTimer = 0;
                }
            }

            walkTimer += Time.deltaTime;
        }

        private void FixedUpdate()
        {
            if (!isDead)
            {
                Vector3 targetDitance = target.position -
transform.position;
                float hForce = targetDitance.x / Mathf.Abs(targetDitance.x);
```

```
                if(walkTimer >= Random.Range(1f, 2f))
                {
                        zForce = Random.Range(-1, 2);
                        walkTimer = 0;
                }

                if(Mathf.Abs(targetDitance.x) < 1.5f)
                {
                        hForce = 0;
                }

                if(!damaged)
                rb.velocity = new Vector3(hForce * currentSpeed, 0, zForce
* currentSpeed);

                anim.SetFloat("Speed", Mathf.Abs(currentSpeed));

                if(Mathf.Abs(targetDitance.x) < 1.5f &&
Mathf.Abs(targetDitance.z) < 1.5f && Time.time > nextAttack)
                {
                        anim.SetTrigger("Attack");
                        currentSpeed = 0;
                        nextAttack = Time.time + attackRate;
```

```
                }
            }

            rb.position = new Vector3
                (
                    rb.position.x,
                    rb.position.y,
                    Mathf.Clamp(rb.position.z, minHeight, maxHeight));
        }

        public void TookDamage(int damage)
        {
            if (!isDead)
            {
                damaged = true;
                currentHealth -= damage;
                anim.SetTrigger("HitDamage");
                PlaySong(collisionSound);

        FindObjectOfType<UIManager>().UpdateEnemyUI(maxHealth,
currentHealth, enemyName, enemyImage);
                if(currentHealth <= 0)
                {
                    isDead = true;
```

```
                    chanceToDropItem+=3;


                    int random = Random.Range(0, 100);
            //if random value is less than chance of drop and length of our items
            if(random < chanceToDropItem && dropItem.Length > 0)
            {
                //create a random item between 0 index and our drop item list where ever enemy is going to die
                Instantiate(dropItem[Random.Range(0, dropItem.Length)], transform.position, Quaternion.identity);
                //reset chance of drop item back to 0 again
                chanceToDropItem = 0;
            }



                    rb.AddRelativeForce(new Vector3(3, 5, 0), ForceMode.Impulse);
                    PlaySong(deathSound);
                }
            }
        }

        public void DisableEnemy()
        {
            gameObject.SetActive(false);
```

```
    }

    void ResetSpeed()
    {
        currentSpeed = maxSpeed;
    }

    public void PlaySong(AudioClip clip)
    {
        audioS.clip = clip;
        audioS.Play();
    }
}
```

Script EnemySpawn: Este script contiene los condigos necesarios para que el enemigo se genere de manera aleatoria en distintos lugares del background

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class EnemySpawn : MonoBehaviour {

    public float maxZ, minZ;
    public GameObject[] enemy;
    public int numberOfEnemies;
```

```
public float spawnTime;


private int currentEnemies;
// Use this for initialization
void Start () {


}


// Update is called once per frame
void Update () {

	if(currentEnemies >= numberOfEnemies)
	{
		int enemies = FindObjectsOfType<Enemy>().Length;
		if(enemies <= 0)
		{
			FindObjectOfType<ResetCameraScript>().Activate();
			gameObject.SetActive(false);
		}
	}

}
```

```
	void SpawnEnemy()
	{
		bool positionX = Random.Range(0, 2) == 0 ? true : false;
		Vector3 spawnPosition;
		spawnPosition.z = Random.Range(minZ, maxZ);
		if (positionX)
		{
			spawnPosition = new Vector3(transform.position.x + 10, 0,
spawnPosition.z);
		}
		else
		{
			spawnPosition = new Vector3(transform.position.x - 10, 0,
spawnPosition.z);
		}
		Instantiate(enemy[Random.Range(0, enemy.Length)],
spawnPosition, Quaternion.identity);
		currentEnemies++;
		if(currentEnemies < numberOfEnemies)
		{
			Invoke("SpawnEnemy", spawnTime);
		}
	}

	private void OnTriggerEnter(Collider other)
```

```
        {
                if (other.CompareTag("Player"))
                {
                        GetComponent<BoxCollider>().enabled = false;
                        FindObjectOfType<CameraFollow>().maxXAndY.x =
transform.position.x;
                        SpawnEnemy();
                }
        }
}
```

Script GameManager.cs: Este script controla el funcionamiento del juego en general ya sea saltar la intro, pasar de una escena a otra y manera el menú del volumen.

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class GameManager : MonoBehaviour {

        public int lives;
        public int characterIndex;
        private static GameManager gameManager;

        // Use this for initialization
```

```
    void Awake () {


        if(gameManager == null)

        {

            gameManager = this;

        }

        else if(gameManager != this)

        {

            Destroy(gameObject);

        }


        DontDestroyOnLoad(gameObject);


    }


    // Update is called once per frame

    void Update () {


    }

}
```

Script Menu.cs: este script junto con el de GameManager se encargan del funcionamiento optimo del menú para que sea dinamico y pueda mandarnos a la escena del gameplay.

```
using System.Collections;
```

```
using System.Collections.Generic;
using UnityEngine;
using UnityEngine.SceneManagement;

public class Menu : MonoBehaviour {




    // Update is called once per frame
    void Update () {

        if (Input.anyKeyDown)
        {
            LoadScene();
        }

    }

    void LoadScene()
    {
    SceneManager.LoadScene(SceneManager.GetActiveScene().buildIndex +
1);
    }
```

```
}
```

Script MusicControler.cs: Este script se encargara de reproducir la canción de fondo del videojuego, dependiendo de la escena en cuestión.

```
using System.Collections;

using System.Collections.Generic;

using UnityEngine;


public class MusicController : MonoBehaviour {


        public AudioClip levelSong, bossSong, levelClearSong;


        private AudioSource audioS;


        // Use this for initialization

        void Start () {


                audioS = GetComponent<AudioSource>();

                PlaySong(levelSong);


        }
```

```
    public void PlaySong(AudioClip clip)
    {
        audioS.clip = clip;
        audioS.Play();
    }
}
```

Script Player.cs: Este script se encargara de que nuestro personaje pueda moverse atacar y recibir daño.

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using UnityEngine.SceneManagement;

public class Player : MonoBehaviour {

    public float maxSpeed = 4;
    public float jumpForce = 400;
    public float minHeight, maxHeight;
    public int maxHealth = 10;
    public string playerName;
    public Sprite playerImage;
    public AudioClip collisionSound, jumpSound, healthItem;
```

```
private int currentHealth;
public int heal = 1;
private float currentSpeed;
private Rigidbody rb;
private Animator anim;
private Transform groundCheck;
private bool onGround;
private bool isDead = false;
private bool facingRight = true;
private bool jump = false;
private AudioSource audioS;

// Use this for initialization
void Start () {

        rb = GetComponent<Rigidbody>();
        anim = GetComponent<Animator>();
        groundCheck = gameObject.transform.Find("GroundCheck");
        currentSpeed = maxSpeed;
        currentHealth = maxHealth;
        audioS = GetComponent<AudioSource>();

}
```

```
	// Update is called once per frame
	void Update () {

		onGround = Physics.Linecast(transform.position,
groundCheck.position, 1 << LayerMask.NameToLayer("Ground"));

		anim.SetBool("OnGround", onGround);
		anim.SetBool("Dead", isDead);

		if(Input.GetButtonDown("Jump") && onGround)
		{
			jump = true;
		}

		if (Input.GetButtonDown("Fire1"))
		{
			anim.SetTrigger("Attack");
		}

	}

	private void FixedUpdate()
	{
```

```
        if (!isDead)
        {
            float h = Input.GetAxis("Horizontal");
            float z = Input.GetAxis("Vertical");

            if (!onGround)
                z = 0;

            rb.velocity = new Vector3(h * currentSpeed, rb.velocity.y, z
* currentSpeed);

            if (onGround)
                anim.SetFloat("Speed",
Mathf.Abs(rb.velocity.magnitude));

            if(h > 0 && !facingRight)
            {
                Flip();
            }
            else if(h < 0 && facingRight)
            {
                Flip();
            }
```

```
                if (jump)
                {
                        jump = false;
                        rb.AddForce(Vector3.up * jumpForce);
                        PlaySong(jumpSound);
                }
                float minWidth = Camera.main.ScreenToWorldPoint(new
Vector3(0, 0, 10)).x;
                float maxWidth = Camera.main.ScreenToWorldPoint(new
Vector3(Screen.width, 0, 10)).x;
                rb.position = new Vector3(Mathf.Clamp(rb.position.x,
minWidth + 1, maxWidth - 1),
                        rb.position.y,
                        Mathf.Clamp(rb.position.z, minHeight, maxHeight));
        }
    }

    void Flip()
    {
        facingRight = !facingRight;

        Vector3 scale = transform.localScale;
        scale.x *= -1;
        transform.localScale = scale;
    }
```

```
void ZeroSpeed()
{
        currentSpeed = 0;
}

void ResetSpeed()
{
        currentSpeed = maxSpeed;
}

public void TookDamage(int damage)
{
        if (!isDead)
        {
                currentHealth -= damage;
                anim.SetTrigger("HitDamage");

FindObjectOfType<UIManager>().UpdateHealth(currentHealth);
                PlaySong(collisionSound);
                if(currentHealth <= 0)
                {
                        isDead = true;
                        FindObjectOfType<GameManager>().lives--;
```

```
                        if (facingRight)
                        {
                            rb.AddForce(new Vector3(-3, 5, 0),
ForceMode.Impulse);
                        }
                        else
                        {
                            rb.AddForce(new Vector3(3, 5, 0),
ForceMode.Impulse);
                        }
                    }
                }
            }

            public void PlaySong(AudioClip clip)
            {
                audioS.clip = clip;
                audioS.Play();
            }

            private void OnTriggerStay(Collider other)
            {
                if(other.CompareTag("Health Item"))
```

```
        {
                if (Input.GetButtonDown("Fire2"))
                {
                        Destroy(other.gameObject);
                        anim.SetTrigger("Catching");
                        PlaySong(healthItem);
                        currentHealth = maxHealth;

FindObjectOfType<UIManager>().UpdateHealth(currentHealth);
                }
        }

        else if(other.CompareTag("Damage"))
        {
                if (Input.GetButtonDown("Fire2"))
                {
                        Destroy(other.gameObject);
                        anim.SetTrigger("Catching");
                        PlaySong(healthItem);
                        //currentHealth = maxHealth;
                        Enemy enemy = other.GetComponent<Enemy>();
                        if(enemy != null){
                                enemy.Maxh(heal);
                        }
```

```
        //FindObjectOfType<UIManager>().UpdateHealth(currentHealth);
                }
            }
        }

        void PlayerRespawn()
        {
            if(FindObjectOfType<GameManager>().lives > 0)
            {
                isDead = false;
                FindObjectOfType<UIManager>().UpdateLives();
                currentHealth = maxHealth;

        FindObjectOfType<UIManager>().UpdateHealth(currentHealth);
                anim.Rebind();
                float minWidth = Camera.main.ScreenToWorldPoint(new
Vector3(0, 0, 10)).x;
                transform.position = new Vector3(minWidth, 10, -4);
            }
            else
            {
```

```
        FindObjectOfType<UIManager>().UpdateDisplayMessage("Game Over");
                Destroy(FindObjectOfType<GameManager>().gameObject);
                Invoke("LoadScene", 2f);
            }

        }

        void LoadScene()
        {
            SceneManager.LoadScene(0);
        }
}
```

Script PlayerSpawner.cs: Este script se encarga de que cada vez que nuestro personaje muera vuelva a aparecer siempre y cuando le queden vidas sobrantes.

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class PlayerSpawner : MonoBehaviour {

        public GameObject[] player;
```

```
	// Use this for initialization
	void Awake () {

		int index = FindObjectOfType<GameManager>().characterIndex -
1;
		Instantiate(player[index], transform.position, transform.rotation);

	}


}
```

Script ResetCameraScript.cs: Este script hace que la cámara vuelva a su posición inicial cuando se pasa de nivel o cuando se termina el juego y vuelve al menú principal.

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class ResetCameraScript : MonoBehaviour {

	public void Activate()
	{
		GetComponent<Animator>().SetTrigger("Go");
	}
```

```
    void ResetCamera()
    {
        FindObjectOfType<CameraFollow>().maxXAndY.x = 200;
    }
}
```

Script SelectMenu.cs: Este script se encarga del funcionamiento del menú para controlar el volumen de la música de fondo y el sonido de los golpes cuando el personaje principal o los enemigos se golpean.

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using UnityEngine.UI;
using UnityEngine.SceneManagement;

public class SelectMenu : MonoBehaviour {

    public Image adamImage, axelImage;
    public Animator adamAnim, axelAnim;

    private Color defaultColor;
    private int characterIndex;
    private AudioSource audioS;
```

```
// Use this for initialization
void Start () {

        characterIndex = 1;
        audioS = GetComponent<AudioSource>();
        defaultColor = axelImage.color;
}

// Update is called once per frame
void Update () {

        if (Input.GetKeyDown(KeyCode.LeftArrow))
        {
                characterIndex = 1;
                PlaySound();

        }
        else if (Input.GetKeyDown(KeyCode.RightArrow))
        {
                characterIndex = 1;
                PlaySound();
        }
```

```
            if(characterIndex == 1)
            {
                adamImage.color = Color.yellow;
                adamAnim.SetBool("Attack", true);
                axelImage.color = defaultColor;
                axelAnim.SetBool("Attack", false);
            }
            else if(characterIndex == 1)
            {
                axelImage.color = Color.yellow;
                axelAnim.SetBool("Attack", true);
                adamImage.color = defaultColor;
                adamAnim.SetBool("Attack", false);
            }

            if (Input.GetKeyDown(KeyCode.Return))
            {
                FindObjectOfType<GameManager>().characterIndex =
characterIndex;

        SceneManager.LoadScene(SceneManager.GetActiveScene().buildIndex +
1);
            }
        }
```

```
        void PlaySound()
        {
                if (!audioS.isPlaying)
                {
                        audioS.Play();
                }
        }
}
```

Script Sonido.cs: Este script se encarga de reproducir en cierto momento los efectos de sonidos como son, golpes, saltos, cuando los enemigos son golpeados, cuando el jugador es golpeado y el sonido que hacen cuando mueren.

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using UnityEngine.UI;
using UnityEngine.Audio;
using TMPro;



public class Sonido : MonoBehaviour
{
   // Start is called before the first frame update
```

```
        public GameObject window;
    void Start()
    {


    }


    // Update is called once per frame
    void Update()
    {
        if(Input.GetKeyDown(KeyCode.V))
       {
           window.SetActive(!window.activeInHierarchy);




       }
    }
}
```

Script UiManager.cs: Este script manejas los cambas que salen en el gameplay, ya sea el nombre y la barra de vida del jugador y la de los enemigos y como son afectados cuando reciben ataques.

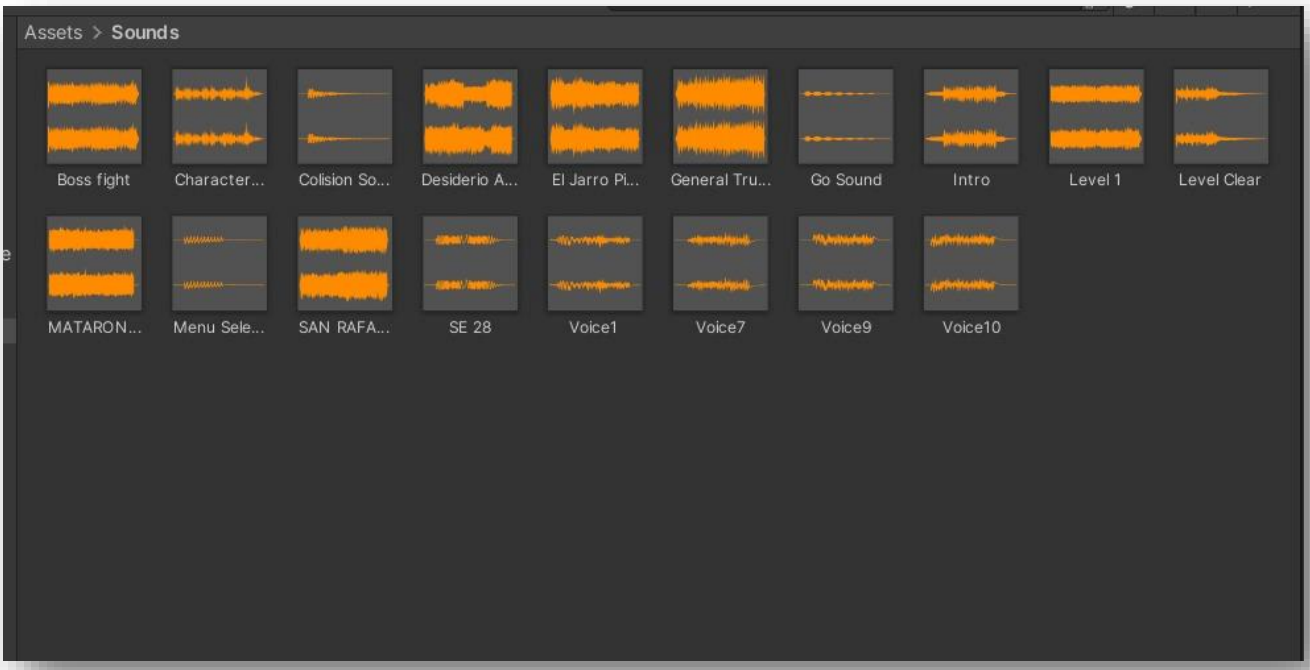
```
using System.Collections;

using System.Collections.Generic;

using UnityEngine;
```

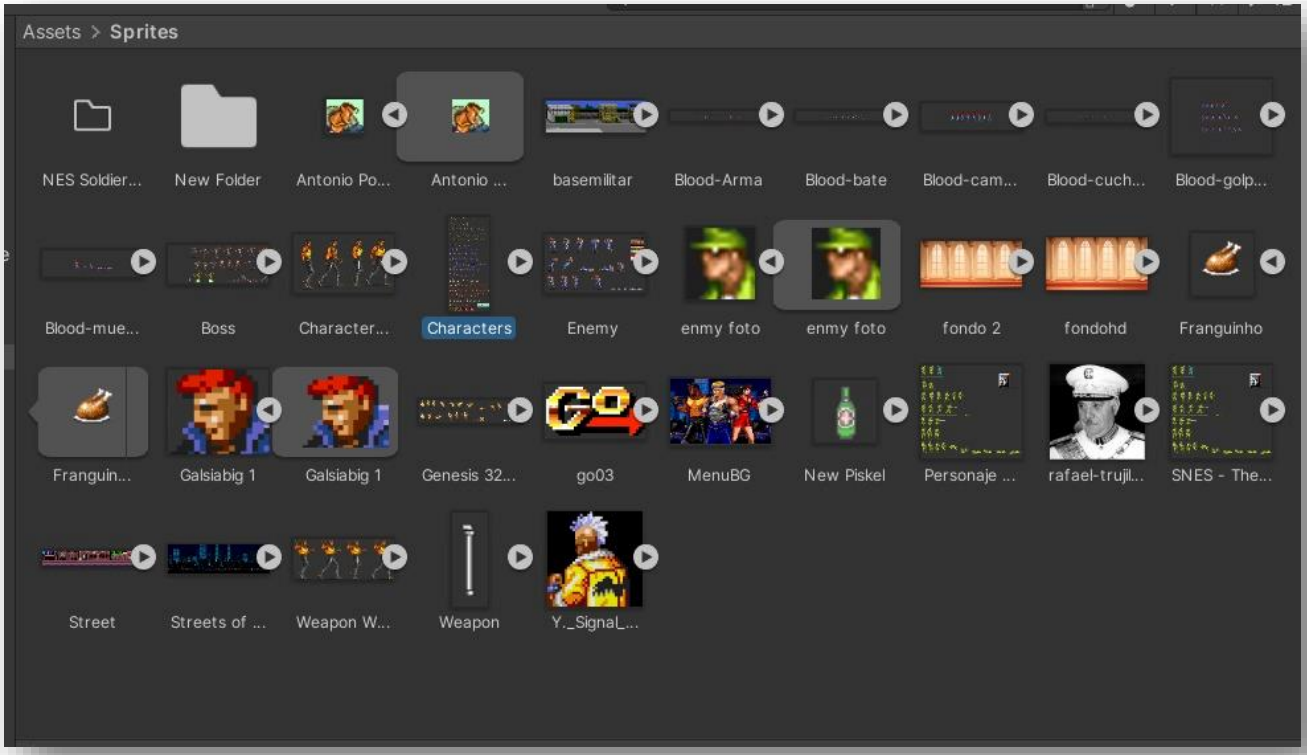
```
using UnityEngine.UI;

public class UIManager : MonoBehaviour {

    public Slider healthUI;
    public Image playerImage;
    public Text playerName;
    public Text livesText;
    public Text displayMessage;

    public GameObject enemyUI;
    public Slider enemySlider;
    public Text enemyName;
    public Image enemyImage;

    public float enemyUITime = 4f;

    private float enemyTimer;
    private Player player;

    // Use this for initialization
    void Start () {
```

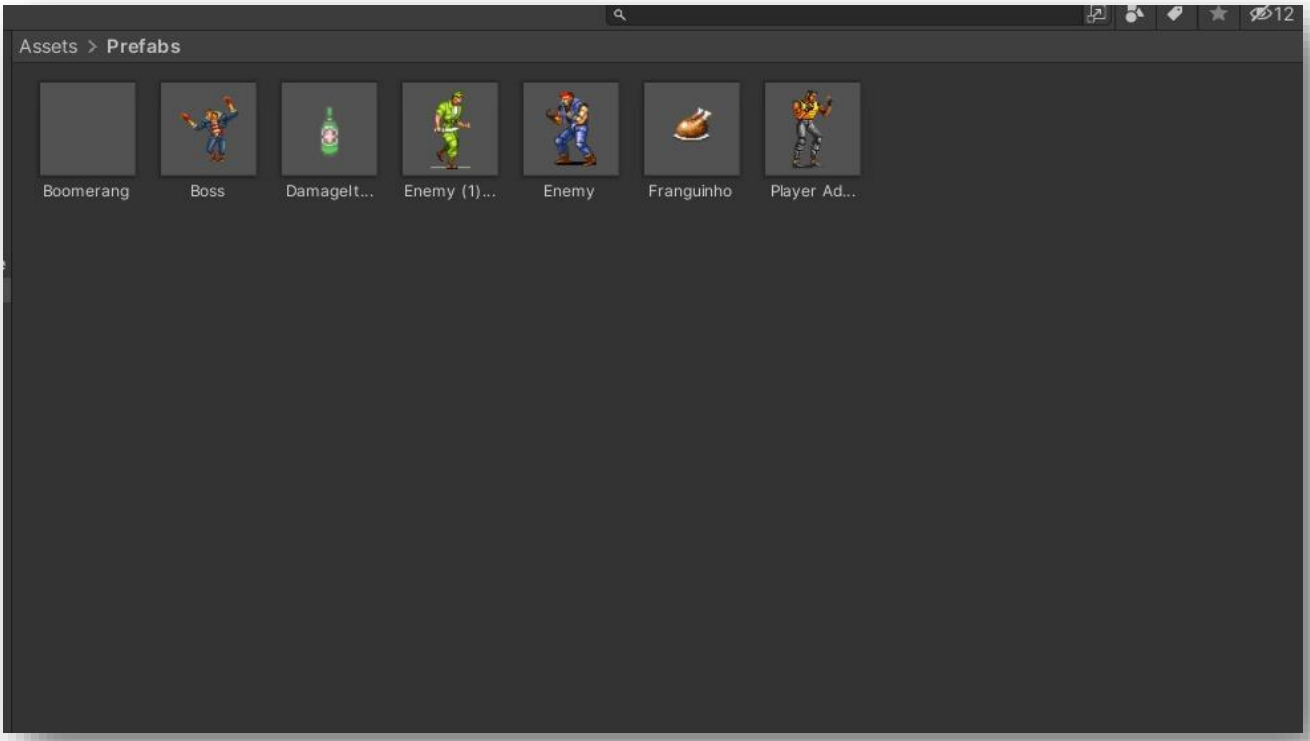
```
        player = FindObjectOfType<Player>();
        healthUI.maxValue = player.maxHealth;
        healthUI.value = healthUI.maxValue;
        playerName.text = player.playerName;
        playerImage.sprite = player.playerImage;
        UpdateLives();

}

// Update is called once per frame
void Update () {

        enemyTimer += Time.deltaTime;
        if(enemyTimer >= enemyUITime)
        {
                enemyUI.SetActive(false);
                enemyTimer = 0;
        }

}

public void UpdateHealth(int amount)
{
```

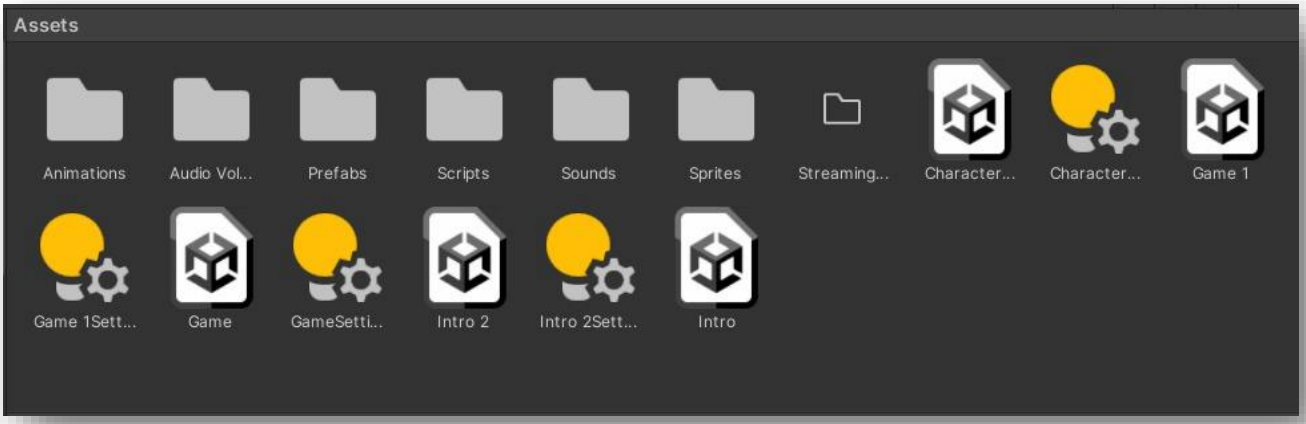
```
            healthUI.value = amount;
        }

        public void UpdateEnemyUI(int maxHealth, int currentHealth, string
name, Sprite image)
        {
            enemySlider.maxValue = maxHealth;
            enemySlider.value = currentHealth;
            enemyName.text = name;
            enemyImage.sprite = image;
            enemyTimer = 0;
            enemyUI.SetActive(true);
        }

        public void UpdateLives()
        {
            livesText.text = "x " +
FindObjectOfType<GameManager>().lives.ToString();
        }

        public void UpdateDisplayMessage(string message)
        {
            displayMessage.text = message;
        }
```

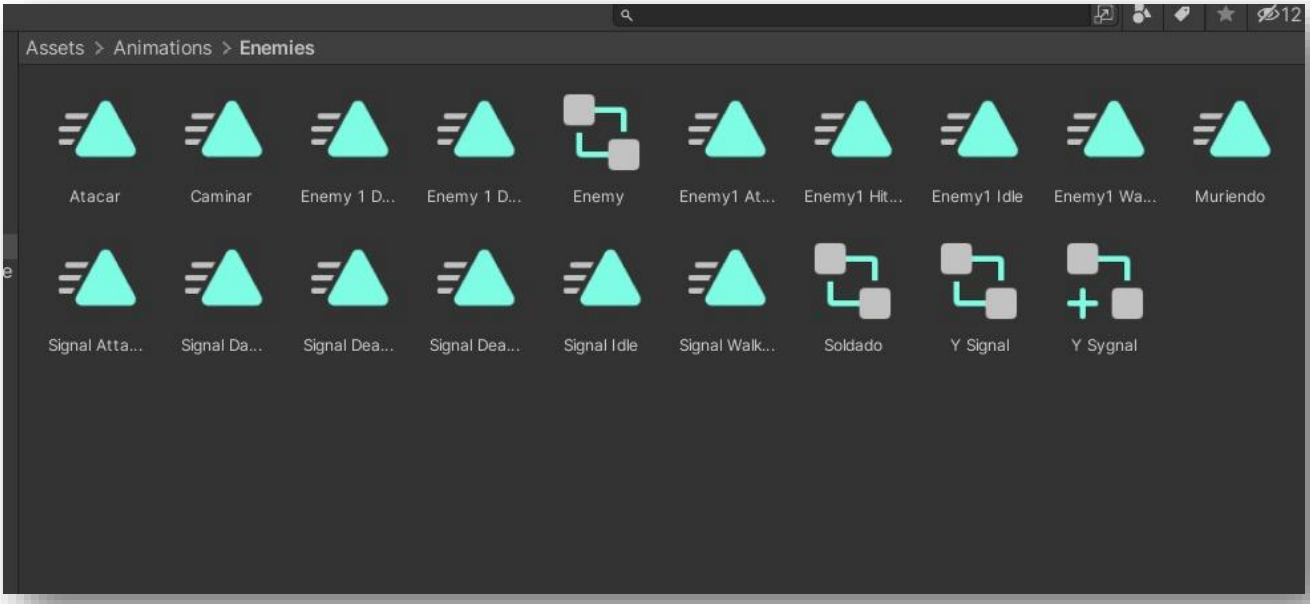
```
}
```

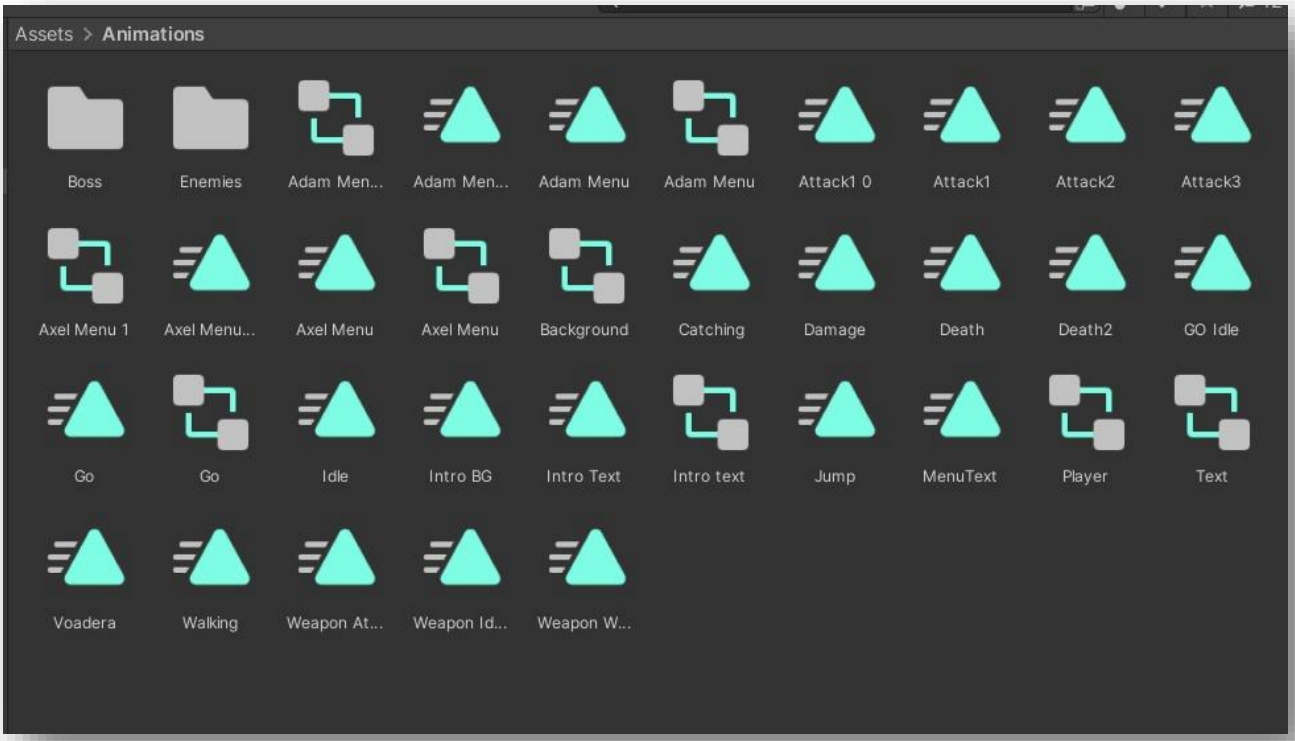

Assets > Sounds
Boss fight
Character...
Colision So...
Desiderio A...
El Jarro Pi...
General Tru...
Go Sound
Intro
Level 1
Level Clear
MATARON...
Menu Sele...
SAN RAFA...
SE 28
Voice1
Voice7
Voice9
Voice10

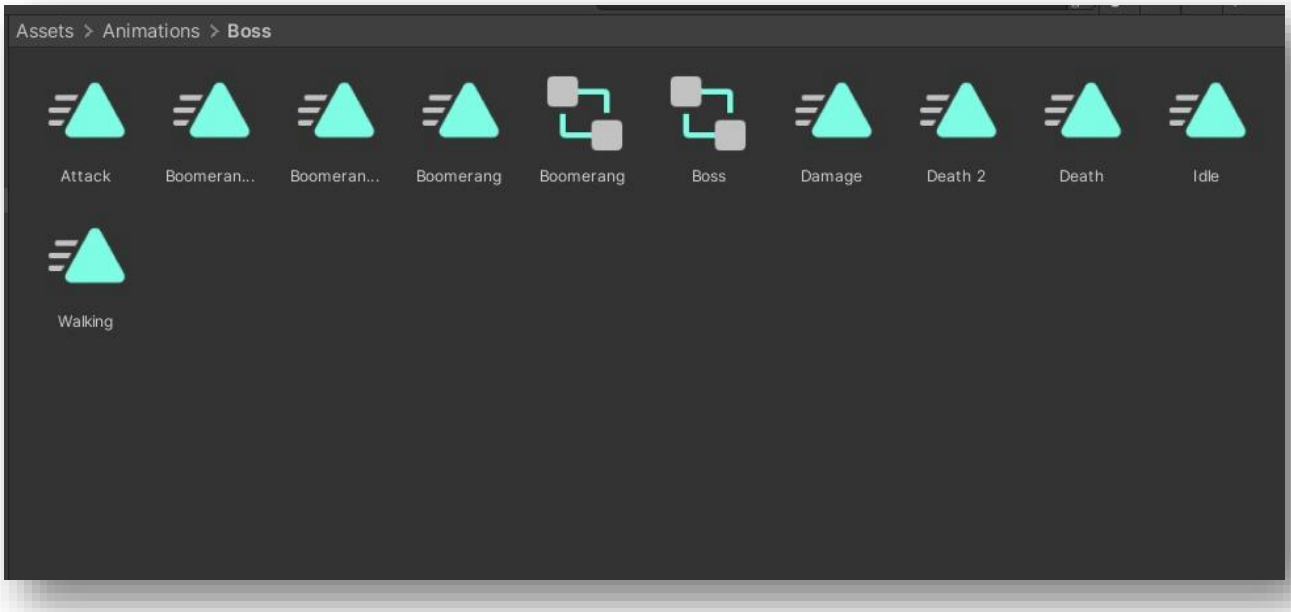

Assets > Sprites
NES Soldier...
New Folder
Antonio Po...
Antonio ...
basemilitar
Blood-Arma
Blood-bate
Blood-cam...
Blood-cuch...
Blood-golp...
Blood-mue...
Boss
Character...
Characters
Enemy
enmy foto
enmy foto
fondo 2
fondohd
Franguinho
Franguin...
Galsiabig 1
Galsiabig 1
Genesis 32...
go03
MenuBG
New Piskel
Personaje ...
rafael-trujil...
SNES - The...
Street
Streets of ...
Weapon W...
Weapon
Y._Signal_...


Assets > Prefabs
Boomerang
Boss
DamageIt...
Enemy (1)...
Enemy
Franguinho
Player Ad...


Assets
Animations
Audio Vol...
Prefabs
Scripts
Sounds
Sprites
Streaming...
Character...
Character...
Game 1
Game 1Sett...
Game
GameSetti...
Intro 2
Intro 2Sett...
Intro


Assets > Animations > Enemies
Atacar
Caminar
Enemy 1 D...
Enemy 1 D...
Enemy
Enemy1 At...
Enemy1 Hit...
Enemy1 Idle
Enemy1 Wa...
Muriendo
Signal Atta...
Signal Da...
Signal Dea...
Signal Dea...
Signal Idle
Signal Walk...
Soldado
Y Signal
Y Sygnal


Assets > Animations
Boss
Enemies
Adam Men...
Adam Men...
Adam Menu
Adam Menu
Attack1 0
Attack1
Attack2
Attack3
Axel Menu 1
Axel Menu...
Axel Menu
Axel Menu
Background
Catching
Damage
Death
Death2
GO Idle
Go
Go
Idle
Intro BG
Intro Text
Intro text
Jump
MenuText
Player
Text
Voadera
Walking
Weapon At...
Weapon Id...
Weapon W...


Assets > Animations > Boss
Attack
Boomeran...
Boomeran...
Boomerang
Boomerang
Boss
Damage
Death 2
Death
Idle
Walking

Inicio del juego


Ernesto
x 4


Ernesto
x 4
STOP
STOP
Music Volume
SFX Volume
Ir al Menu


Ernesto
x 4


Ernesto
x 4
Trujillo (Boss)

Enemigo Final

3.2 Prototipos:

Para la creación de dicho juego fue necesario crear 2 prototipos como son los prototipos (0.001P) y el (0.002P) los cuales fueron de gran ayuda para entender más los procesos y así lograr el mejor desempeño del juego Final.

3.3 Perfiles de usuarios:

El público objetivo del videojuego abarca:

- Personas entre 10 años de edad en adelante.
- Personas con interés en sucesos históricos.
- Personas con interés en el género Beat 'Em Up.

3.4 Usabilidad:

Controles:

- Se podrá mover el personaje mediante las teclas de desplazamiento o por las teclas (W) (A) (S) (D).
- La barra de Espacio sirve para saltar.
- Clic derecho o Alt para atacar.
- Tecla (V) para abrir/cerrar menú volumen.
- Clic izquierdo para usar un objeto.

3.5 Test:

Test 1:

Individuo 1:

Sexo	Hombre
Edad	22
Nivel de estudios	Universitario

Resultados

Puntos a evaluar	**Puntuación**
Jugabilidad	**3**
Dificultad	**2**
Control de personaje	**5**
Guía de usuario	**3**
Información proporcionada por el juego	**2**
Diseño visual	**4**
Coherencia	**4**

Individuo 2:

Sexo	Mujer
Edad	30
Nivel de estudios	Universitario

Resultados

Puntos a evaluar	**Puntuación**
Jugabilidad	**3**
Dificultad	**3**
Control de personaje	**4**
Guía de usuario	**2**
Información proporcionada por el juego	**3**
Diseño visual	**4**
Coherencia	**2**

Individuo 3:

Sexo	Hombre
Edad	17
Nivel de estudios	Bachiller

Resultados

Puntos a evaluar	**Puntuación**
Jugabilidad	**4**
Dificultad	**1**
Control de personaje	**4**
Guía de usuario	**3**
Información proporcionada por el juego	**2**
Diseño visual	**3**
Coherencia	**4**

Resultados test 1:

Puntos a evaluar	**Puntuación**
Jugabilidad	**10/3 = 3.3**
Dificultad	**6/3 = 2**
Control de personaje	**13/3 = 4.3**
Guía de usuario	**8/3 = 2.7**
Información proporcionada por el juego	**7/3 = 2.3**
Diseño visual	**11/3 = 3.7**
Coherencia	**10/3 = 3.3**

Test 2:

Individuo 1:

Sexo	Hombre
Edad	19
Nivel de estudios	Universitario

Resultados

Puntos a evaluar	**Puntuación**
Jugabilidad	**3**
Dificultad	**5**
Control de personaje	**4**
Guía de usuario	**4**
Información proporcionada por el juego	**4**
Diseño visual	**3**
Coherencia	**2**

Individuo 2:

Resultados

Sexo	Hombre
Edad	28
Nivel de estudios	Universitario

Puntos a evaluar	**Puntuación**
Jugabilidad	**5**
Dificultad	**3**
Control de personaje	**5**
Guía de usuario	**3**
Información proporcionada por el juego	**3**
Diseño visual	**4**
Coherencia	**4**

Resultados test 2:

Puntos a evaluar	**Puntuación**
Jugabilidad	**8/2 = 4**
Dificultad	**8/2 = 4**
Control de personaje	**9/2 = 4.5**
Guía de usuario	**7/2 = 3.5**
Información proporcionada por el juego	**7/2 = 3.5**
Diseño visual	**7/2 = 3.5**
Coherencia	**6/2 = 3**

3.6 Versiones de la aplicación

The Fall of Trujillo es la versión (1.001F).

Link de GitHub:

https://github.com/GeorgesGil/Proyecto-Final

Link de Itch.Io:

https://georgesgil.itch.io/the-fall-of-trujillo-windows

https://georgesgil.itch.io/the-fall-of-trujillo-web