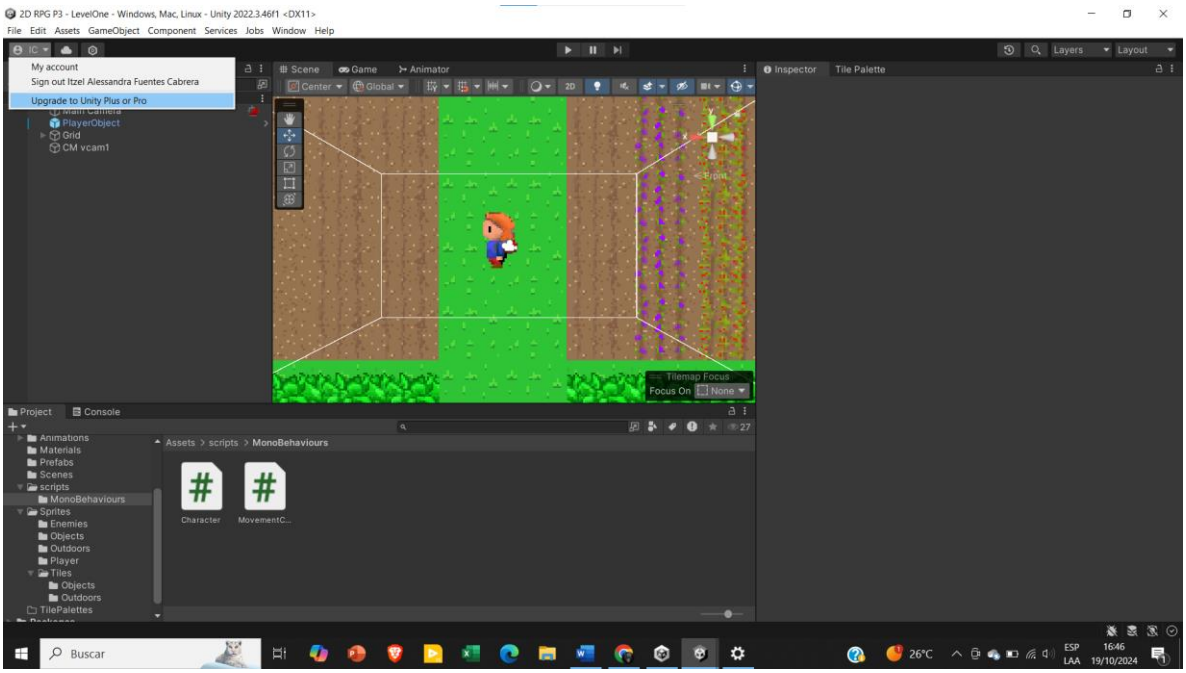
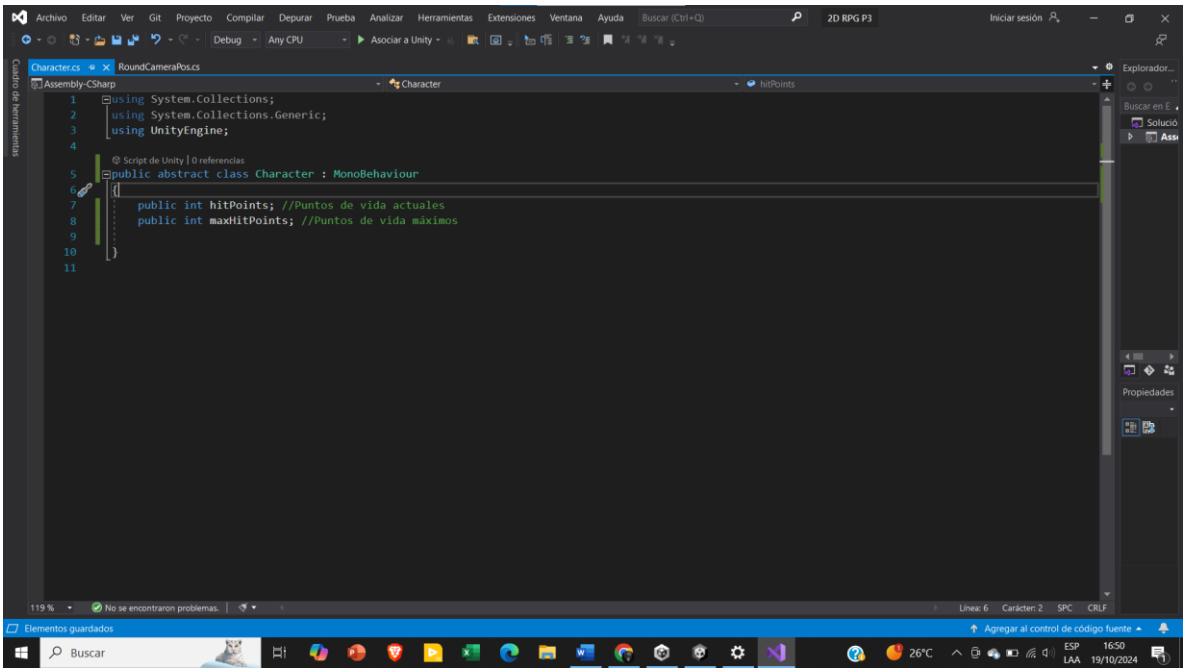
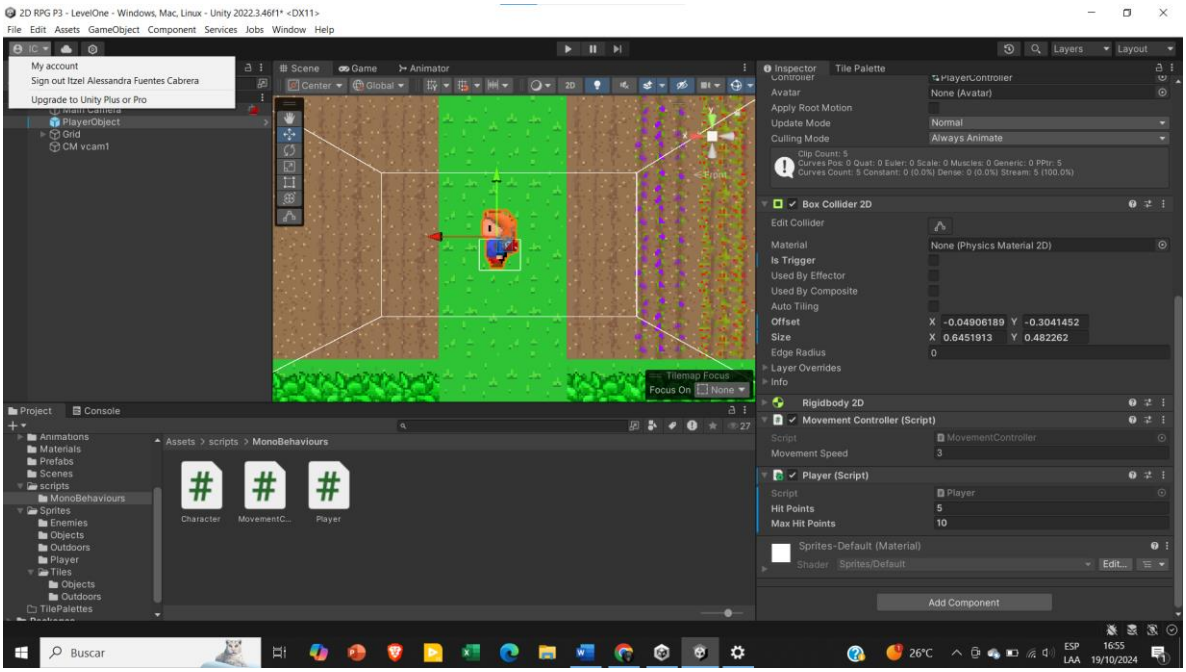
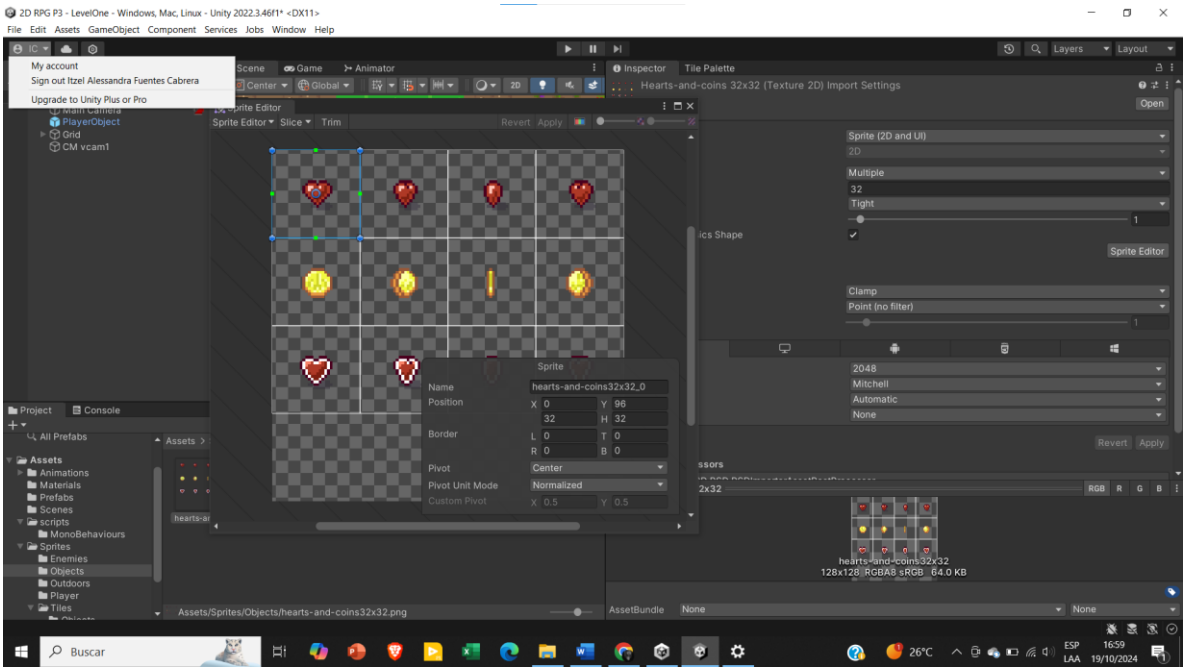
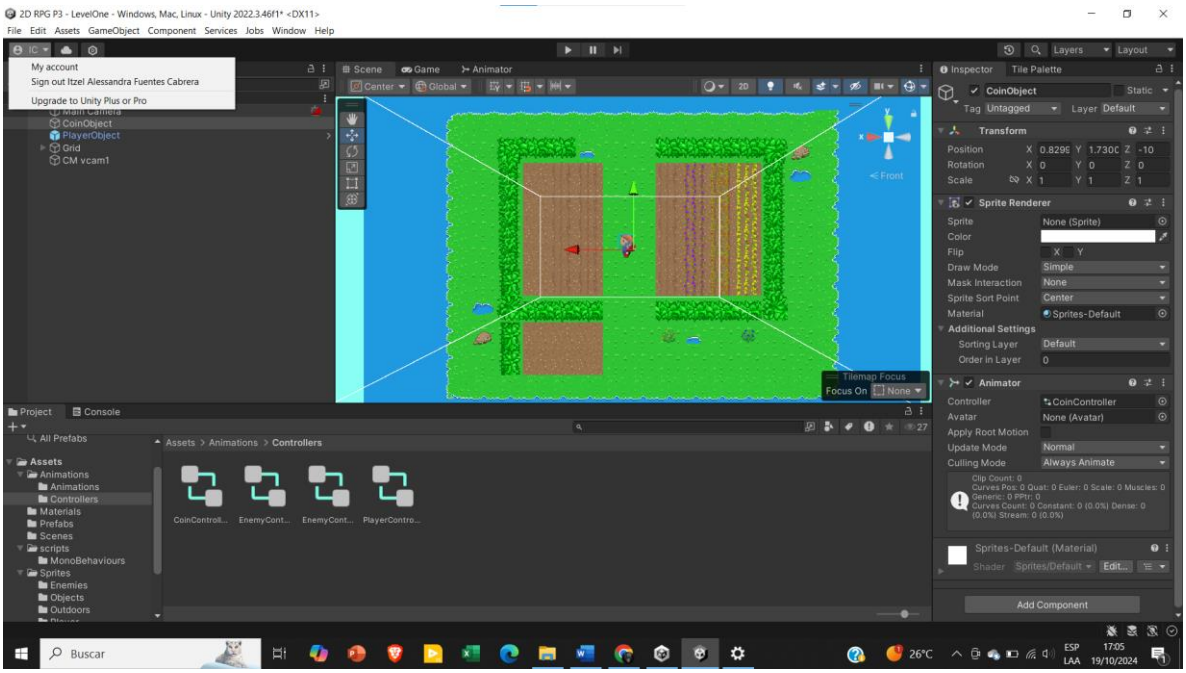
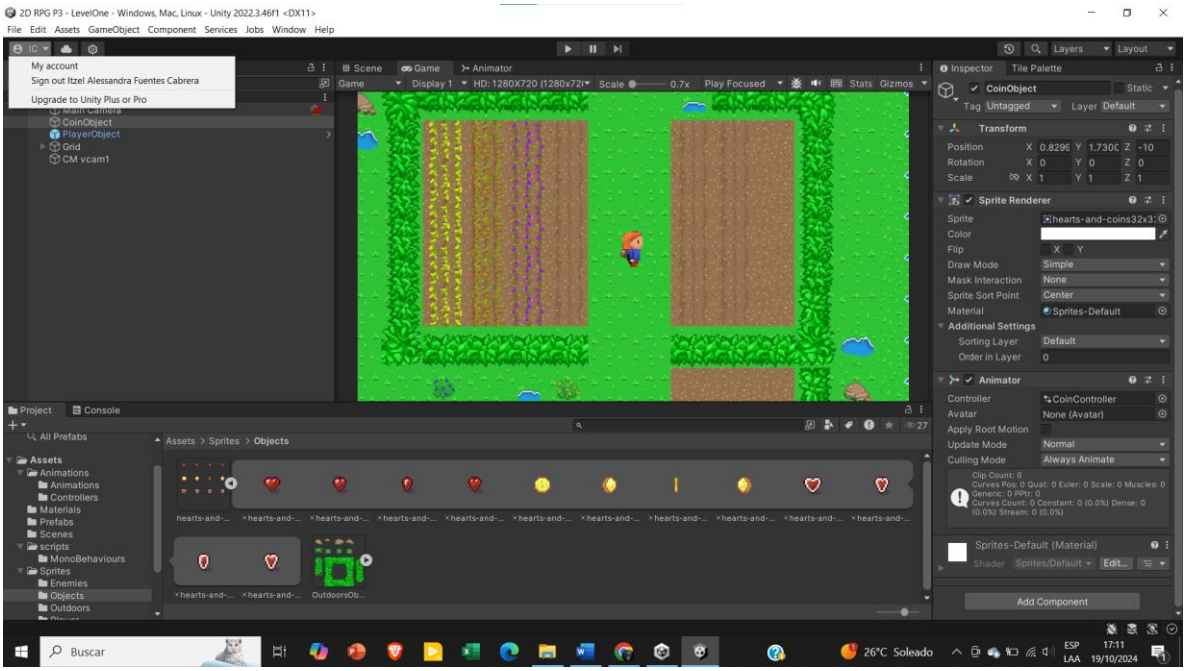

2D RPG P3 - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
My account
Sign out Itzel Alessandra Fuentes Cabrera
Upgrade to Unity Plus or Pro
Scene
Game
Animator
Inspector
Tile Palette
PlayerObject
Grid
CM vcam1
Tilemap Focus
Focus On
None
Project
Console
Assets > scripts > MonoBehaviours
Animations
Materials
Prefabs
Scenes
scripts
MonoBehaviours
Sprites
Enemies
Objects
Outdoors
Player
Tiles
Objects
Outdoors
TilePalettes
Character
MovementC...
Buscar
26°C
ESP
LAA
16:46
19/10/2024

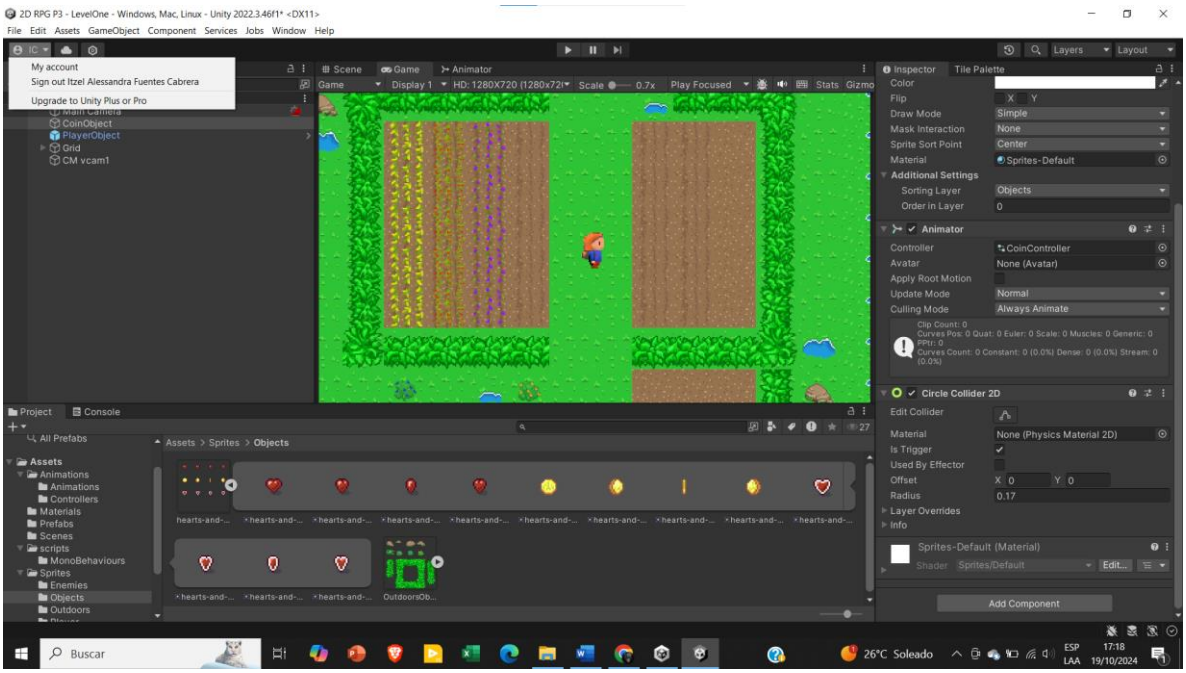

Archivo Editar Ver Git Proyecto Compilar Depurar Prueba Analizar Herramientas Extensiones Ventana Ayuda
2D RPG P3
Iniciar sesión
Debug
Any CPU
Asociar a Unity
Character.cs
RoundCameraPos.cs
Assembly-CSharp
Character
hitPoints
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
Script de Unity | 0 referencias
public abstract class Character : MonoBehaviour
{
public int hitPoints; //Puntos de vida actuales
public int maxHitPoints; //Puntos de vida máximos
}
No se encontraron problemas.
Línea: 6 Carácter: 2 SPC CRLF
Elementos guardados
Agregar al control de código fuente
Buscar
26°C
ESP
LAA
16:50
19/10/2024

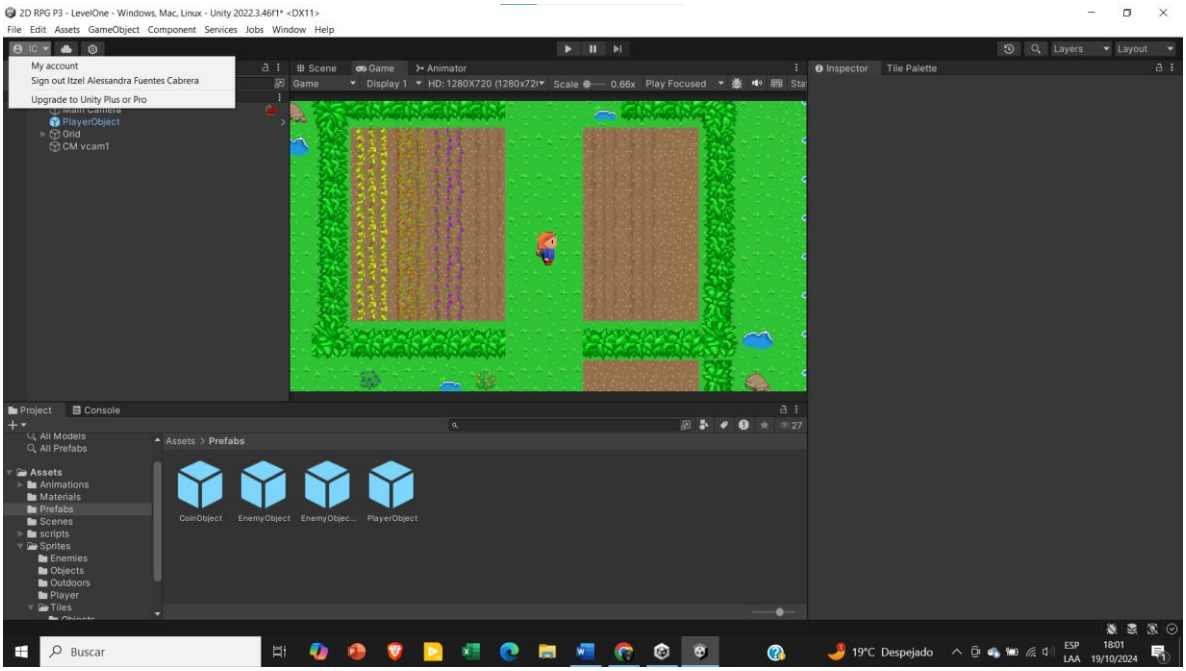

2D RPG P3 - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
My account
Sign out Itzel Alessandra Fuentes Cabrera
Upgrade to Unity Plus or Pro
Scene
Game
Animator
Inspector
Tile Palette
PlayerObject
Grid
CM vcam1
Box Collider 2D
Rigidbody 2D
Movement Controller (Script)
Player (Script)
Add Component
Project
Console
Assets > scripts > MonoBehaviours
Character
MovementC...
Player
Buscar

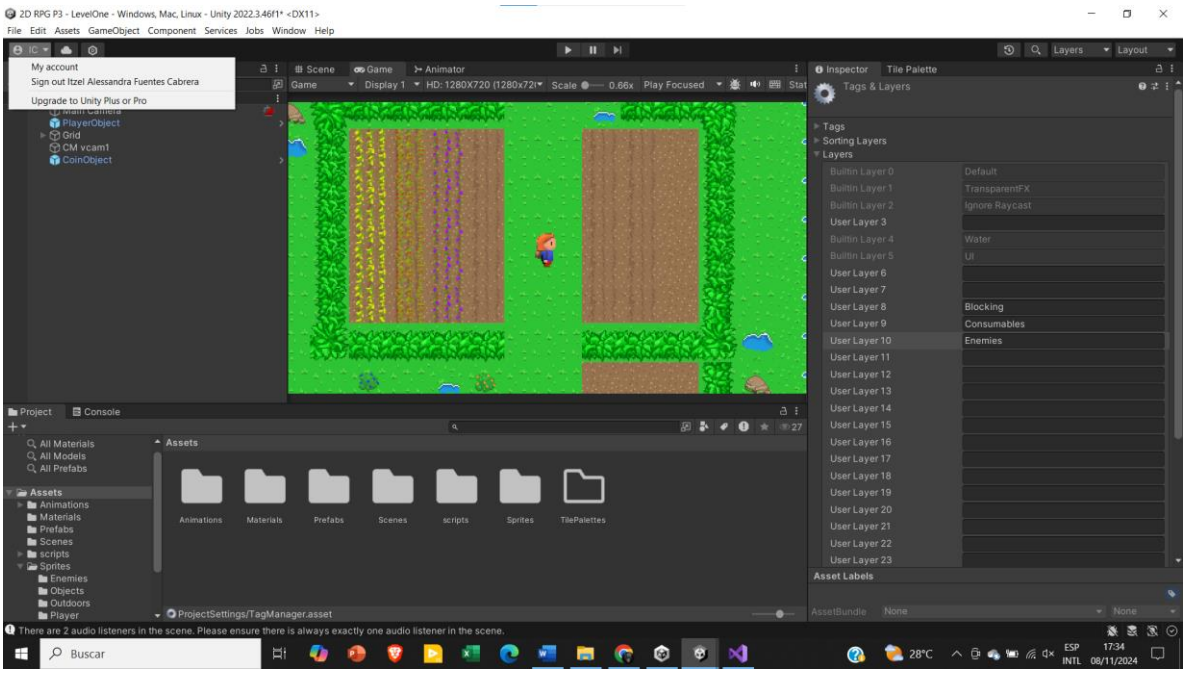

2D RPG P3 - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
My account
Sign out Itzel Alessandra Fuentes Cabrera
Upgrade to Unity Plus or Pro
Sprite Editor
Hearts-and-coins 32x32 (Texture 2D) Import Settings
Sprite
Name
hearts-and-coins32x32_0
Position
Border
Pivot
Center
Pivot Unit Mode
Normalized
Custom Pivot
Project
Console
Assets/Sprites/Objects/hearts-and-coins32x32.png
Buscar

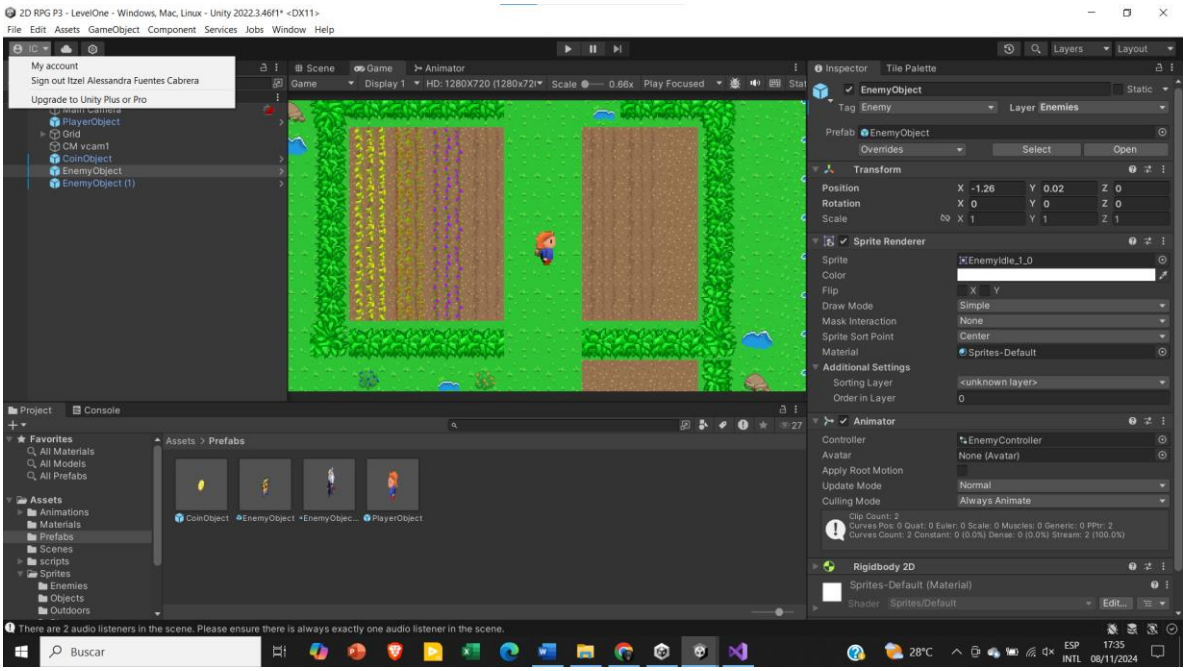

2D RPG P3 - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
My account
Sign out Itzel Alessandra Fuentes Cabrera
Upgrade to Unity Plus or Pro
CoinObject
PlayerObject
Grid
CM vcam1
Scene
Game
Animator
Inspector
Tile Palette
Transform
Sprite Renderer
Animator
Project
Console
Assets > Animations > Controllers
CoinControll...
EnemyCont...
EnemyCont...
PlayerContro...
Add Component

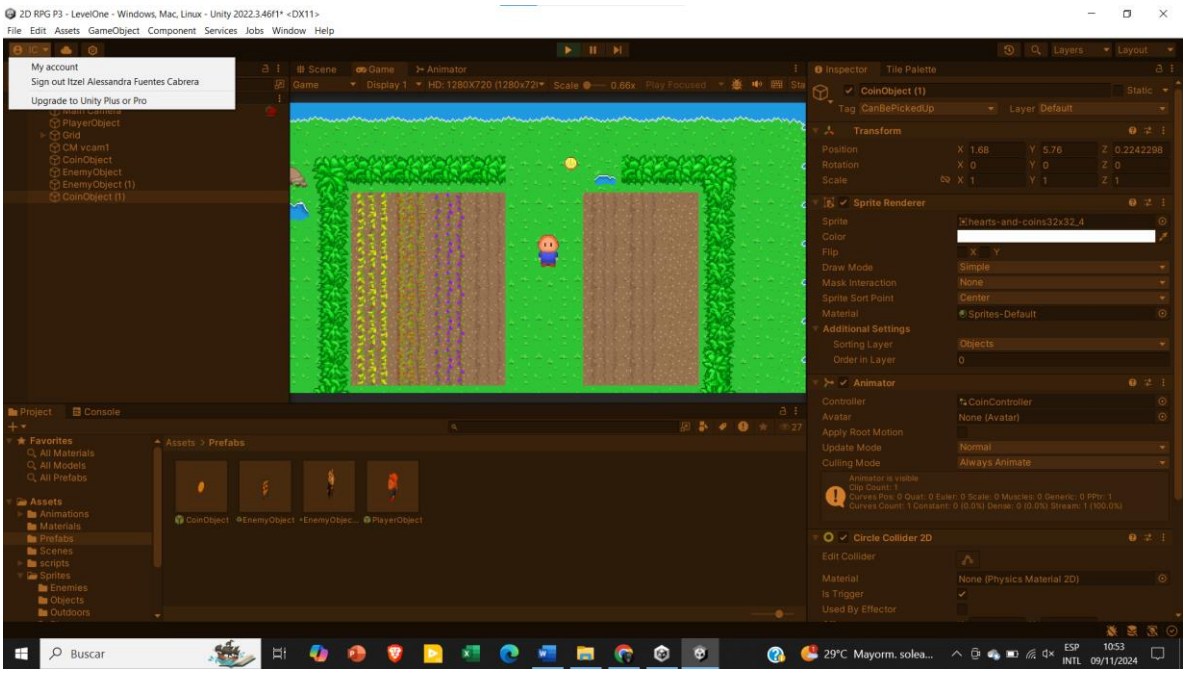

2D RPG P3 - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
My account
Sign out Itzel Alessandra Fuentes Cabrera
Upgrade to Unity Plus or Pro
CoinObject
PlayerObject
Grid
CM vcam1
Scene
Game
Animator
Inspector
Tile Palette
Transform
Sprite Renderer
Animator
Project
Console
Assets > Sprites > Objects
Add Component

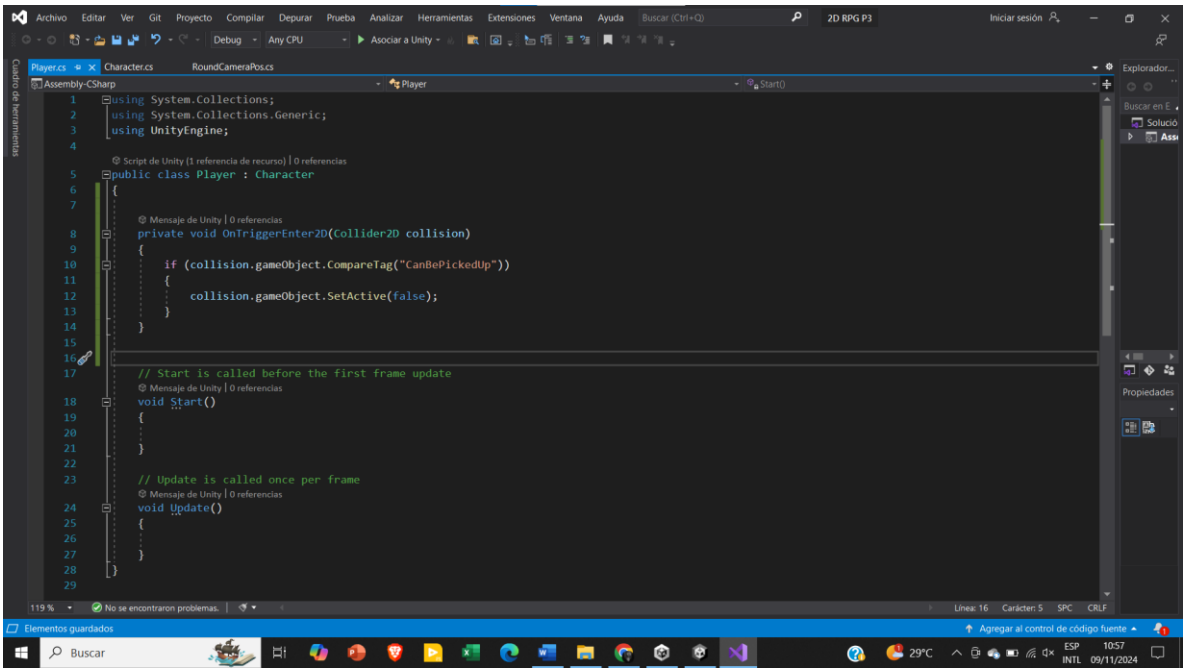

2D RPG P3 - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
My account
Sign out Itzel Alessandra Fuentes Cabrera
Upgrade to Unity Plus or Pro
Scene
Game
Animator
Inspector
Tile Palette
PlayerObject
Grid
CM vcam1
Project
Console
Assets > Sprites > Objects
Animations
Controllers
Materials
Prefabs
Scenes
scripts
MonoBehaviours
Sprites
Enemies
Objects
Outdoors
Circle Collider 2D
Add Component
Buscar
26°C Soleado
ESP
LAA
17:18
19/10/2024

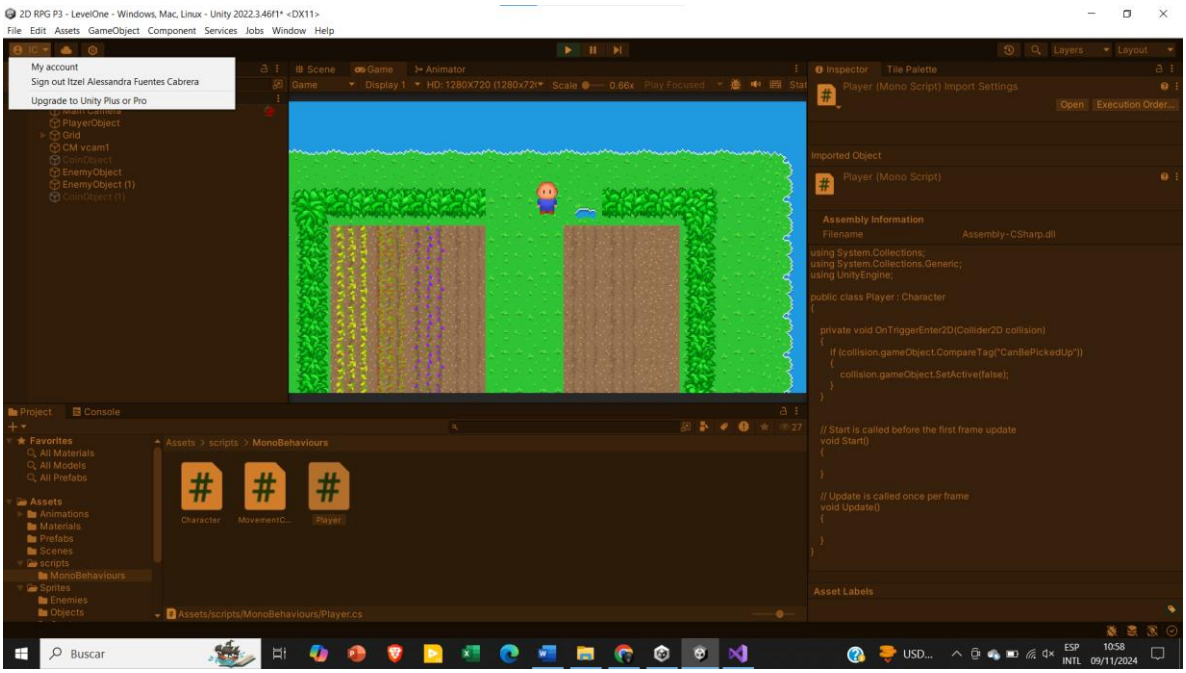

2D RPG P3 - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
My account
Sign out Itzel Alessandra Fuentes Cabrera
Upgrade to Unity Plus or Pro
Scene
Game
Animator
Inspector
Tile Palette
PlayerObject
Grid
CM vcam1
Project
Console
Assets > Prefabs
CoinObject
EnemyObject
PlayerObject
Buscar
19°C Despejado
ESP
LAA
18:01
19/10/2024

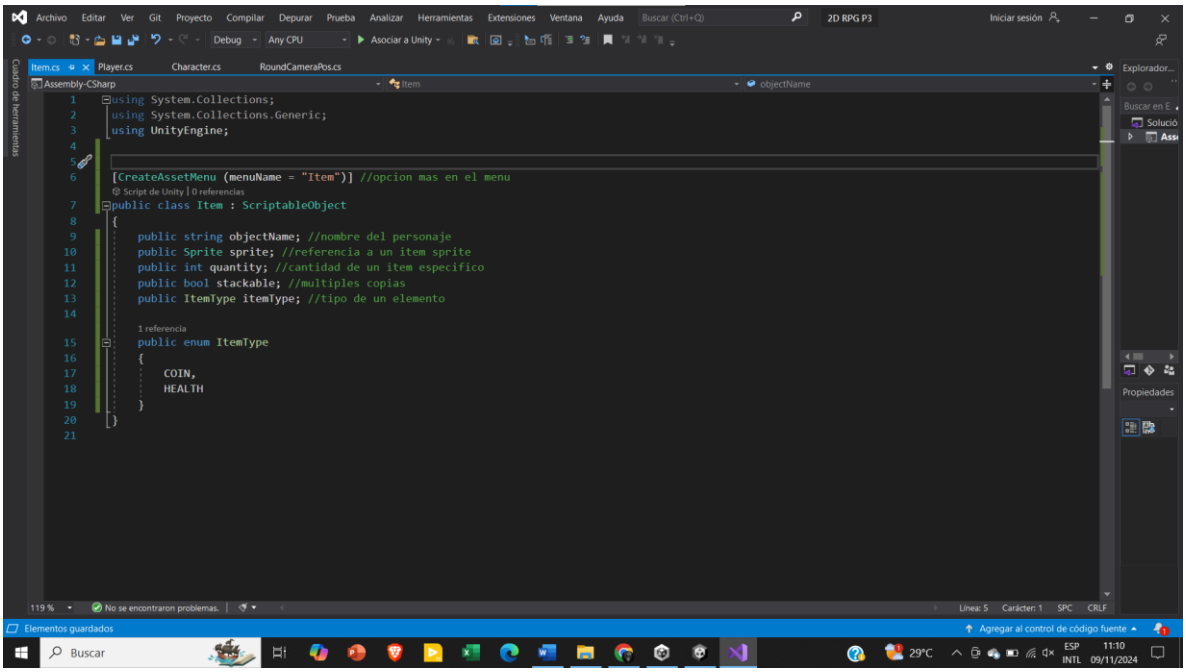

2D RPG P3 - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
My account
Sign out Itzel Alessandra Fuentes Cabrera
Upgrade to Unity Plus or Pro
Scene
Game
Animator
Inspector
Tile Palette
Tags & Layers
Tags
Sorting Layers
Layers
Builtin Layer 0 Default
Builtin Layer 1 TransparentFX
Builtin Layer 2 Ignore Raycast
User Layer 3
Builtin Layer 4 Water
Builtin Layer 5 UI
User Layer 6
User Layer 7
User Layer 8 Blocking
User Layer 9 Consumables
User Layer 10 Enemies
Project
Console
Assets
Animations
Materials
Prefabs
Scenes
scripts
Sprites
TilePalettes
ProjectSettings/TagManager.asset
Asset Labels
There are 2 audio listeners in the scene. Please ensure there is always exactly one audio listener in the scene.
Buscar
28°C
ESP INTL
17:34 08/11/2024

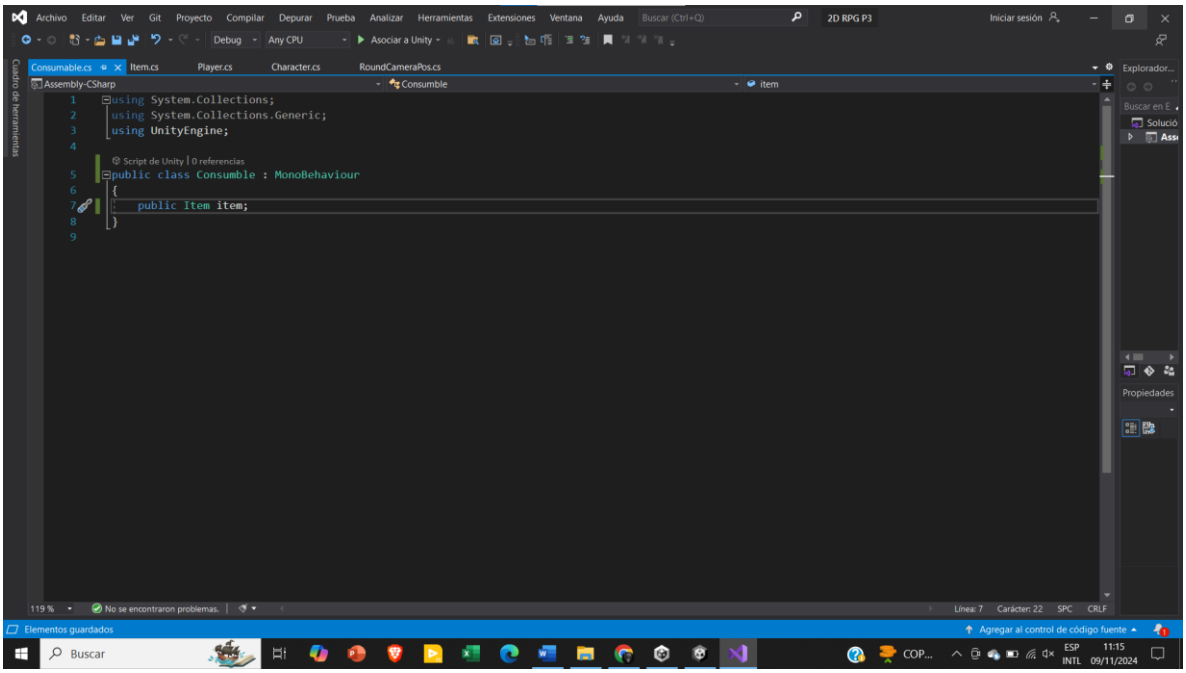

2D RPG P3 - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
My account
Sign out Itzel Alessandra Fuentes Cabrera
Upgrade to Unity Plus or Pro
EnemyObject
EnemyObject (1)
Inspector
Tile Palette
EnemyObject
Tag Enemy
Layer Enemies
Prefab EnemyObject
Transform
Position X -1.26 Y 0.02 Z 0
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Sprite Renderer
Sprite EnemyIdle_1_0
Color
Flip
Draw Mode Simple
Mask Interaction None
Sprite Sort Point Center
Material Sprites-Default
Additional Settings
Sorting Layer <unknown layer>
Order in Layer 0
Animator
Controller EnemyController
Avatar None (Avatar)
Apply Root Motion
Update Mode Normal
Culling Mode Always Animate
Rigidbody 2D
Sprites-Default (Material)
Shader Sprites/Default
Assets > Prefabs
CoinObject
EnemyObject
EnemyObjec...
PlayerObject
There are 2 audio listeners in the scene. Please ensure there is always exactly one audio listener in the scene.
Buscar
28°C
ESP INTL
17:35 08/11/2024

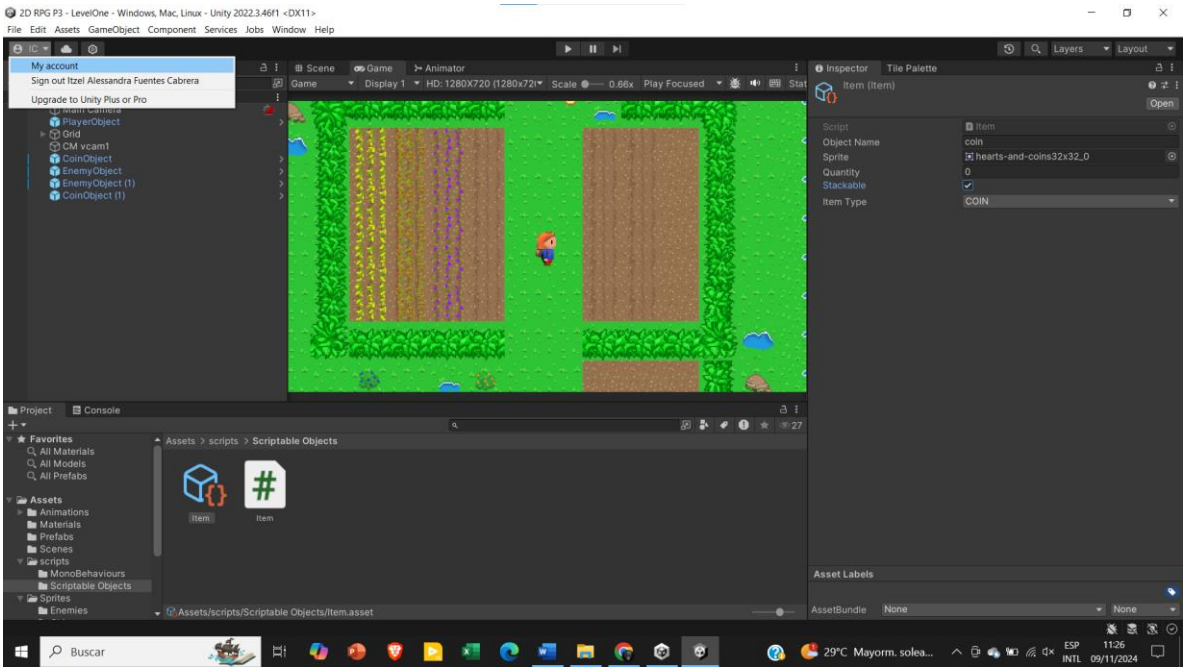

2D RPG P3 - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
My account
Sign out Itzel Alessandra Fuentes Cabrera
Upgrade to Unity Plus or Pro
Scene
Game
Animator
Inspector
Tile Palette
CoinObject (1)
Transform
Sprite Renderer
Animator
Circle Collider 2D
Project
Console
Favorites
Assets
Prefabs
Buscar
29°C Mayorm. solea...
ESP INTL
10:53
09/11/2024

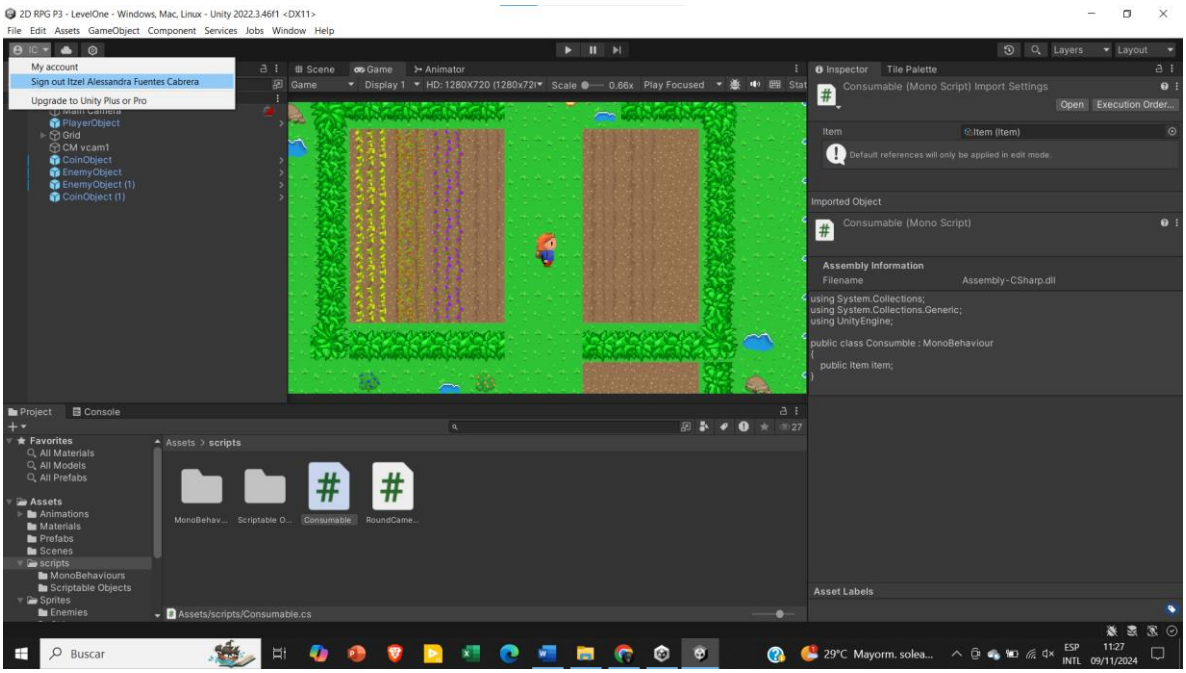

Archivo Editar Ver Git Proyecto Compilar Depurar Prueba Analizar Herramientas Extensiones Ventana Ayuda
2D RPG P3
Iniciar sesión
Debug
Any CPU
Asociar a Unity
Player.cs
Character.cs
RoundCameraPos.cs
Assembly-CSharp
Player
Start()
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
Script de Unity (1 referencia de recurso) | 0 referencias
public class Player : Character
{
Mensaje de Unity | 0 referencias
private void OnTriggerEnter2D(Collider2D collision)
{
if (collision.gameObject.CompareTag("CanBePickedUp"))
{
collision.gameObject.SetActive(false);
}
}
// Start is called before the first frame update
void Start()
{
}
// Update is called once per frame
void Update()
{
}
}
No se encontraron problemas.
Línea: 16 Carácter: 5 SPC CRLF
Elementos guardados
Agregar al control de código fuente
Buscar
29°C
ESP INTL
10:57
09/11/2024

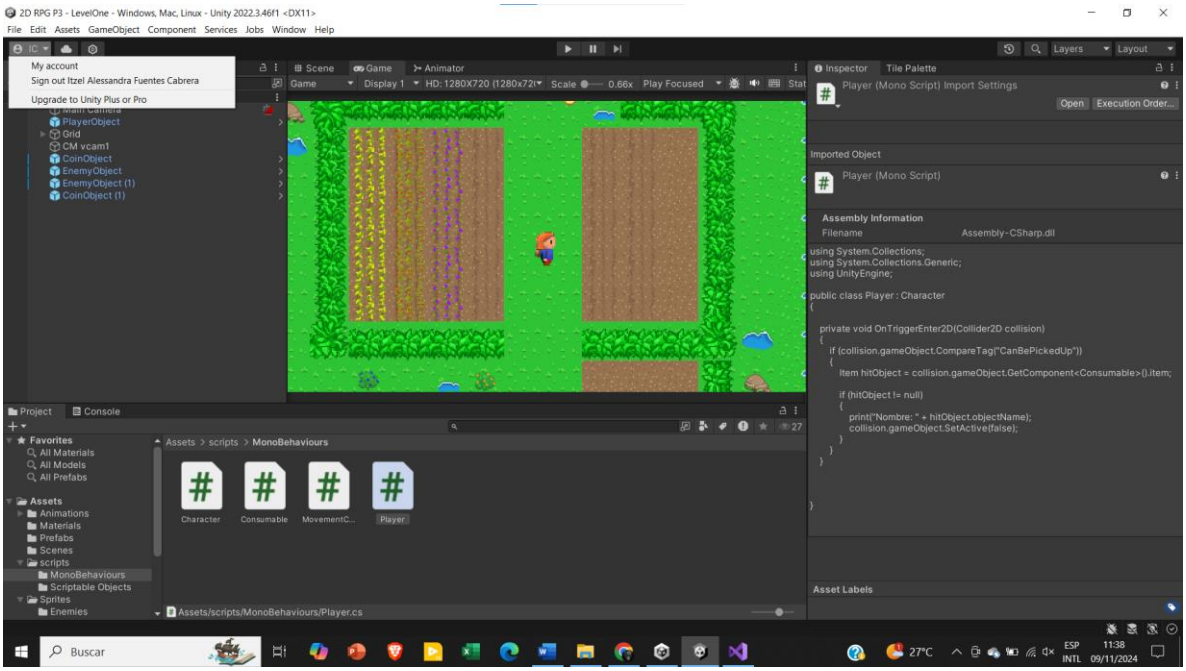

2D RPG P3 - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
My account
Sign out Itzel Alessandra Fuentes Cabrera
Upgrade to Unity Plus or Pro
Scene
Game
Animator
Inspector
Tile Palette
Player (Mono Script) Import Settings
Imported Object
Player (Mono Script)
Assembly Information
Filename
Assembly-CSharp.dll
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
public class Player : Character
{
private void OnTriggerEnter2D(Collider2D collision)
{
if (collision.gameObject.CompareTag("CanBePickedUp"))
{
collision.gameObject.SetActive(false);
}
}
// Start is called before the first frame update
void Start()
{
}
// Update is called once per frame
void Update()
{
}
}
Asset Labels
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Animations
Materials
Prefabs
Scenes
scripts
MonoBehaviours
Sprites
Enemies
Objects
Assets > scripts > MonoBehaviours
Character
MovementC...
Player
Assets/scripts/MonoBehaviours/Player.cs
Buscar
USD...
ESP
INTL
10:58
09/11/2024

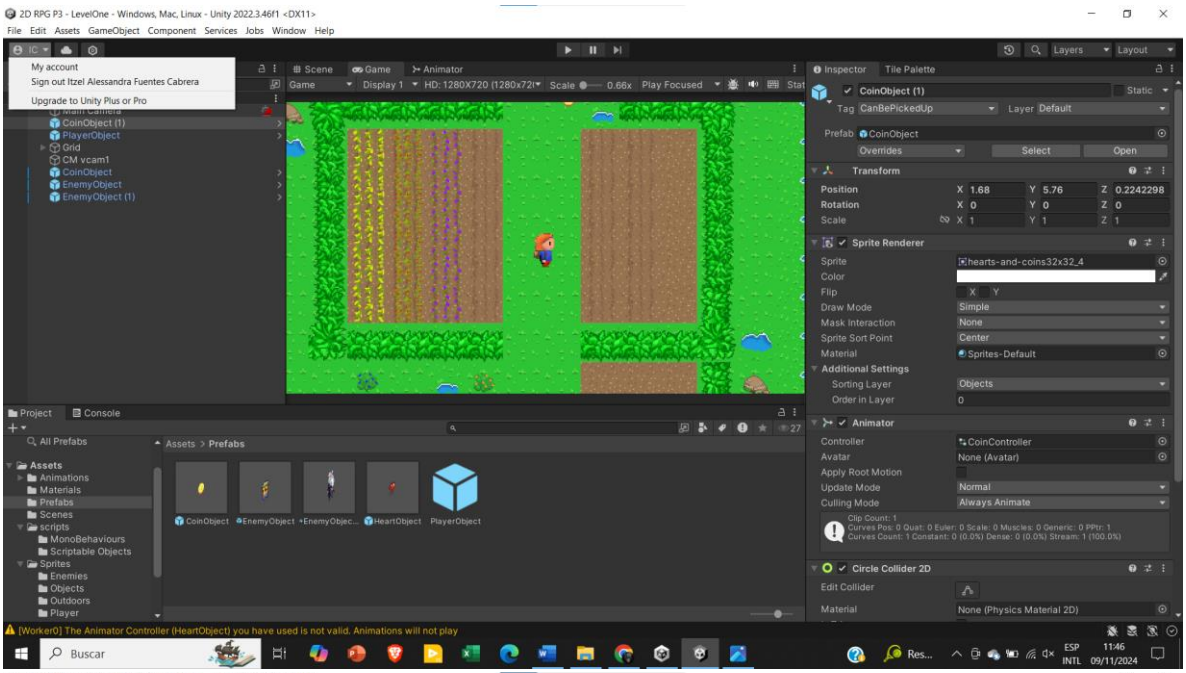

Archivo Editar Ver Git Proyecto Compilar Depurar Prueba Analizar Herramientas Extensiones Ventana Ayuda
Buscar (Ctrl+Q)
2D RPG P3
Iniciar sesión
Debug
Any CPU
Asociar a Unity
Item.cs
Player.cs
Character.cs
RoundCameraPos.cs
Assembly-CSharp
Item
objectName
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
[CreateAssetMenu (menuName = "Item")] //opcion mas en el menu
Script de Unity | 0 referencias
public class Item : ScriptableObject
{
public string objectName; //nombre del personaje
public Sprite sprite; //referencia a un item sprite
public int quantity; //cantidad de un item especifico
public bool stackable; //multiples copias
public ItemType itemType; //tipo de un elemento
1 referencia
public enum ItemType
{
COIN,
HEALTH
}
}
119 %
No se encontraron problemas.
Línea: 5
Carácter: 1
SPC
CRLF
Elementos guardados
Agregar al control de código fuente
Explorador...
Propiedades
Buscar
29°C
ESP
INTL
11:10
09/11/2024

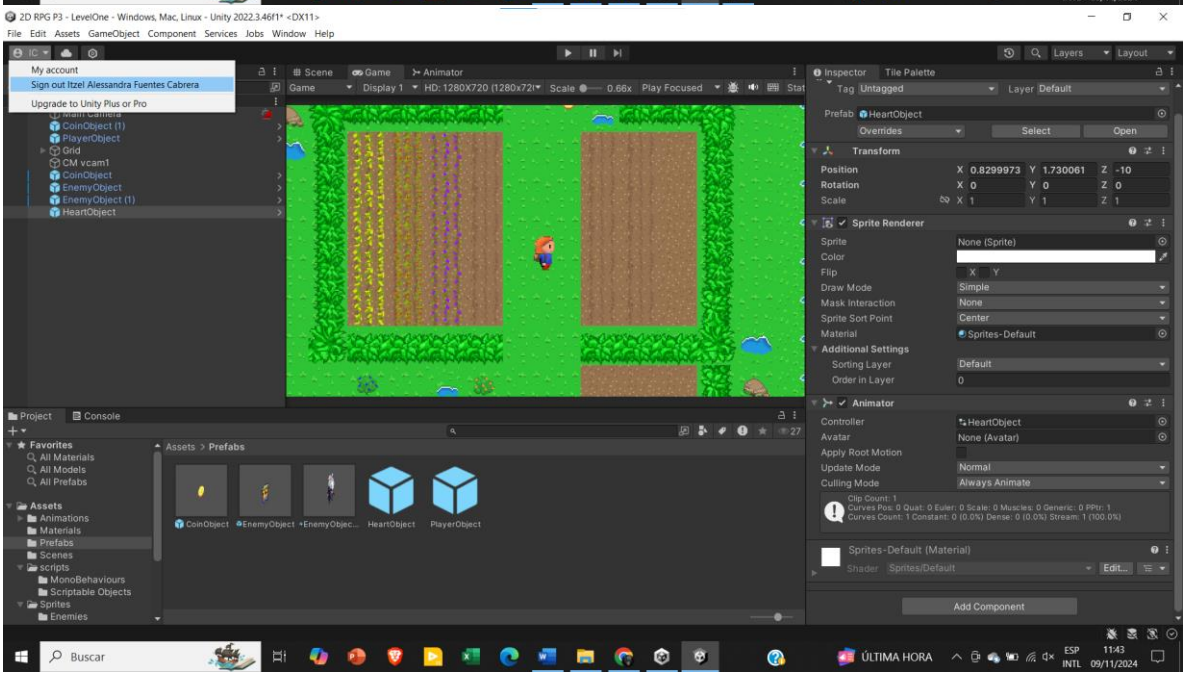

Consumable.cs
Item.cs
Player.cs
Character.cs
RoundCameraPos.cs
Assembly-CSharp
Consumble
item
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
Script de Unity | 0 referencias
public class Consumble : MonoBehaviour
{
public Item item;
}

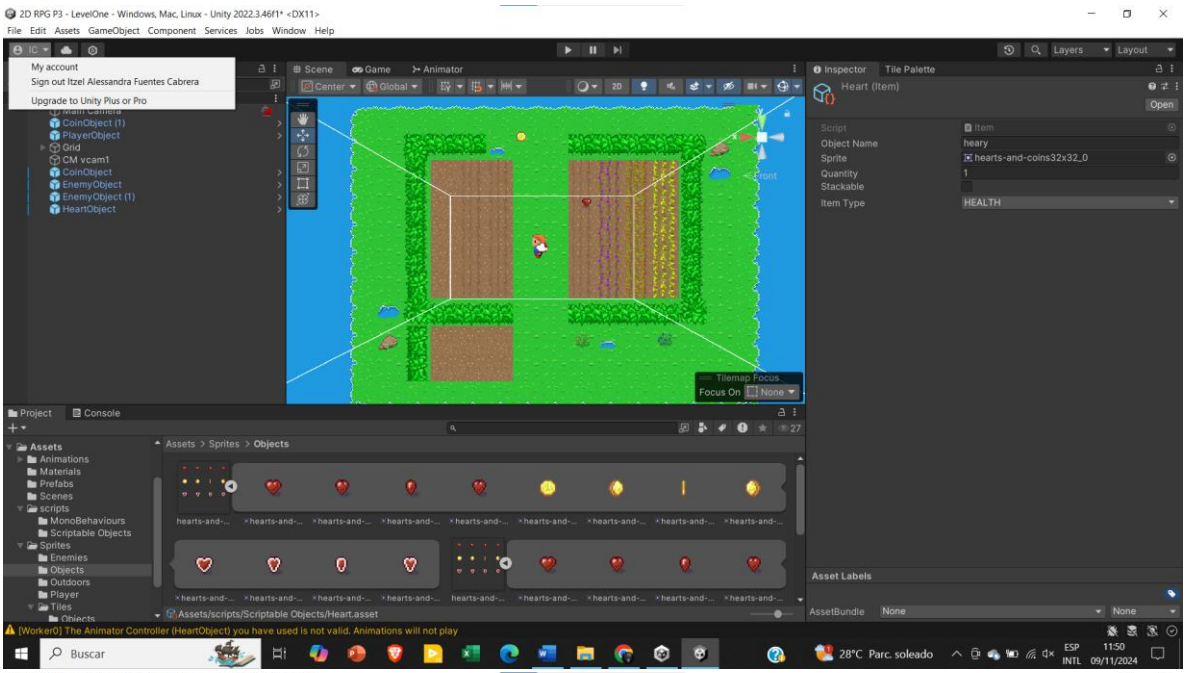

2D RPG P3 - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1 <DX11>
My account
Sign out Itzel Alessandra Fuentes Cabrera
Upgrade to Unity Plus or Pro
PlayerObject
Grid
CM vcam1
CoinObject
EnemyObject
EnemyObject (1)
CoinObject (1)
Item (Item)
Script
Object Name
coin
Sprite
hearts-and-coins32x32_0
Quantity
0
Stackable
Item Type
COIN
Assets > scripts > Scriptable Objects
Item
Item
Assets/scripts/Scriptable Objects/Item.asset

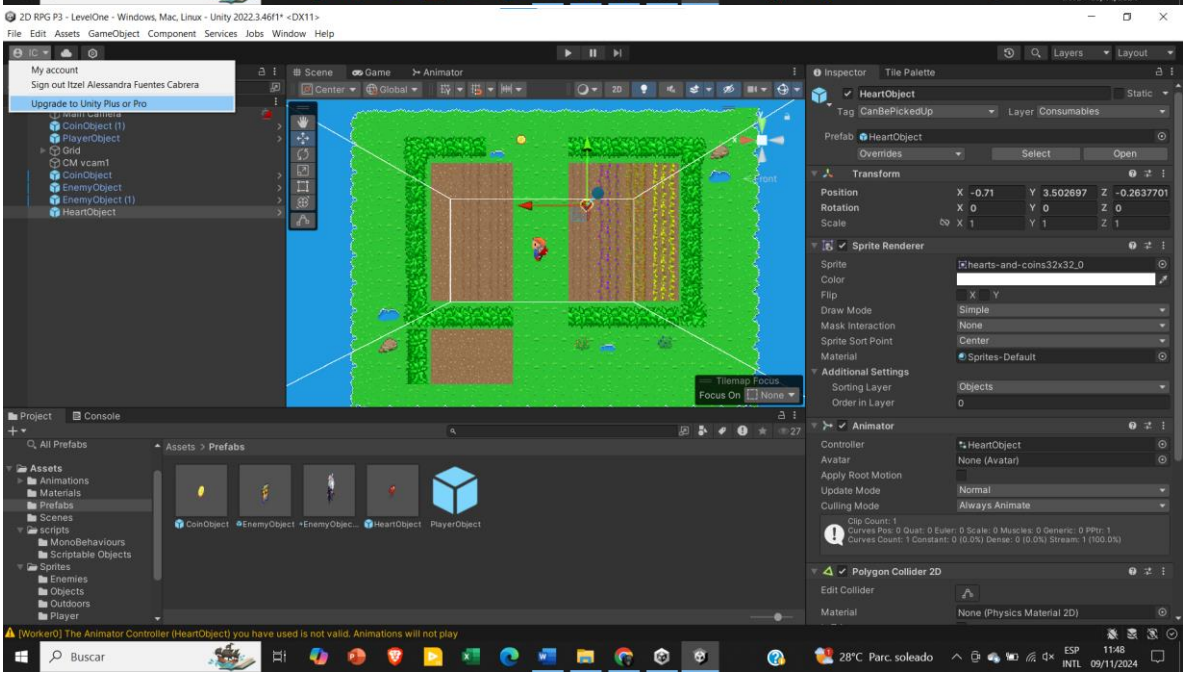

2D RPG P3 - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
My account
Sign out Itzel Alessandra Fuentes Cabrera
Upgrade to Unity Plus or Pro
Scene
Game
Animator
Inspector
Tile Palette
Consumable (Mono Script) Import Settings
Open
Execution Order...
Item
Item (Item)
Default references will only be applied in edit mode.
Imported Object
Consumable (Mono Script)
Assembly Information
Filename
Assembly-CSharp.dll
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
public class Consumble : MonoBehaviour
{
public Item item;
}
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Animations
Materials
Prefabs
Scenes
scripts
MonoBehaviours
Scriptable Objects
Sprites
Enemies
Assets > scripts
MonoBehav...
Scriptable O...
Consumable
RoundCame...
Assets/scripts/Consumable.cs
Asset Labels
Buscar
29°C Mayorm. solea...
ESP
INTL
11:27
09/11/2024


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
Player (Mono Script) Import Settings
Open
Execution Order...
Imported Object
Player (Mono Script)
Assembly Information
Filename
Assembly-CSharp.dll
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
public class Player : Character
{
private void OnTriggerEnter2D(Collider2D collision)
{
if (collision.gameObject.CompareTag("CanBePickedUp"))
{
Item hitObject = collision.gameObject.GetComponent<Consumable>().item;
if (hitObject != null)
{
print("Nombre: " + hitObject.objectName);
collision.gameObject.SetActive(false);
}
}
}
}
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Animations
Materials
Prefabs
Scenes
scripts
MonoBehaviours
Scriptable Objects
Sprites
Enemies
Assets > scripts > MonoBehaviours
Character
Consumable
MovementC...
Player
Assets/scripts/MonoBehaviours/Player.cs
Asset Labels
Buscar
27°C
ESP
INTL
11:38
09/11/2024


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
CoinObject (1)
PlayerObject
Grid
CM vcam1
CoinObject
EnemyObject
EnemyObject (1)
Tag CanBePickedUp
Layer Default
Prefab CoinObject
Transform
Position X 1.68 Y 5.76 Z 0.2242298
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Sprite Renderer
Sprite hearts-and-coins32x32_4
Draw Mode Simple
Mask Interaction None
Sprite Sort Point Center
Material Sprites-Default
Additional Settings
Sorting Layer Objects
Order in Layer 0
Animator
Controller CoinController
Avatar None (Avatar)
Apply Root Motion
Update Mode Normal
Culling Mode Always Animate
Circle Collider 2D
Edit Collider
Material None (Physics Material 2D)
Project
Console
Assets > Prefabs
Animations
Materials
Prefabs
Scenes
scripts
MonoBehaviours
Scriptable Objects
Sprites
Enemies
Objects
Outdoors
Player
[Worker0] The Animator Controller (HeartObject) you have used is not valid. Animations will not play
Buscar
ESP INTL 11:46 09/11/2024


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
CoinObject (1)
PlayerObject
Grid
CM vcam1
CoinObject
EnemyObject
EnemyObject (1)
HeartObject
Tag Untagged
Layer Default
Prefab HeartObject
Transform
Position X 0.8299973 Y 1.730061 Z -10
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Sprite Renderer
Sprite None (Sprite)
Draw Mode Simple
Mask Interaction None
Sprite Sort Point Center
Material Sprites-Default
Additional Settings
Sorting Layer Default
Order in Layer 0
Animator
Controller HeartObject
Avatar None (Avatar)
Apply Root Motion
Update Mode Normal
Culling Mode Always Animate
Sprites-Default (Material)
Shader Sprites/Default
Add Component
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets > Prefabs
Animations
Materials
Prefabs
Scenes
scripts
MonoBehaviours
Scriptable Objects
Sprites
Enemies
Buscar
ÚLTIMA HORA
ESP INTL 11:43 09/11/2024


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
Heart (Item)
Object Name
heary
Sprite
hearts-and-coins32x32_0
Quantity
Stackable
Item Type
HEALTH
Project
Console
Assets > Sprites > Objects
Assets/scripts/Scriptable Objects/Heart.asset
Asset Labels
[Worker0] The Animator Controller (HeartObject) you have used is not valid. Animations will not play


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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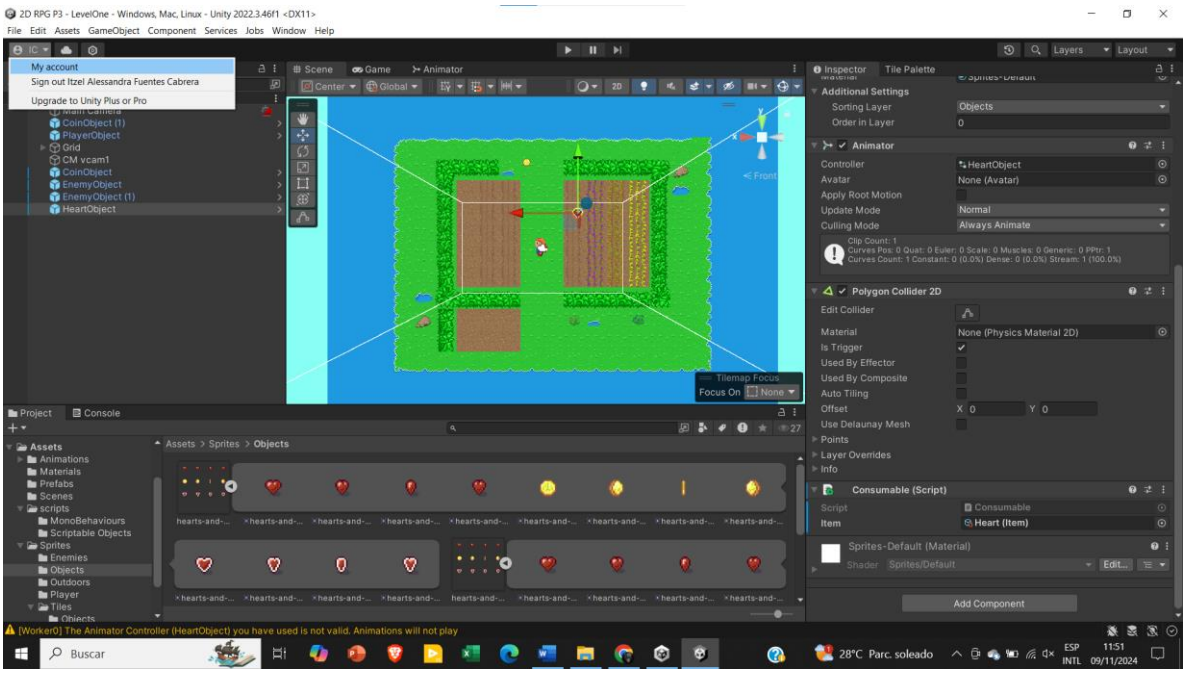
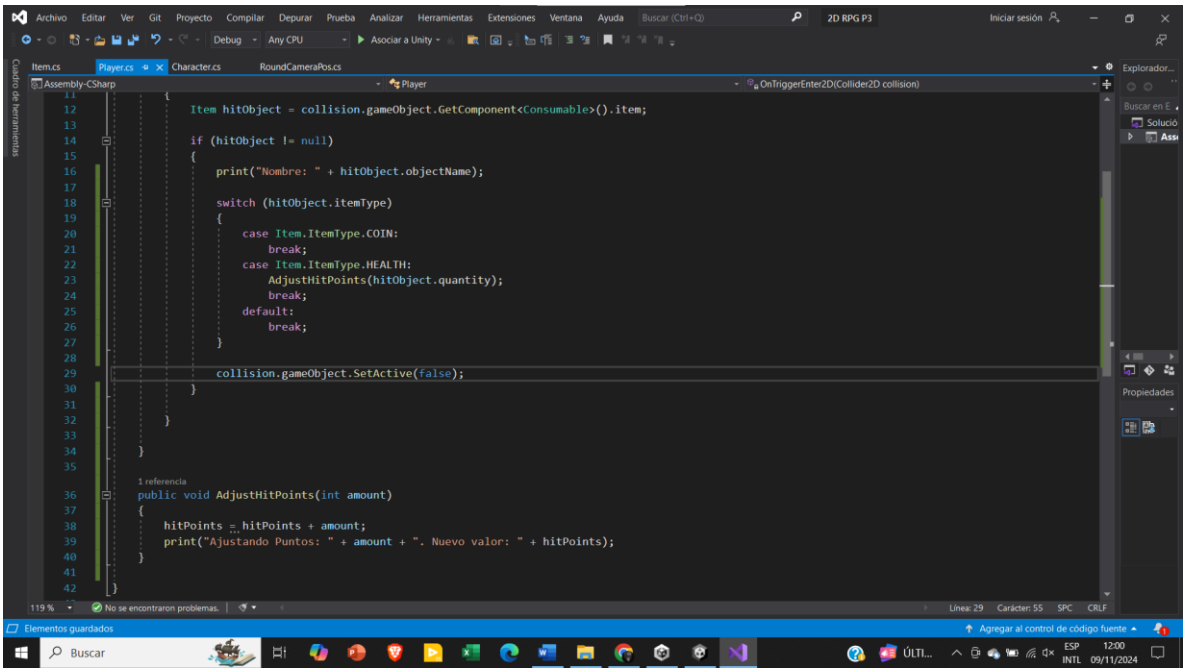
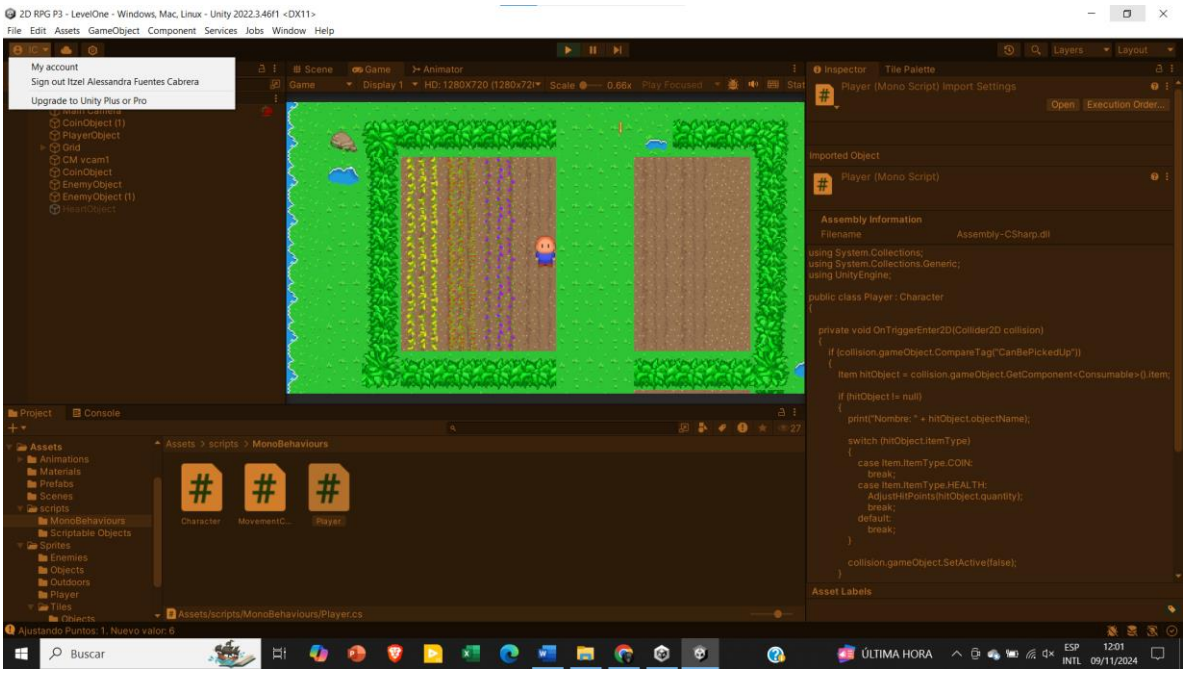
Upgrade to Unity Plus or Pro
Scene
Game
Animator
Inspector
Tile Palette
HeartObject
Tag CanBePickedUp
Layer Consumables
Prefab HeartObject
Transform
Position X -0.71 Y 3.502697 Z -0.2637701
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Sprite Renderer
Sprite hearts-and-coins32x32_0
Color
Flip
Draw Mode Simple
Mask Interaction None
Sprite Sort Point Center
Material Sprites-Default
Additional Settings
Sorting Layer Objects
Order in Layer 0
Animator
Controller HeartObject
Avatar None (Avatar)
Apply Root Motion
Update Mode Normal
Culling Mode Always Animate
Polygon Collider 2D
Edit Collider
Material None (Physics Material 2D)
Project
Console
Assets > Prefabs
[Worker0] The Animator Controller (HeartObject) you have used is not valid. Animations will not play


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
Additional Settings
Sorting Layer
Objects
Order in Layer
0
Animator
Controller
HeartObject
Avatar
None (Avatar)
Apply Root Motion
Update Mode
Normal
Culling Mode
Always Animate
Polygon Collider 2D
Edit Collider
Material
None (Physics Material 2D)
Is Trigger
Used By Effector
Used By Composite
Auto Tiling
Offset
Use Delaunay Mesh
Points
Layer Overrides
Info
Consumable (Script)
Script
Consumable
Item
Heart (Item)
Sprites-Default (Material)
Shader
Sprites/Default
Add Component
Project
Console
Assets
Animations
Materials
Prefabs
Scenes
scripts
MonoBehaviours
Scriptable Objects
Sprites
Enemies
Objects
Outdoors
Player
Tiles
Assets > Sprites > Objects
[Worker0] The Animator Controller (HeartObject) you have used is not valid. Animations will not play
Buscar
28°C Parc. soleado
ESP INTL
11:51
09/11/2024


Archivo Editar Ver Git Proyecto Compilar Depurar Prueba Analizar Herramientas Extensiones Ventana Ayuda
2D RPG P3
Iniciar sesión
Debug
Any CPU
Asociar a Unity
Item.cs
Player.cs
Character.cs
RoundCameraPos.cs
Assembly-CSharp
Player
OnTriggerEnter2D(Collider2D collision)
Item hitObject = collision.gameObject.GetComponent<Consumable>().item;
if (hitObject != null)
{
print("Nombre: " + hitObject.objectName);
switch (hitObject.itemType)
{
case Item.ItemType.COIN:
break;
case Item.ItemType.HEALTH:
AdjustHitPoints(hitObject.quantity);
break;
default:
break;
}
collision.gameObject.SetActive(false);
}
}
}
1 referencia
public void AdjustHitPoints(int amount)
{
hitPoints = hitPoints + amount;
print("Ajustando Puntos: " + amount + ". Nuevo valor: " + hitPoints);
}
}
119 %
No se encontraron problemas.
Línea: 29 Carácter: 55 SPC CRLF
Elementos guardados
Agregar al control de código fuente
Buscar
ESP INTL
12:00
09/11/2024


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
Player (Mono Script) Import Settings
Open
Execution Order...
Imported Object
Player (Mono Script)
Assembly Information
Filename
Assembly-CSharp.dll
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
public class Player : Character
{
private void OnTriggerEnter2D(Collider2D collision)
{
if (collision.gameObject.CompareTag("CanBePickedUp"))
{
Item hitObject = collision.gameObject.GetComponent<Consumable>().item;
if (hitObject != null)
{
print("Nombre: " + hitObject.objectName);
switch (hitObject.itemType)
{
case Item.ItemType.COIN:
break;
case Item.ItemType.HEALTH:
AdjustHitPoints(hitObject.quantity);
break;
default:
break;
}
collision.gameObject.SetActive(false);
}
Asset Labels
Project
Console
Assets
Animations
Materials
Prefabs
Scenes
scripts
MonoBehaviours
Scriptable Objects
Sprites
Enemies
Objects
Outdoors
Player
Tiles
Assets > scripts > MonoBehaviours
Character
MovementC...
Player
Assets/scripts/MonoBehaviours/Player.cs
Ajustando Puntos: 1, Nuevo valor: 6
Buscar
ÚLTIMA HORA
ESP
INTL
12:01
09/11/2024