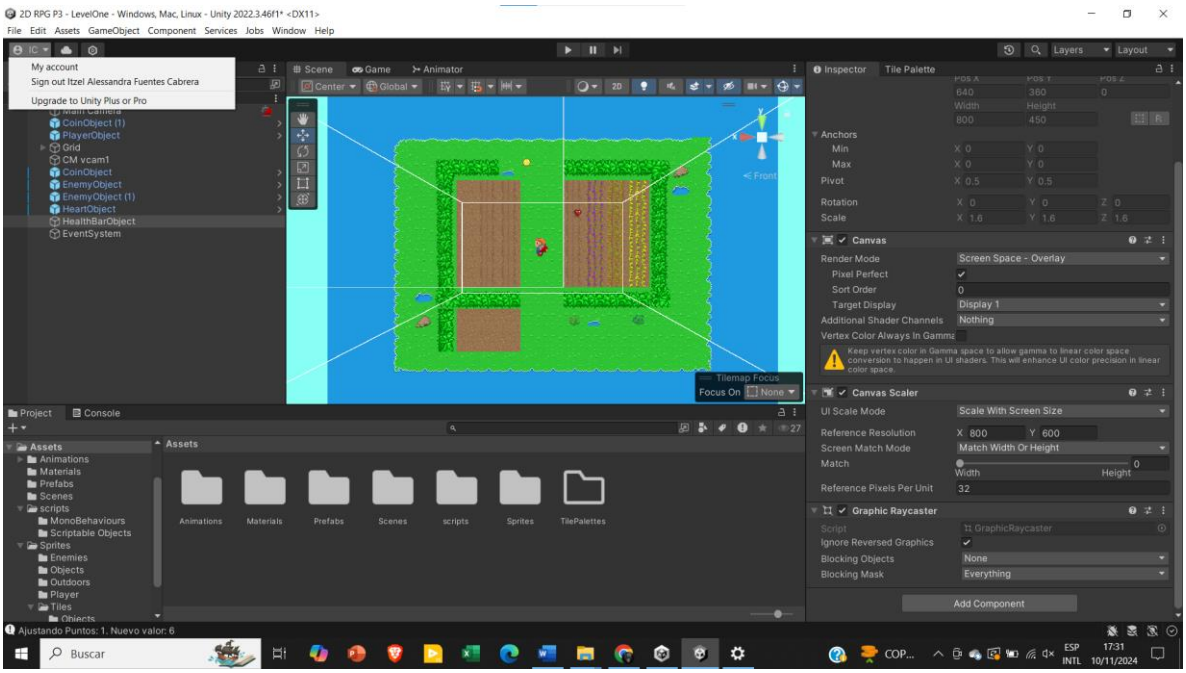
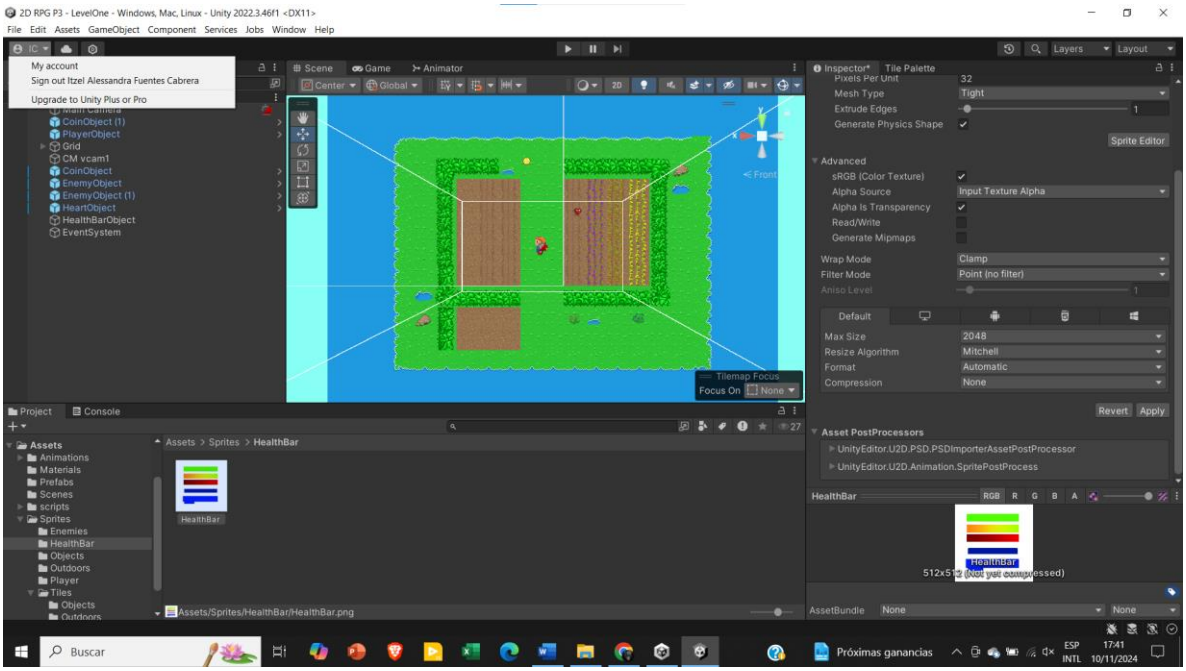

2D RPG P3 - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
My account
Sign out Itzel Alessandra Fuentes Cabrera
Upgrade to Unity Plus or Pro
Scene
Game
Animator
Inspector
Tile Palette
Canvas
Render Mode
Screen Space - Overlay
Canvas Scaler
UI Scale Mode
Scale With Screen Size
Reference Resolution
Screen Match Mode
Match Width Or Height
Graphic Raycaster
Add Component
Project
Console
Assets
Animations
Materials
Prefabs
Scenes
scripts
Sprites
TilePalettes
Ajustando Puntos: 1, Nuevo valor: 6
Buscar
ESP INTL
17:31
10/11/2024


2D RPG P3 - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
My account
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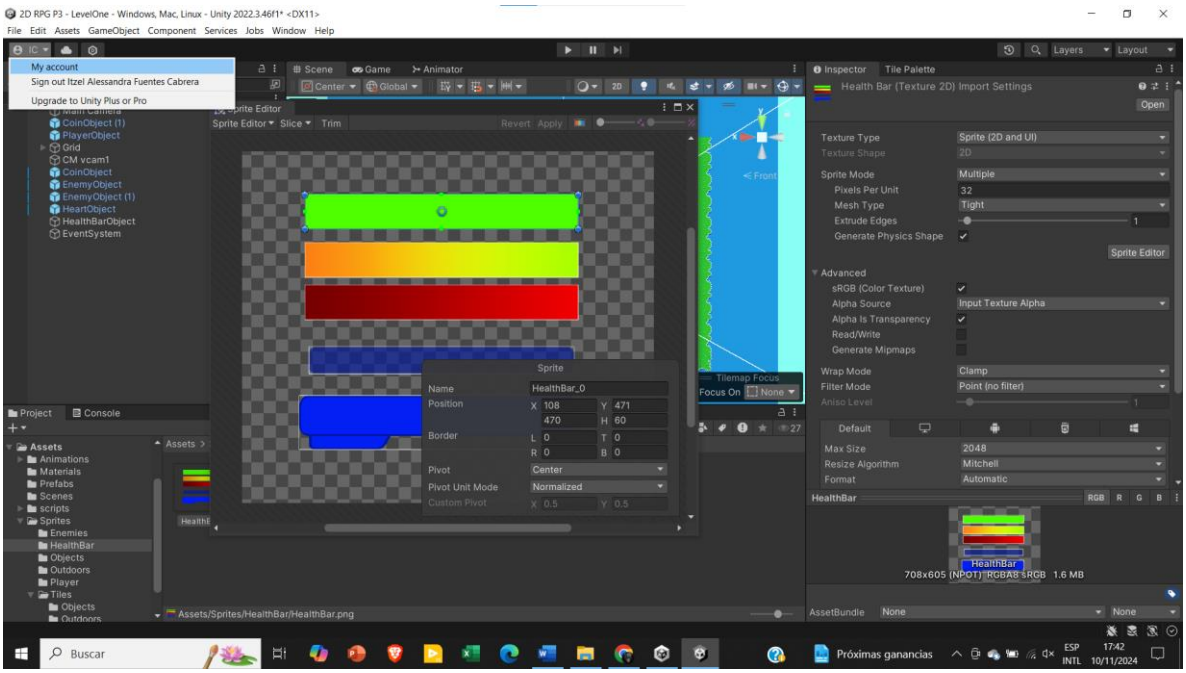
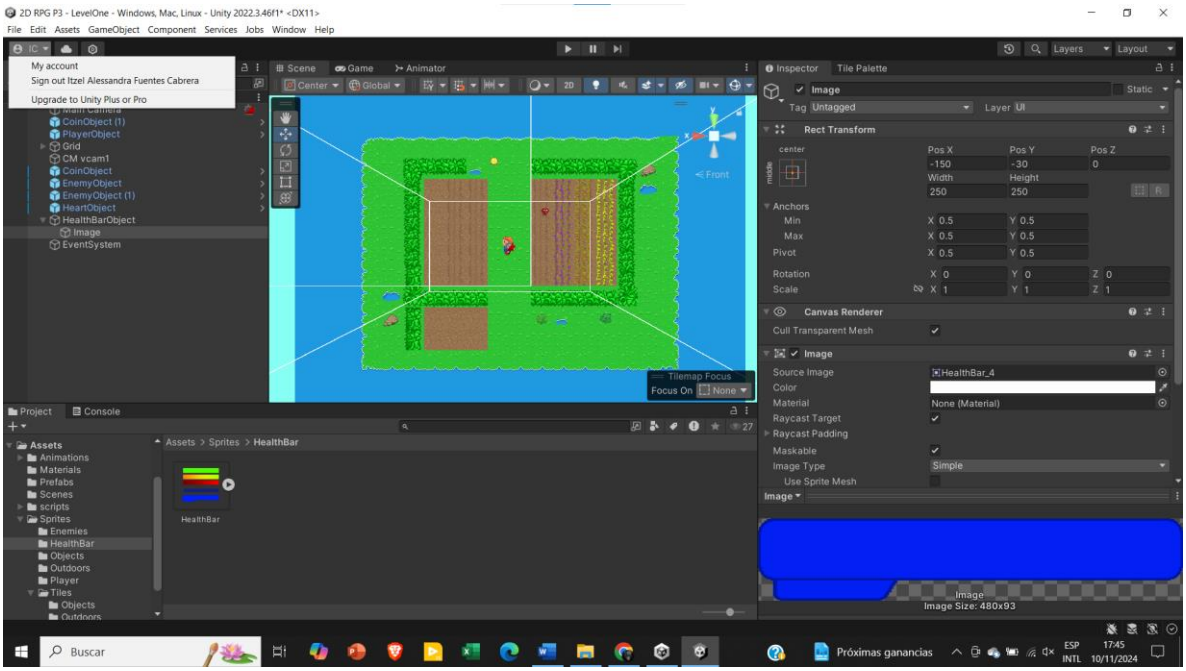
Inspector*
Tile Palette
Pixels Per Unit
Mesh Type
Tight
Extrude Edges
Generate Physics Shape
Sprite Editor
Advanced
sRGB (Color Texture)
Alpha Source
Input Texture Alpha
Alpha Is Transparency
Read/Write
Generate Mipmaps
Wrap Mode
Clamp
Filter Mode
Point (no filter)
Default
Max Size
2048
Resize Algorithm
Mitchell
Format
Automatic
Compression
None
Revert
Apply
Asset PostProcessors
UnityEditor.U2D.PSD.PSDImporterAssetPostProcessor
UnityEditor.U2D.Animation.SpritePostProcess
HealthBar
Assets > Sprites > HealthBar
Assets/Sprites/HealthBar/HealthBar.png
Buscar
Próximas ganancias
ESP INTL
17:41
10/11/2024


2D RPG P3 - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
My account
Sign out Itzel Alessandra Fuentes Cabrera
Upgrade to Unity Plus or Pro
Scene
Game
Animator
Inspector
Tile Palette
Health Bar (Texture 2D) Import Settings
Sprite Editor
Sprite
Name HealthBar_0
Position X 108 Y 471
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
Texture Type Sprite (2D and UI)
Texture Shape 2D
Sprite Mode Multiple
Pixels Per Unit 32
Mesh Type Tight
Extrude Edges 1
Generate Physics Shape
Advanced
sRGB (Color Texture)
Alpha Source Input Texture Alpha
Alpha Is Transparency
Read/Write
Generate Mipmaps
Wrap Mode Clamp
Filter Mode Point (no filter)
Aniso Level
Default
Max Size 2048
Resize Algorithm Mitchell
Format Automatic
HealthBar
708x605 (NPOT) RGBA8 sRGB 1.6 MB
Assets/Sprites/HealthBar/HealthBar.png
Buscar
Próximas ganancias
ESP INTL
17:42
10/11/2024


2D RPG P3 - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
My account
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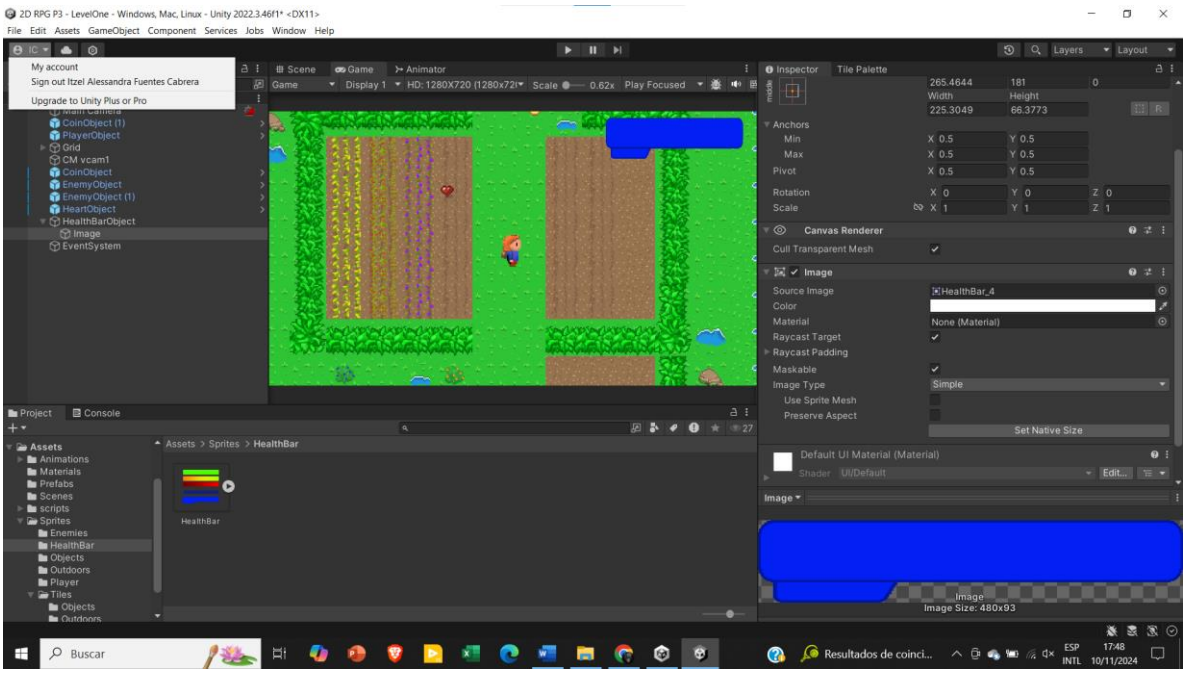
Upgrade to Unity Plus or Pro
Scene
Game
Animator
Inspector
Tile Palette
Image
Tag Untagged
Layer UI
Rect Transform
Pos X -150
Pos Y -30
Pos Z 0
Width 250
Height 250
Anchors
Min X 0.5 Y 0.5
Max X 0.5 Y 0.5
Pivot X 0.5 Y 0.5
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Canvas Renderer
Cull Transparent Mesh
Image
Source Image HealthBar_4
Color
Material None (Material)
Raycast Target
Raycast Padding
Maskable
Image Type Simple
Use Sprite Mesh
Image Size: 480x93
Assets > Sprites > HealthBar
Buscar
Próximas ganancias
ESP INTL
17:45
10/11/2024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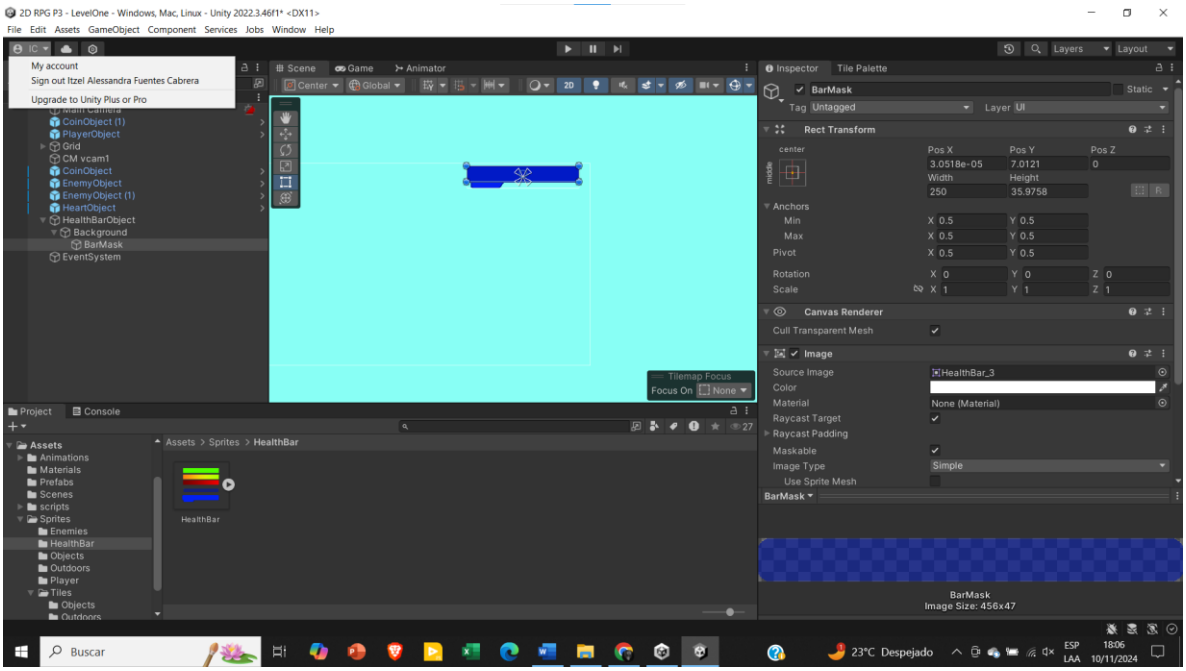
Inspector
Tile Palette
Canvas Renderer
Image
Source Image
HealthBar_4
Set Native Size
Project
Console
Assets > Sprites > HealthBar
HealthBar
Image Size: 480x93


2D RPG P3 - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
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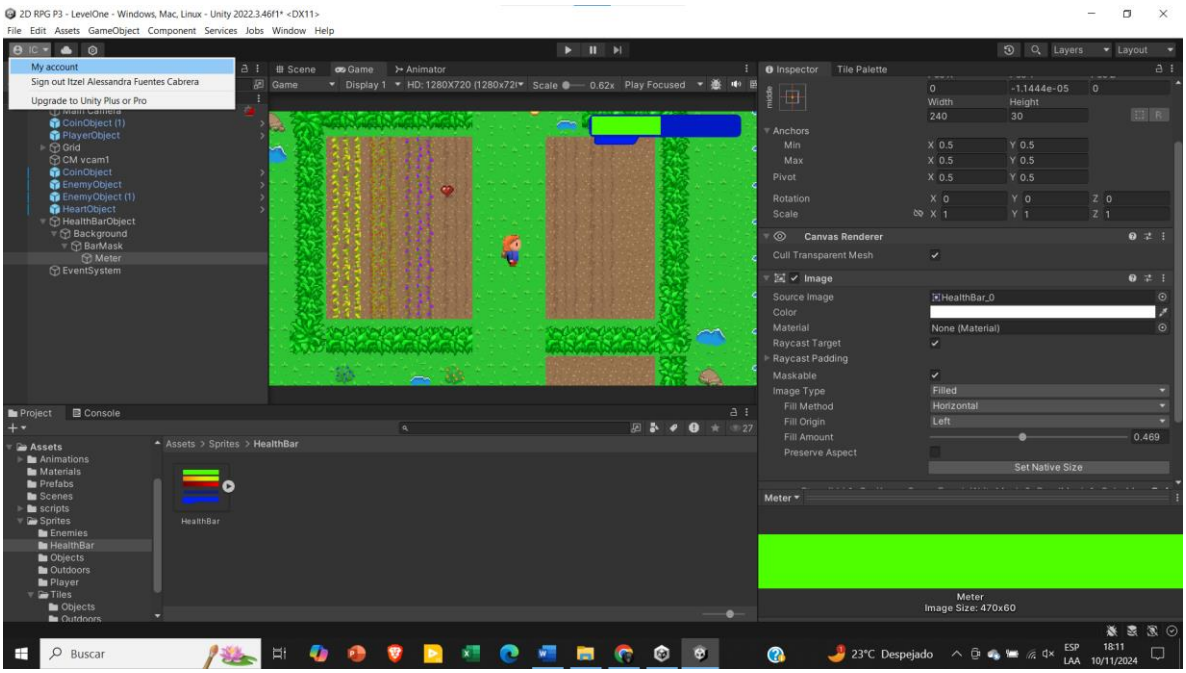
Inspector
Tile Palette
BarMask
Rect Transform
Canvas Renderer
Image
Source Image
HealthBar_3
Project
Console
Assets > Sprites > HealthBar
HealthBar
BarMask
Image Size: 456x47


2D RPG P3 - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
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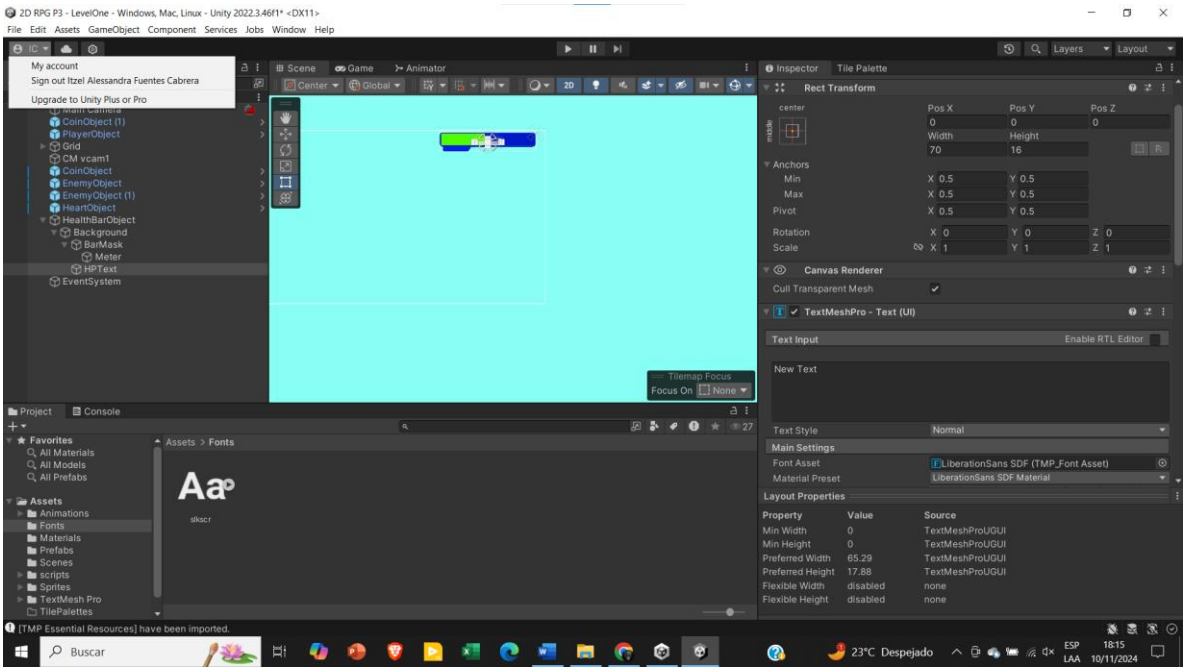
Animator
Inspector
Tile Palette
Project
Console
Assets > Sprites > HealthBar
HealthBar
Canvas Renderer
Image
Source Image
HealthBar_0
Meter
Image Size: 470x60
Buscar
23°C Despejado
ESP
LAA
18:11
10/11/2024


2D RPG P3 - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
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Inspector
Tile Palette
Rect Transform
Canvas Renderer
TextMeshPro - Text (UI)
Text Input
New Text
Text Style
Normal
Main Settings
Font Asset
LiberationSans SDF (TMP_Font Asset)
Material Preset
LiberationSans SDF Material
Layout Properties
Project
Console
Assets > Fonts
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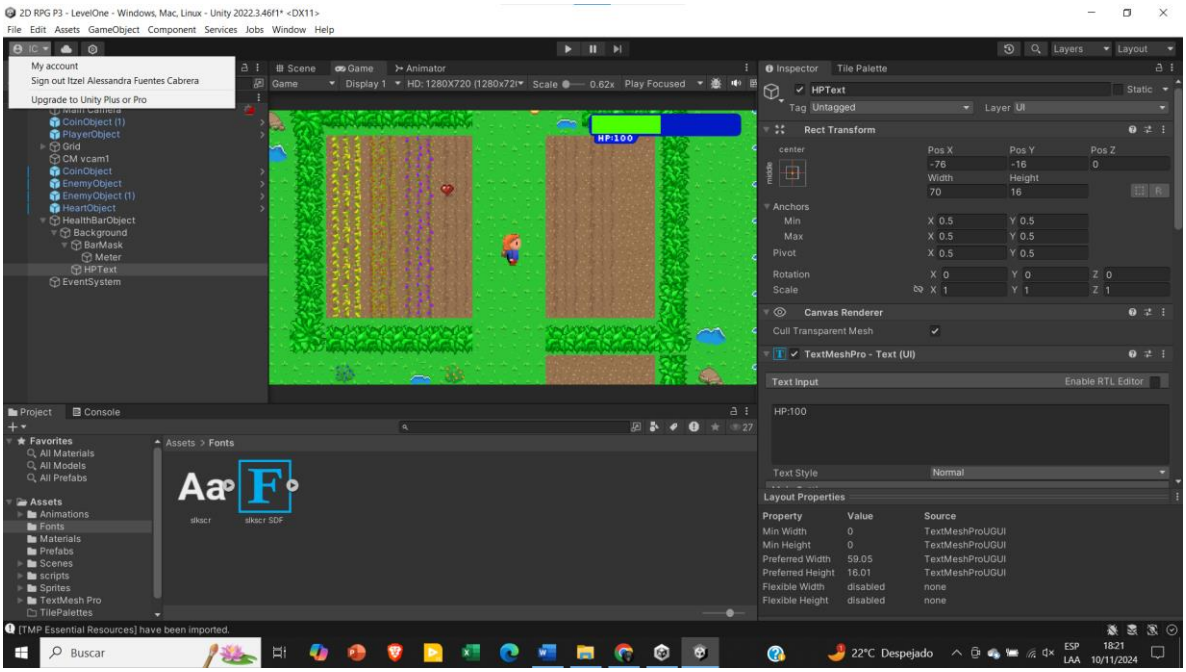
Buscar
23°C Despejado
ESP
LAA
18:15
10/11/2024


2D RPG P3 - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
My account
Sign out Itzel Alessandra Fuentes Cabrera
Upgrade to Unity Plus or Pro
Scene
Game
Animator
Display 1
HD: 1280X720 (1280x72
Scale 0.62x
Play Focused
HP:100
Inspector
Tile Palette
HPText
Static
Tag Untagged
Layer UI
Rect Transform
center
Pos X -76
Pos Y -16
Pos Z 0
Width 70
Height 16
Anchors
Min X 0.5 Y 0.5
Max X 0.5 Y 0.5
Pivot X 0.5 Y 0.5
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Canvas Renderer
Cull Transparent Mesh
TextMeshPro - Text (UI)
Text Input
Enable RTL Editor
HP:100
Text Style
Normal
Layout Properties
Property Value Source
Min Width 0 TextMeshProUGUI
Min Height 0 TextMeshProUGUI
Preferred Width 59.05 TextMeshProUGUI
Preferred Height 16.01 TextMeshProUGUI
Flexible Width disabled none
Flexible Height disabled none
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Animations
Fonts
Materials
Prefabs
Scenes
scripts
Sprites
TextMesh Pro
TilePalettes
Assets > Fonts
slkscr
slkscr SDF
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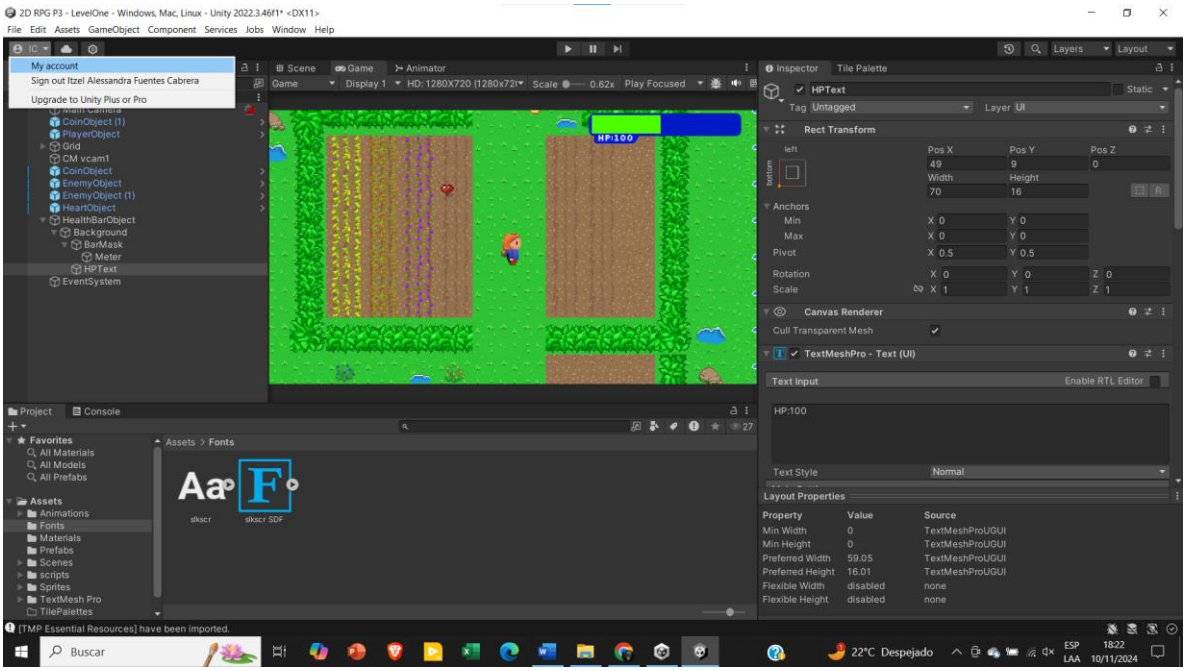
Buscar
22°C Despejado
ESP
LAA
18:21
10/11/2024


2D RPG P3 - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
My account
Sign out Itzel Alessandra Fuentes Cabrera
Upgrade to Unity Plus or Pro
Scene
Game
Animator
Display 1
HD: 1280X720 (1280x72
Scale 0.62x
Play Focused
HP:100
Inspector
Tile Palette
HPText
Static
Tag Untagged
Layer UI
Rect Transform
left
bottom
Pos X 49
Pos Y 9
Pos Z 0
Width 70
Height 16
Anchors
Min X 0 Y 0
Max X 0 Y 0
Pivot X 0.5 Y 0.5
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Canvas Renderer
Cull Transparent Mesh
TextMeshPro - Text (UI)
Text Input
Enable RTL Editor
HP:100
Text Style
Normal
Layout Properties
Property Value Source
Min Width 0 TextMeshProUGUI
Min Height 0 TextMeshProUGUI
Preferred Width 59.05 TextMeshProUGUI
Preferred Height 16.01 TextMeshProUGUI
Flexible Width disabled none
Flexible Height disabled none
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Animations
Fonts
Materials
Prefabs
Scenes
scripts
Sprites
TextMesh Pro
TilePalettes
Assets > Fonts
slkscr
slkscr SDF
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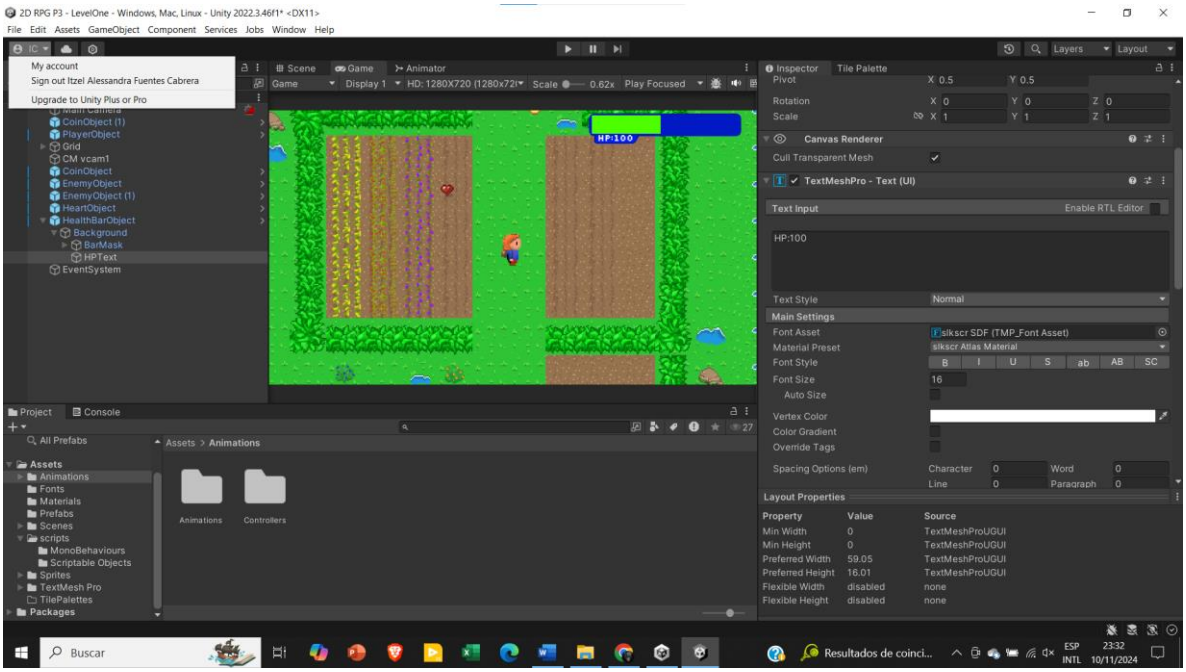
Buscar
22°C Despejado
ESP
LAA
18:22
10/11/2024


2D RPG P3 - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
My account
Sign out Itzel Alessandra Fuentes Cabrera
Upgrade to Unity Plus or Pro
Scene
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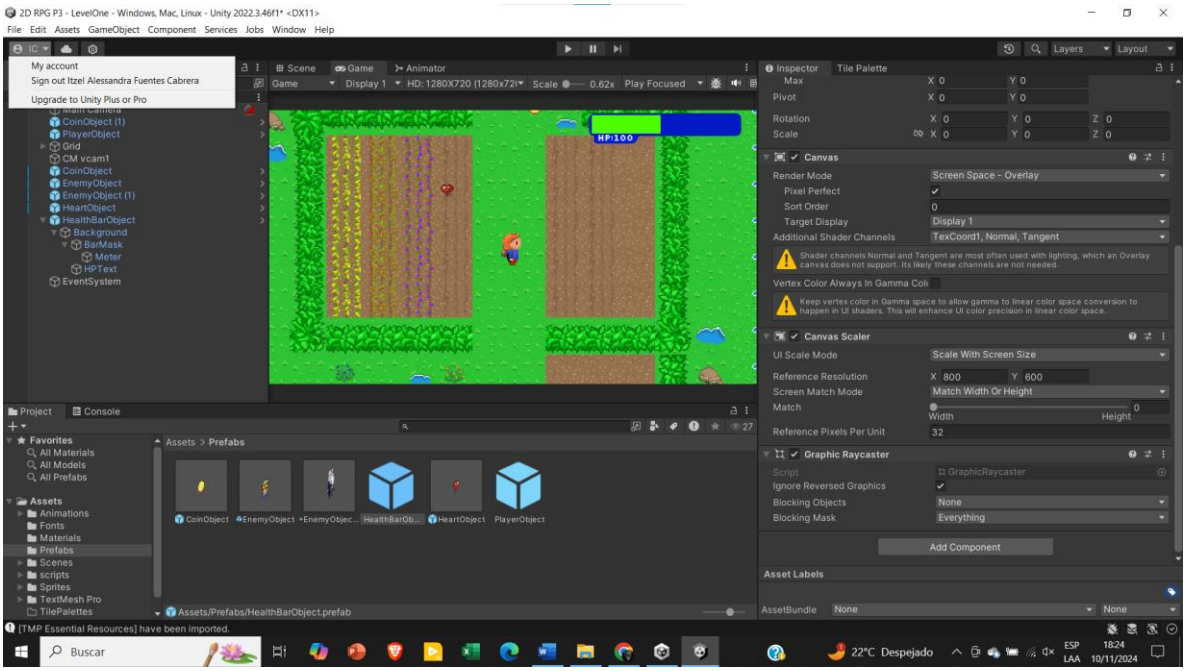
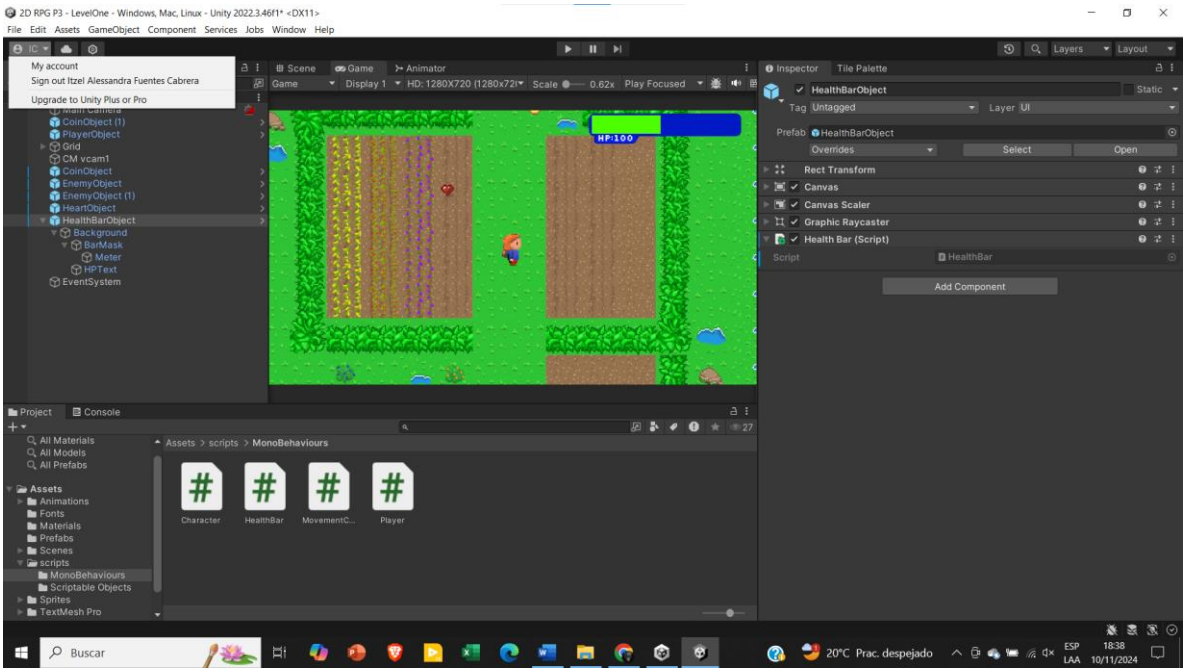
Animator
Inspector
Tile Palette
HP:100
Canvas Renderer
Cull Transparent Mesh
TextMeshPro - Text (UI)
Text Input
Enable RTL Editor
HP:100
Text Style
Normal
Main Settings
Font Asset
Material Preset
Font Style
Font Size
Auto Size
Vertex Color
Color Gradient
Override Tags
Spacing Options (em)
Layout Properties
Project
Console
Assets > Animations
Animations
Controllers
Buscar


2D RPG P3 - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
My account
Sign out Itzel Alessandra Fuentes Cabrera
Upgrade to Unity Plus or Pro
Scene
Game
Animator
Inspector
Tile Palette
HP:100
Canvas
Render Mode
Screen Space - Overlay
Pixel Perfect
Sort Order
Target Display
Display 1
Additional Shader Channels
TexCoord1, Normal, Tangent
Canvas Scaler
UI Scale Mode
Scale With Screen Size
Reference Resolution
Screen Match Mode
Match Width Or Height
Reference Pixels Per Unit
Graphic Raycaster
Ignore Reversed Graphics
Blocking Objects
Blocking Mask
Everything
Add Component
Asset Labels
Project
Console
Assets > Prefabs
Assets/Prefabs/HealthBarObject.prefab
[TMP Essential Resources] have been imported.
Buscar


2D RPG P3 - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
My account
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Upgrade to Unity Plus or Pro
Scene
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Animator
Inspector
Tile Palette
HP:100
HealthBarObject
Tag Untagged
Layer UI
Prefab HealthBarObject
Rect Transform
Canvas
Canvas Scaler
Graphic Raycaster
Health Bar (Script)
Script HealthBar
Add Component
Project
Console
Assets > scripts > MonoBehaviours
Character
HealthBar
MovementC...
Player
Buscar
20°C Prac. despejado
ESP
LAA
18:38
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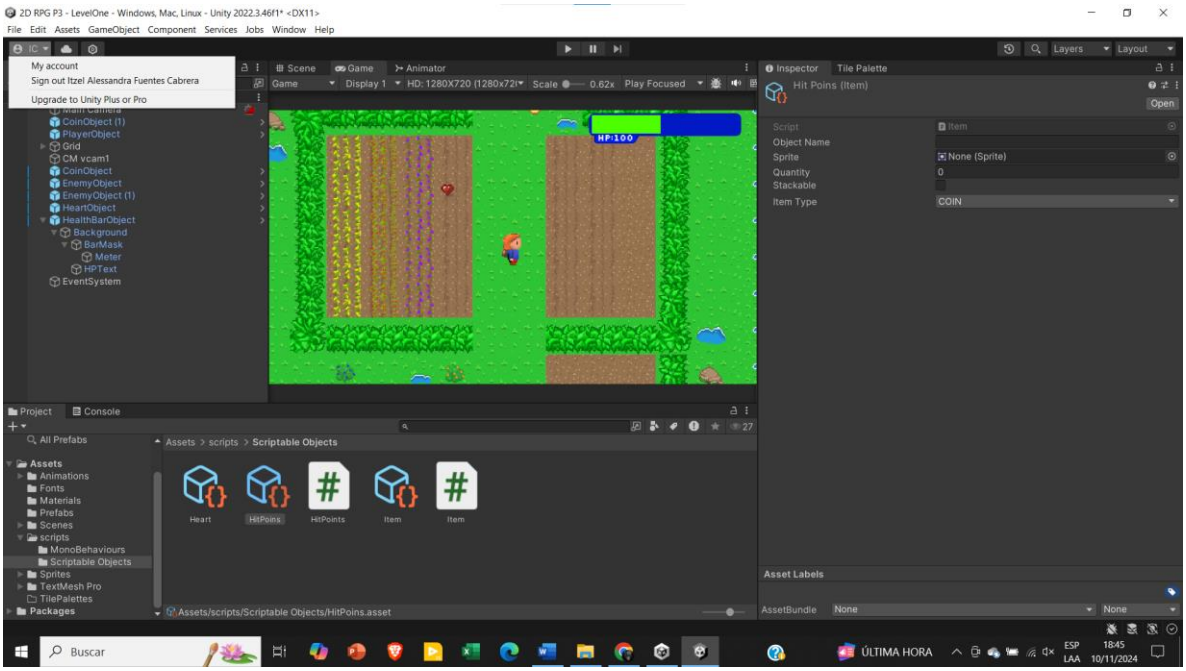
2D RPG P3 - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
My account
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Scene
Game
Animator
Inspector
Tile Palette
HP:100
Hit Poins (Item)
Open
Script Item
Object Name
Sprite None (Sprite)
Quantity 0
Stackable
Item Type COIN
Project
Console
Assets > scripts > Scriptable Objects
Heart
HitPoins
HitPoints
Item
Item
Asset Labels
AssetBundle None
Assets/scripts/Scriptable Objects/HitPoins.asset
Buscar
ÚLTIMA HORA
ESP
LAA
18:45
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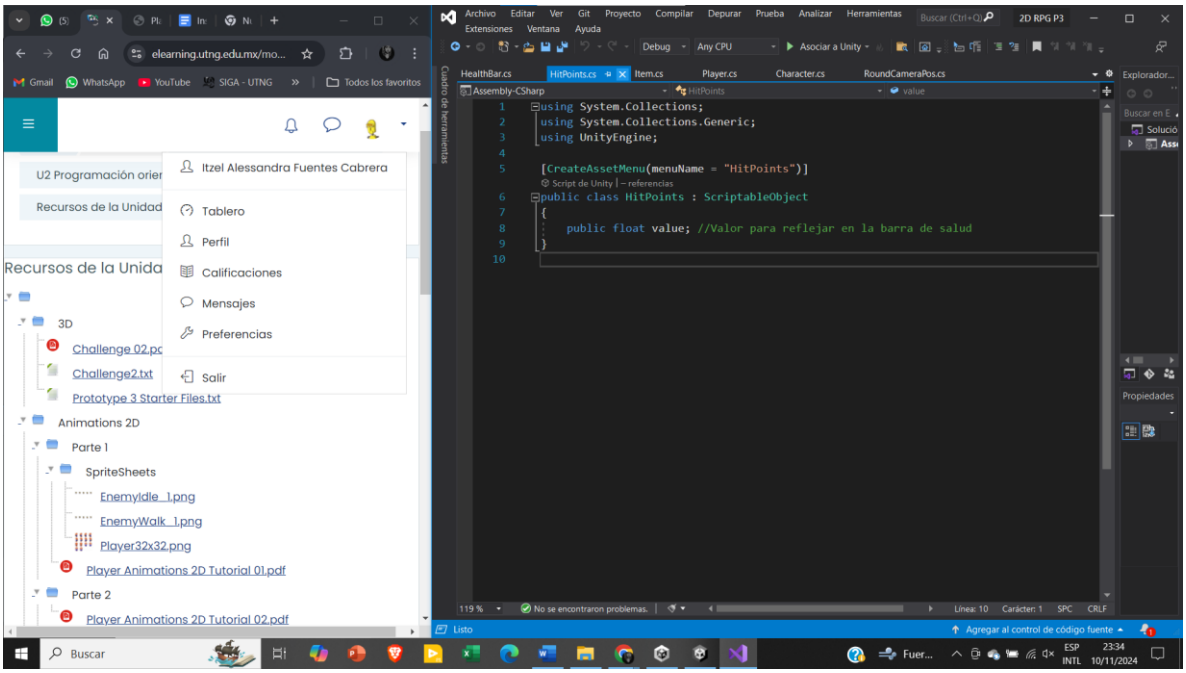
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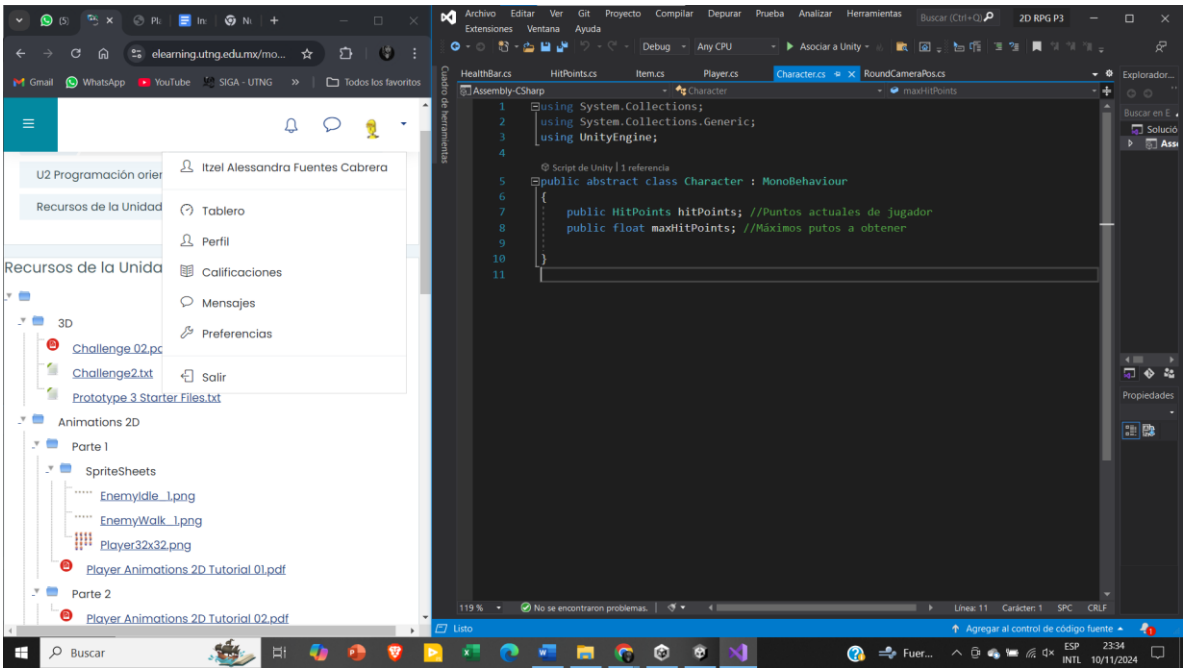
Recursos de la Unida
3D
Challenge 02.pd
Challenge2.txt
Prototype 3 Starter Files.txt
Animations 2D
Parte 1
SpriteSheets
EnemyIdle_1.png
EnemyWalk_1.png
Player32x32.png
Player Animations 2D Tutorial 01.pdf
Parte 2
Player Animations 2D Tutorial 02.pdf
Archivo Editar Ver Git Proyecto Compilar Depurar Prueba Analizar Herramientas Extensiones Ventana Ayuda
2D RPG P3
Debug
Any CPU
Asociar a Unity
HealthBar.cs
HitPoints.cs
Item.cs
Player.cs
Character.cs
RoundCameraPos.cs
Assembly-CSharp
HitPoints
value
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
[CreateAssetMenu(menuName = "HitPoints")]
Script de Unity | – referencias
public class HitPoints : ScriptableObject
{
public float value; //Valor para reflejar en la barra de salud
}
119 %
No se encontraron problemas.
Línea: 10
Carácter: 1
SPC
CRLF
Listo
Agregar al control de código fuente
Buscar
ESP INTL
23:34
10/11/2024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Archivo Editar Ver Git Proyecto Compilar Depurar Prueba Analizar Herramientas Extensiones Ventana Ayuda
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Asociar a Unity
HealthBar.cs
HitPoints.cs
Item.cs
Player.cs
Character.cs
RoundCameraPos.cs
Assembly-CSharp
Character
maxHitPoints
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
Script de Unity | 1 referencia
public abstract class Character : MonoBehaviour
{
public HitPoints hitPoints; //Puntos actuales de jugador
public float maxHitPoints; //Máximos putos a obtener
}
119 %
No se encontraron problemas.
Línea: 11
Carácter: 1
SPC
CRLF
Listo
Agregar al control de código fuente
Buscar
ESP INTL
23:34
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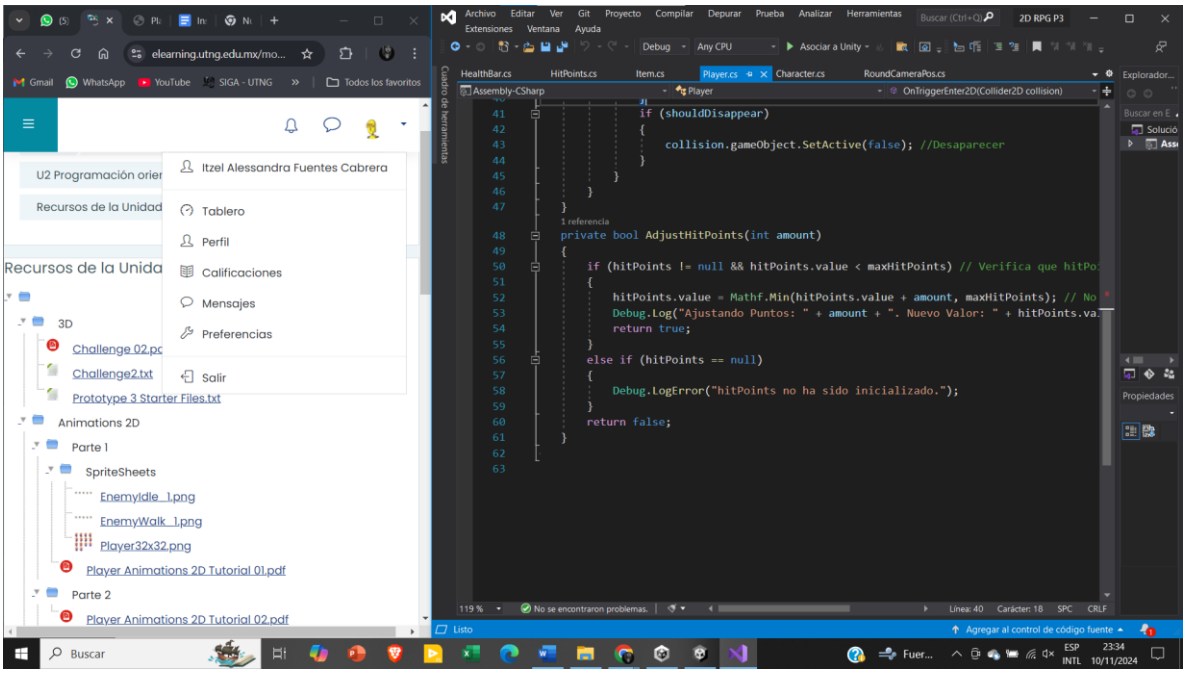
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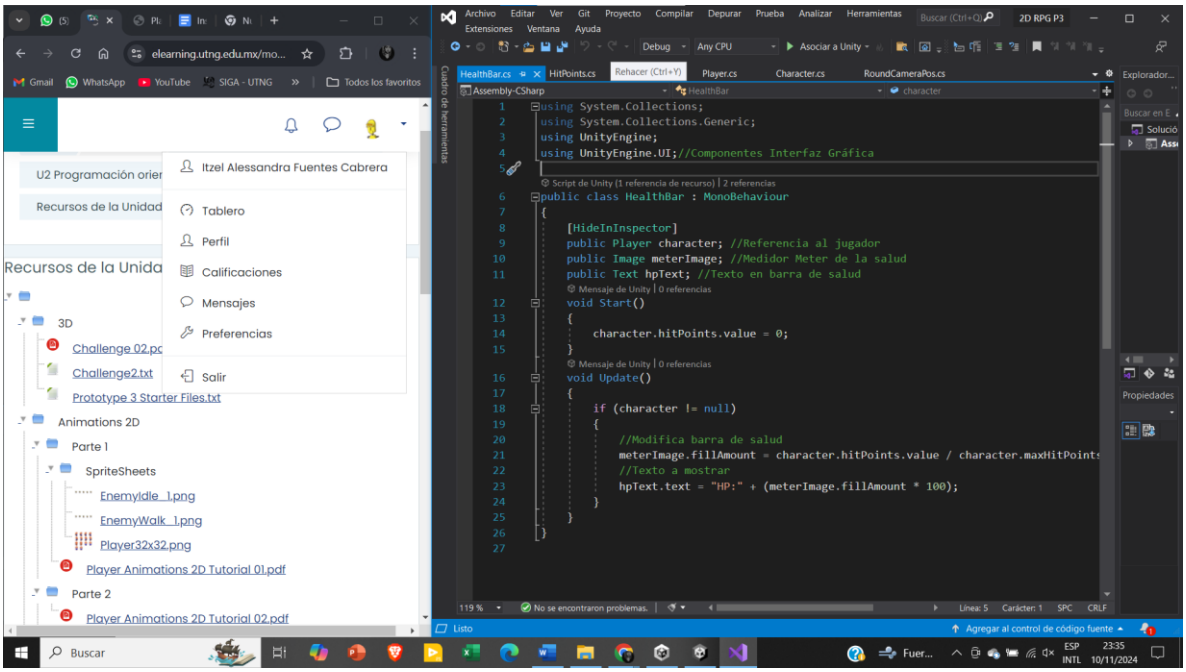
Parte 2
Player Animations 2D Tutorial 02.pdf
HealthBar.cs
HitPoints.cs
Item.cs
Player.cs
Character.cs
RoundCameraPos.cs
Assembly-CSharp
Player
OnTriggerEnter2D(Collider2D collision)
if (shouldDisappear)
{
collision.gameObject.SetActive(false); //Desaparecer
}
}
}
}
1 referencia
private bool AdjustHitPoints(int amount)
{
if (hitPoints != null && hitPoints.value < maxHitPoints) // Verifica que hitPo
{
hitPoints.value = Mathf.Min(hitPoints.value + amount, maxHitPoints); // No
Debug.Log("Ajustando Puntos: " + amount + ". Nuevo Valor: " + hitPoints.va
return true;
}
else if (hitPoints == null)
{
Debug.LogError("hitPoints no ha sido inicializado.");
}
return false;
}
No se encontraron problemas.
Línea: 40 Carácter: 18 SPC CRLF
Listo
Agregar al control de código fuente
Buscar
ESP INTL 23:34 10/11/2024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Challenge2.txt
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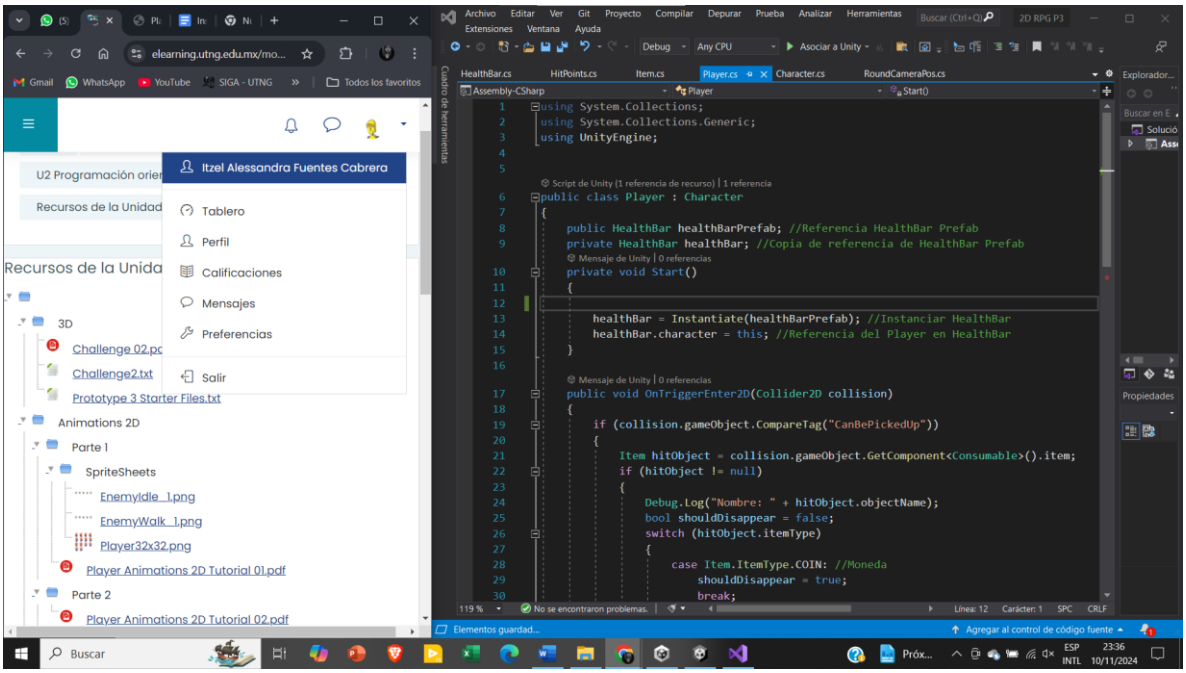
EnemyIdle_1.png
EnemyWalk_1.png
Player32x32.png
Player Animations 2D Tutorial 01.pdf
Parte 2
Player Animations 2D Tutorial 02.pdf
HealthBar.cs
HitPoints.cs
Rehacer (Ctrl+Y)
Player.cs
Character.cs
RoundCameraPos.cs
Assembly-CSharp
HealthBar
character
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using UnityEngine.UI;//Componentes Interfaz Gráfica
Script de Unity (1 referencia de recurso) | 2 referencias
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
Mensaje de Unity | 0 referencias
void Start()
{
character.hitPoints.value = 0;
}
Mensaje de Unity | 0 referencias
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);
}
}
}
No se encontraron problemas.
Línea: 5 Carácter: 1 SPC CRLF
Listo
Agregar al control de código fuente
Buscar
ESP INTL 23:35 10/11/2024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HealthBar.cs
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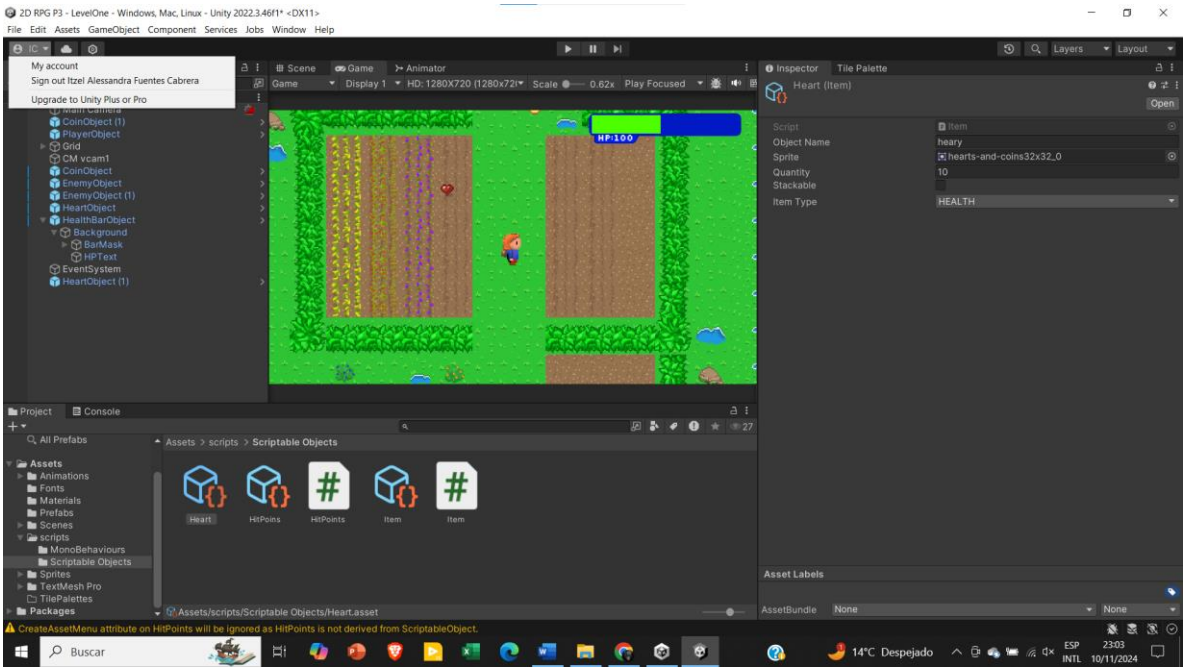
Character.cs
RoundCameraPos.cs
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
public class Player : Character
{
public HealthBar healthBarPrefab; //Referencia HealthBar Prefab
private HealthBar healthBar; //Copia de referencia de HealthBar Prefab
private void Start()
{
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)
{
case Item.ItemType.COIN: //Moneda
shouldDisappear = true;
break;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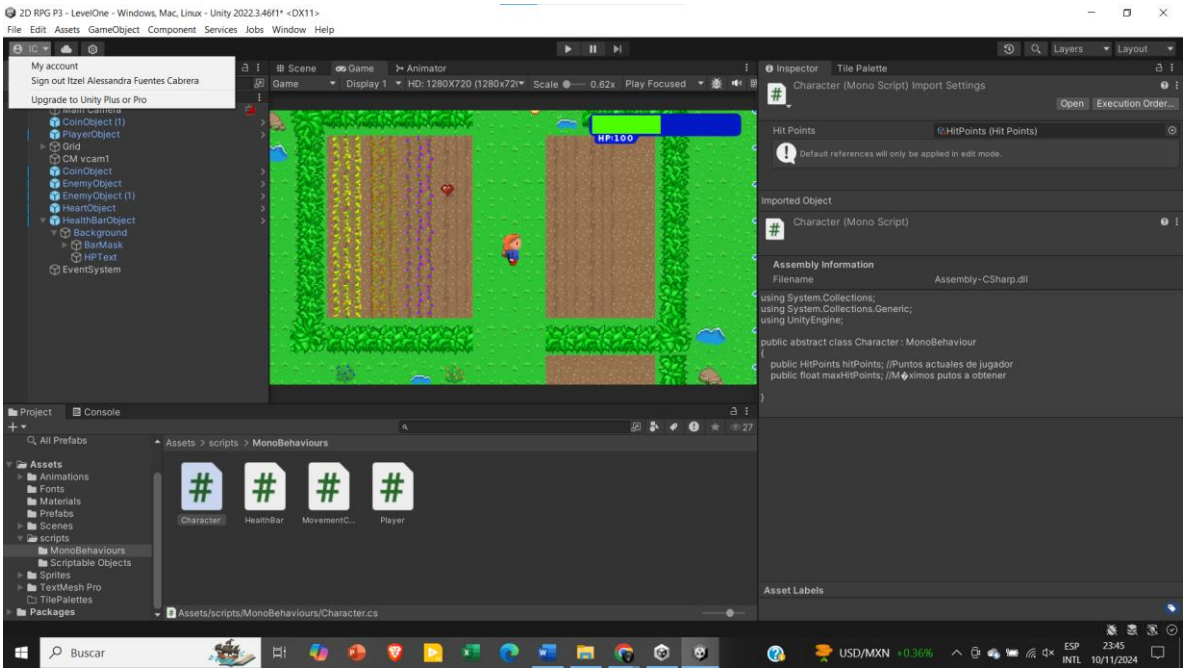
Upgrade to Unity Plus or Pro
HP:100
Heart (Item)
Object Name
heary
Sprite
hearts-and-coins32x32_0
Quantity
10
Stackable
Item Type
HEALTH
Assets > scripts > Scriptable Objects
Heart
HitPoins
HitPoints
Item
Item
Assets/scripts/Scriptable Objects/Heart.asset
CreateAssetMenu attribute on HitPoints will be ignored as HitPoints is not derived from ScriptableObject.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Character (Mono Script) Import Settings
Open
Execution Order...
Hit Points
HitPoints (Hit Points)
Default references will only be applied in edit mode.
Imported Object
Character (Mono Script)
Assembly Information
Filename
Assembly-CSharp.dll
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
public abstract class Character : MonoBehaviour
{
public HitPoints hitPoints; //Puntos actuales de jugador
public float maxHitPoints; //M◆ximos putos a obtener
}
HP:100
Project
Console
Assets > scripts > MonoBehaviours
Character
HealthBar
MovementC...
Player
Assets/scripts/MonoBehaviours/Character.cs
Asset Labels
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USD/MXN +0.36%
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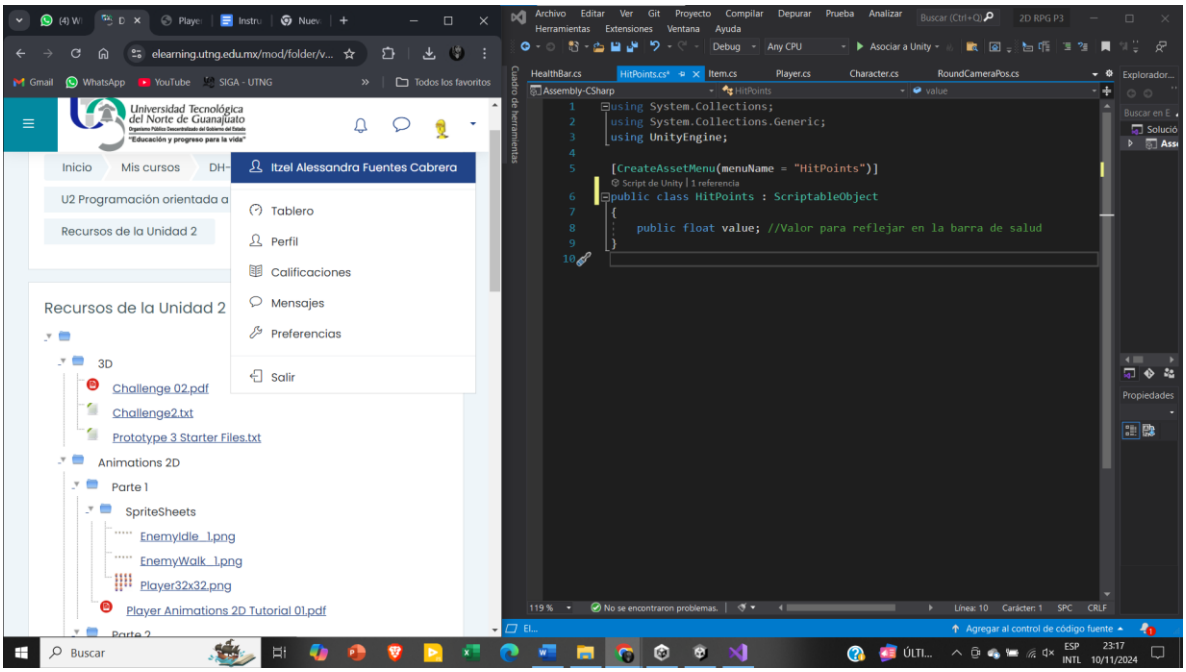
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Assembly-CSharp
HitPoints
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
[CreateAssetMenu(menuName = "HitPoints")]
Script de Unity | 1 referencia
public class HitPoints : ScriptableObject
{
public float value; //Valor para reflejar en la barra de salud
}
No se encontraron problemas.
Línea: 10 Carácter: 1 SPC CRLF
Agregar al control de código fuente
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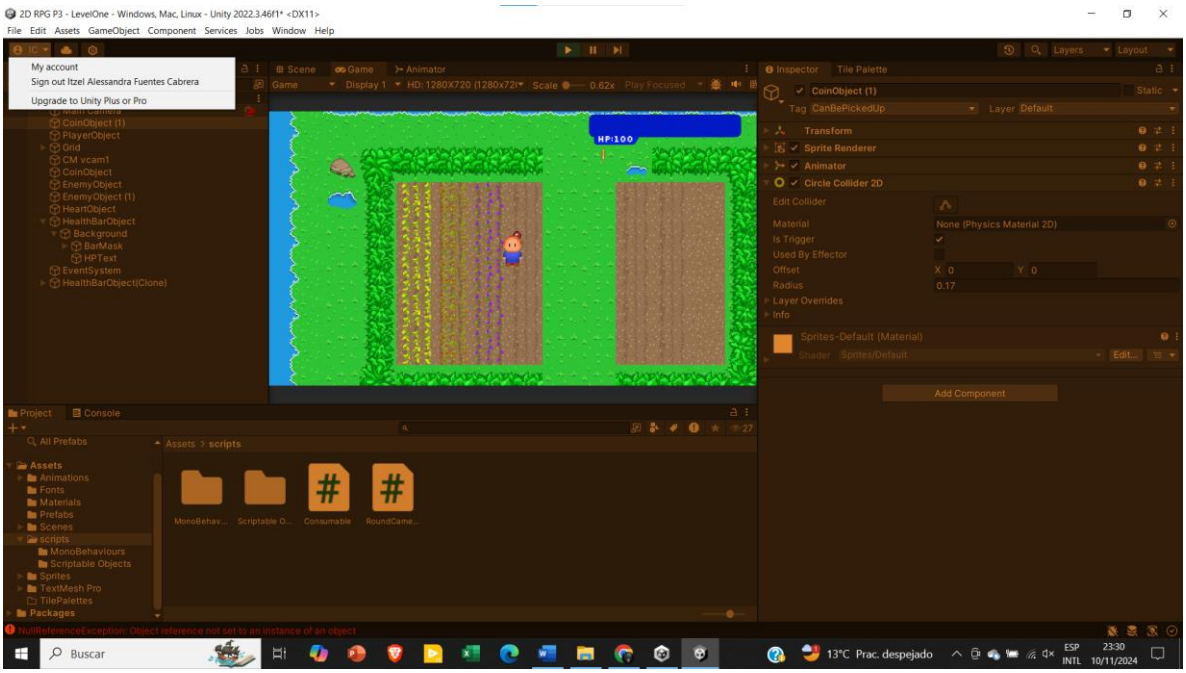
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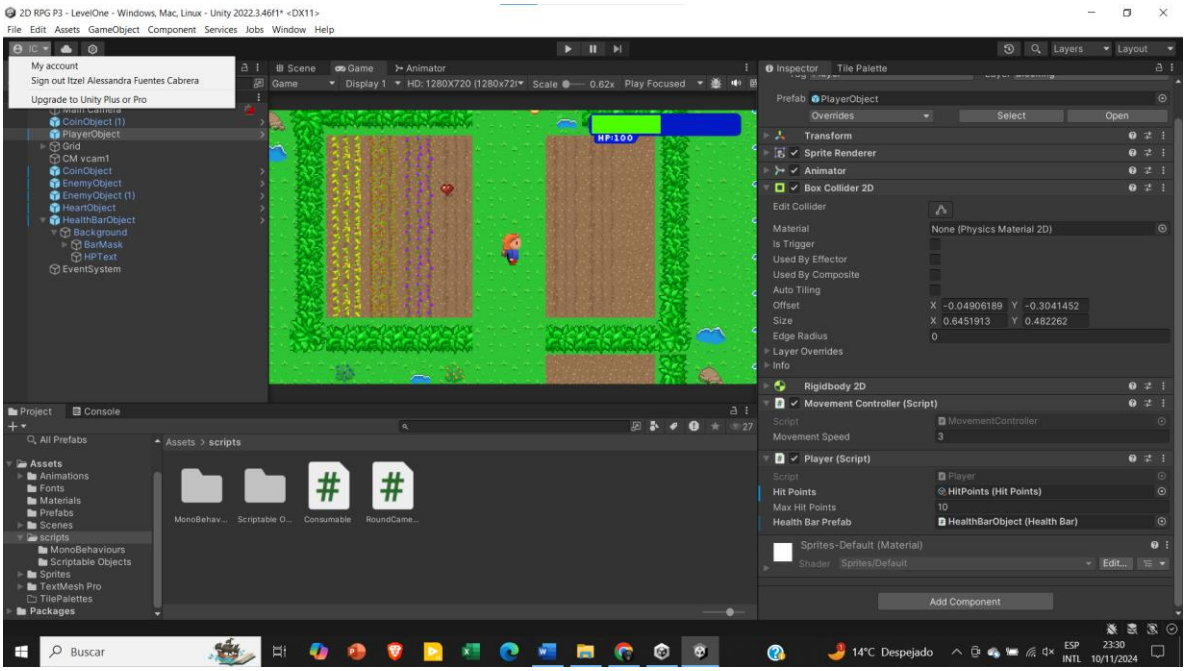
CoinObject (1)
Tag CanBePickedUp
Layer Default
Transform
Sprite Renderer
Animator
Circle Collider 2D
Edit Collider
Material None (Physics Material 2D)
Is Trigger
Used By Effector
Offset X 0 Y 0
Radius 0.17
Layer Overrides
Info
Sprites-Default (Material)
Shader Sprites/Default
Add Component
Project
Console
Assets > scripts
NullReferenceException: Object reference not set to an instance of an object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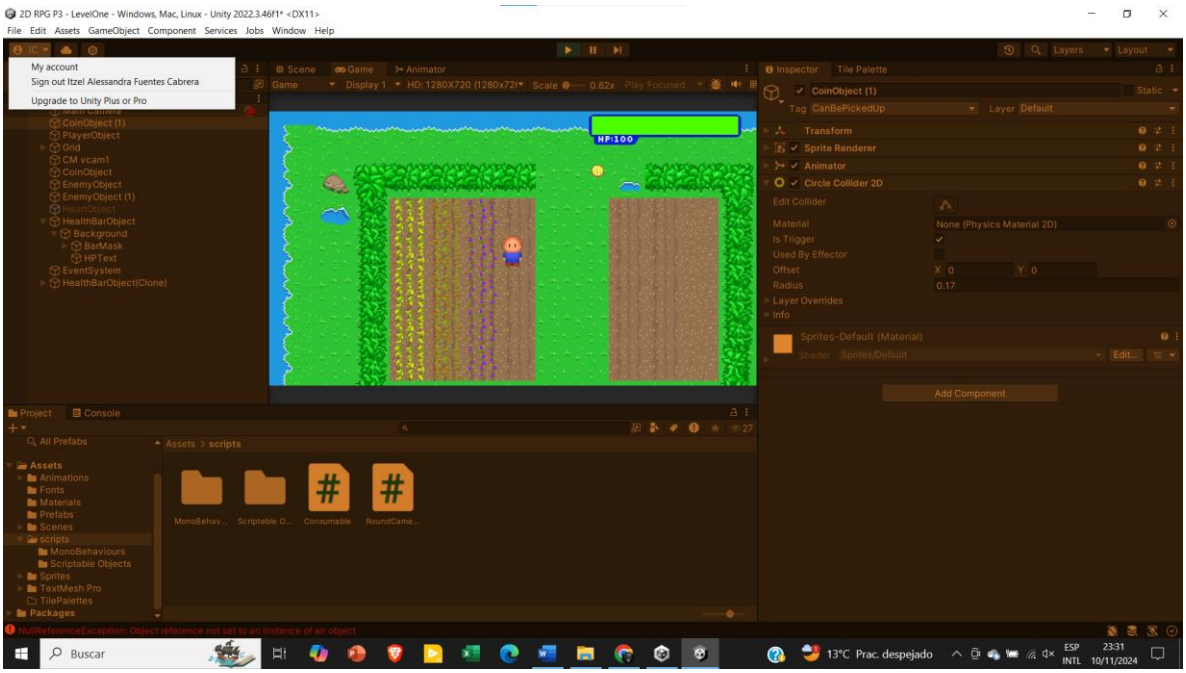
Box Collider 2D
Edit Collider
Material None (Physics Material 2D)
Is Trigger
Used By Effector
Used By Composite
Auto Tiling
Offset X -0.04906189 Y -0.3041452
Size X 0.6451913 Y 0.482262
Edge Radius 0
Layer Overrides
Info
Rigidbody 2D
Movement Controller (Script)
Movement Speed 3
Player (Script)
Hit Points HitPoints (Hit Points)
Max Hit Points 10
Health Bar Prefab HealthBarObject (Health Bar)
Sprites-Default (Material)
Shader Sprites/Default
Add Component
Project
Console
Assets > scripts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13°C Prac. despejado
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