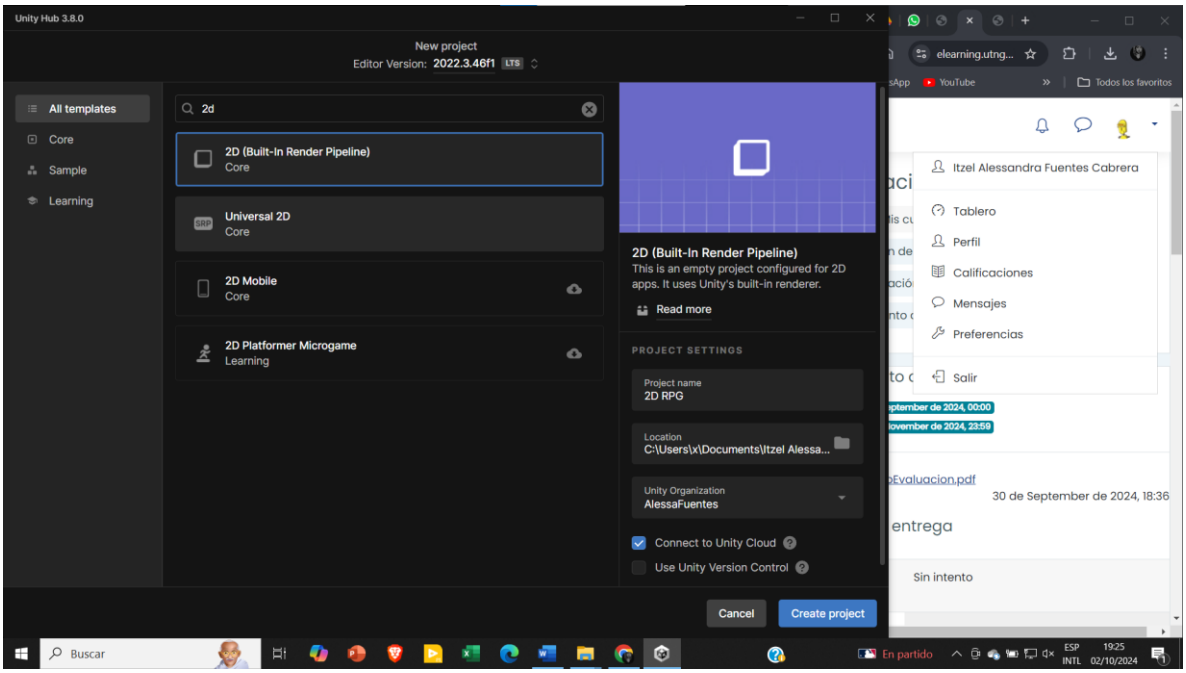
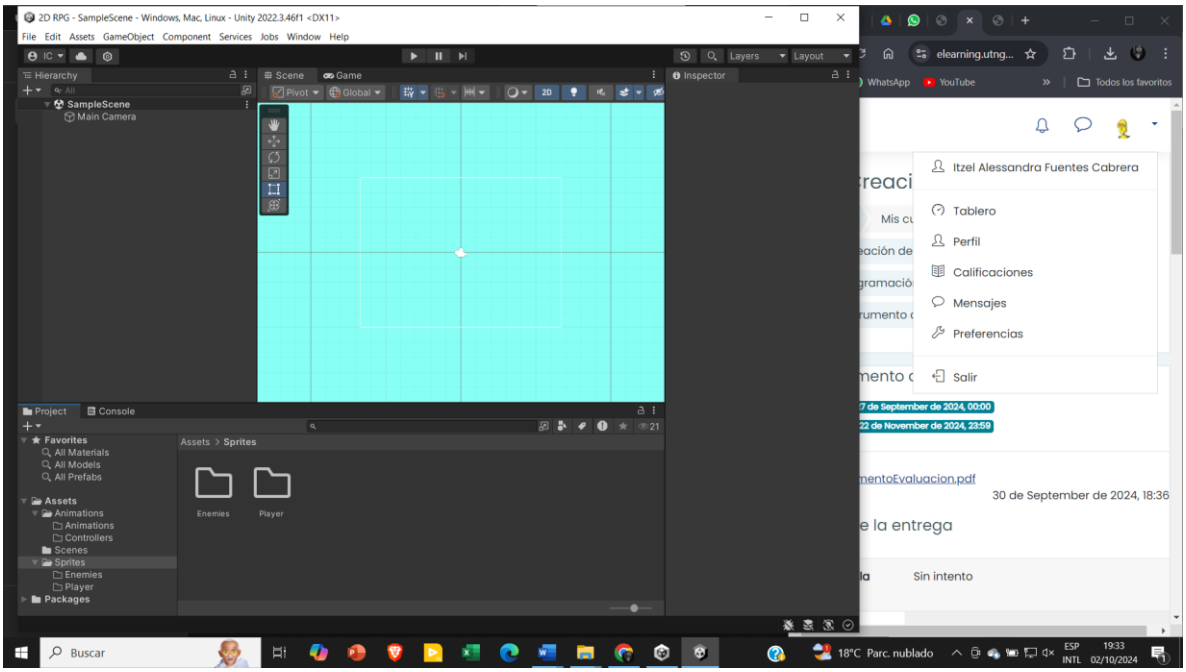
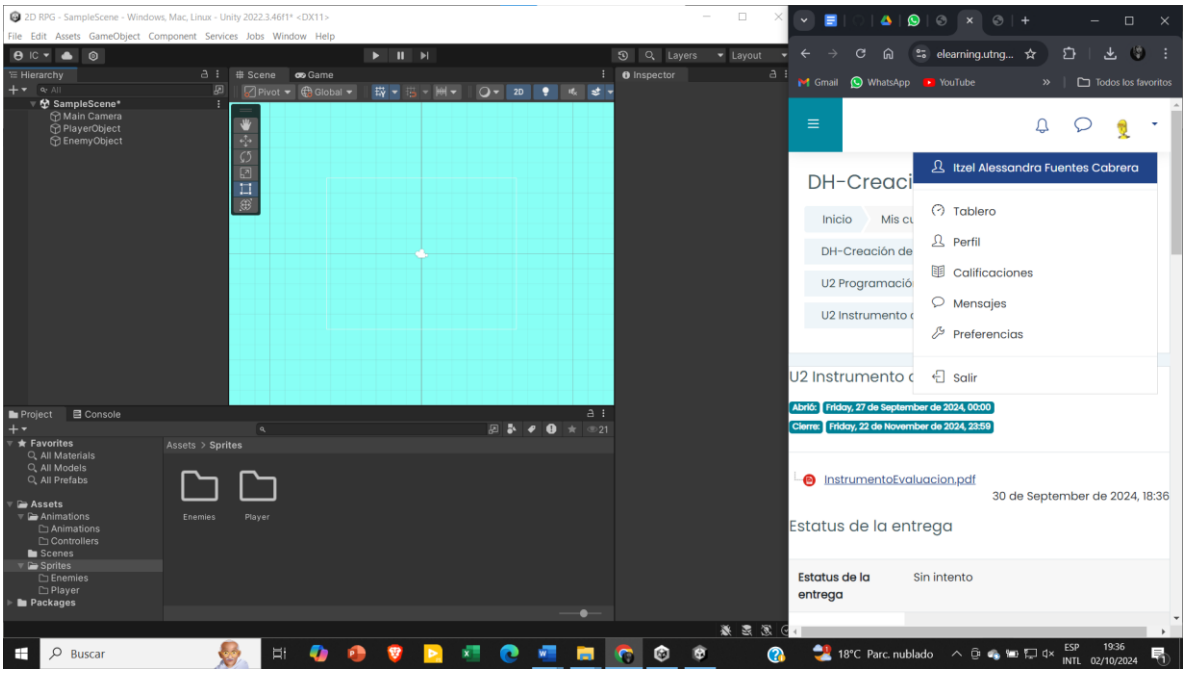
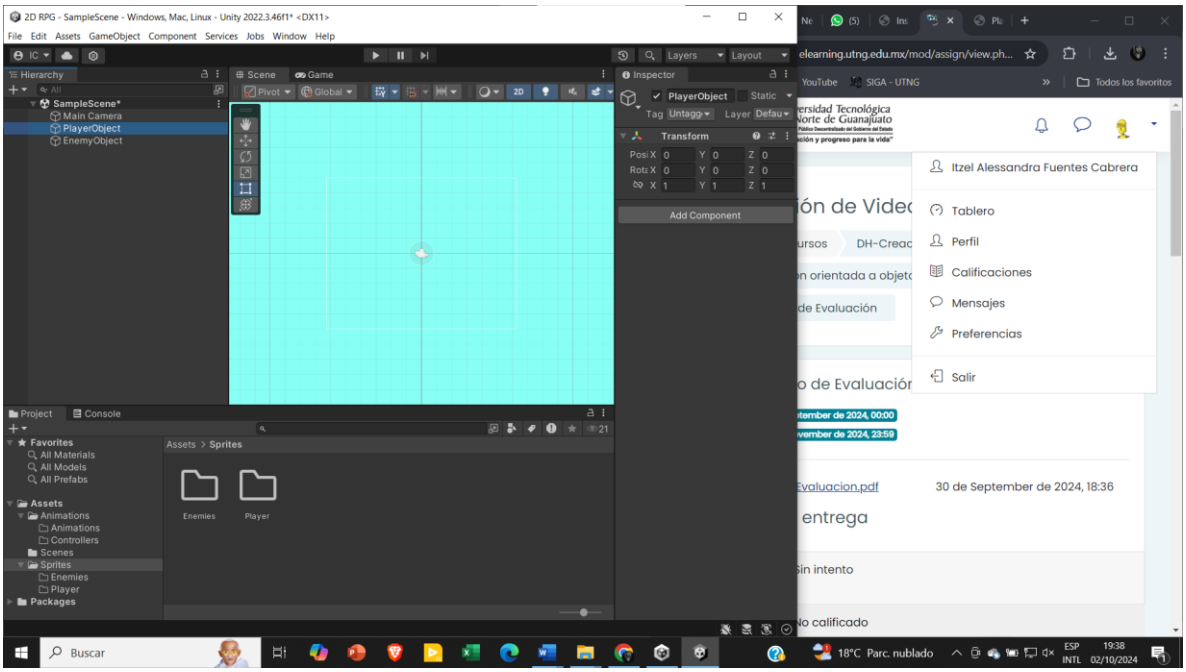
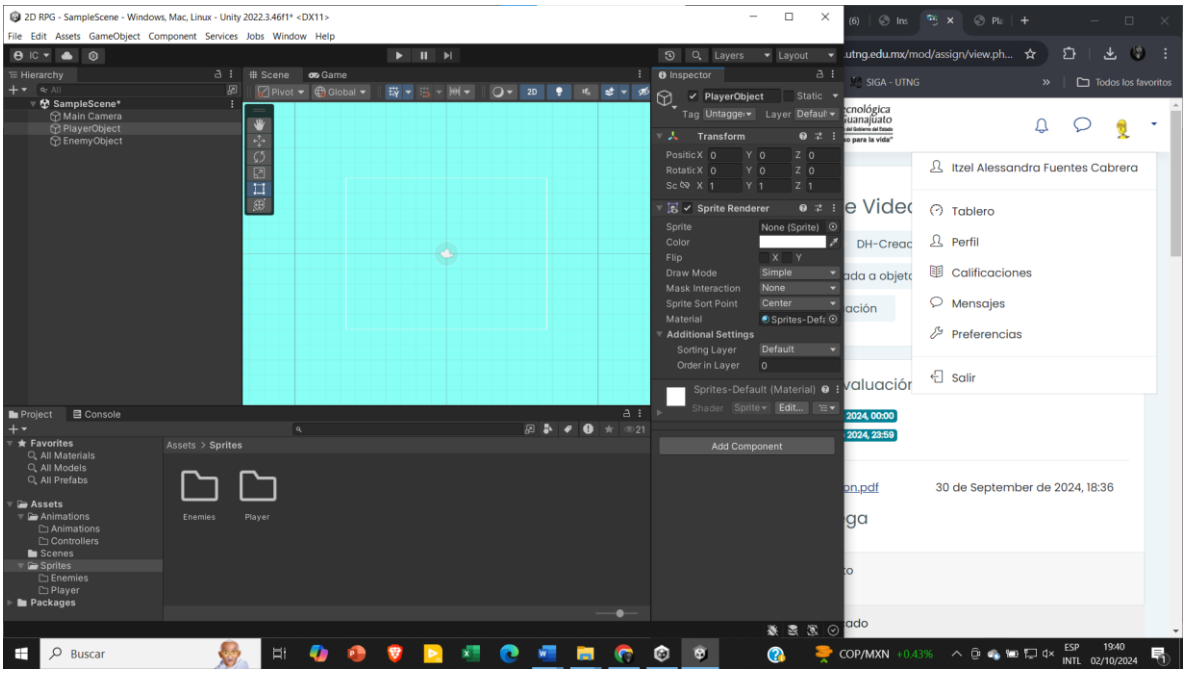
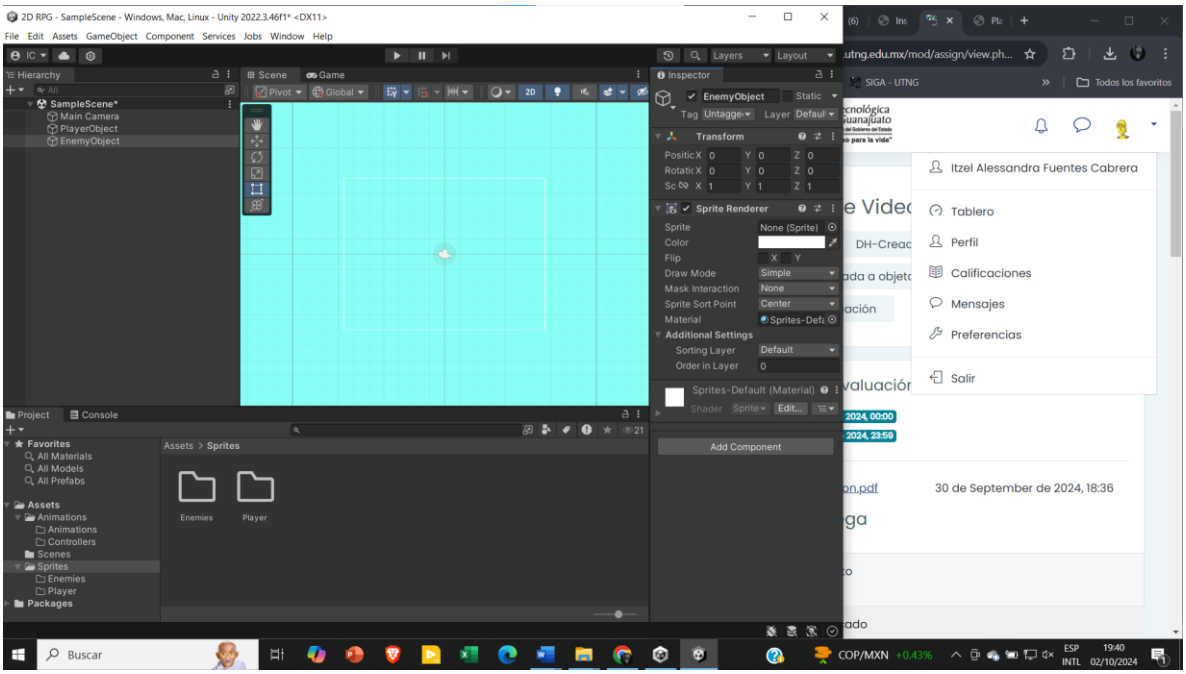

Unity Hub 3.8.0
New project
Editor Version: 2022.3.46f1 LTS
All templates
Core
Sample
Learning
2d
2D (Built-In Render Pipeline)
Core
Universal 2D
Core
2D Mobile
Core
2D Platformer Microgame
Learning
2D (Built-In Render Pipeline)
This is an empty project configured for 2D apps. It uses Unity's built-in renderer.
Read more
PROJECT SETTINGS
Project name
2D RPG
Location
C:\Users\x\Documents\Itzel Alessa...
Unity Organization
AlessaFuentes
Connect to Unity Cloud
Use Unity Version Control
Cancel
Create project
Itzel Alessandra Fuentes Cabrera
Tablero
Perfil
Calificaciones
Mensajes
Preferencias
Salir
30 de September de 2024, 18:36
Sin intento

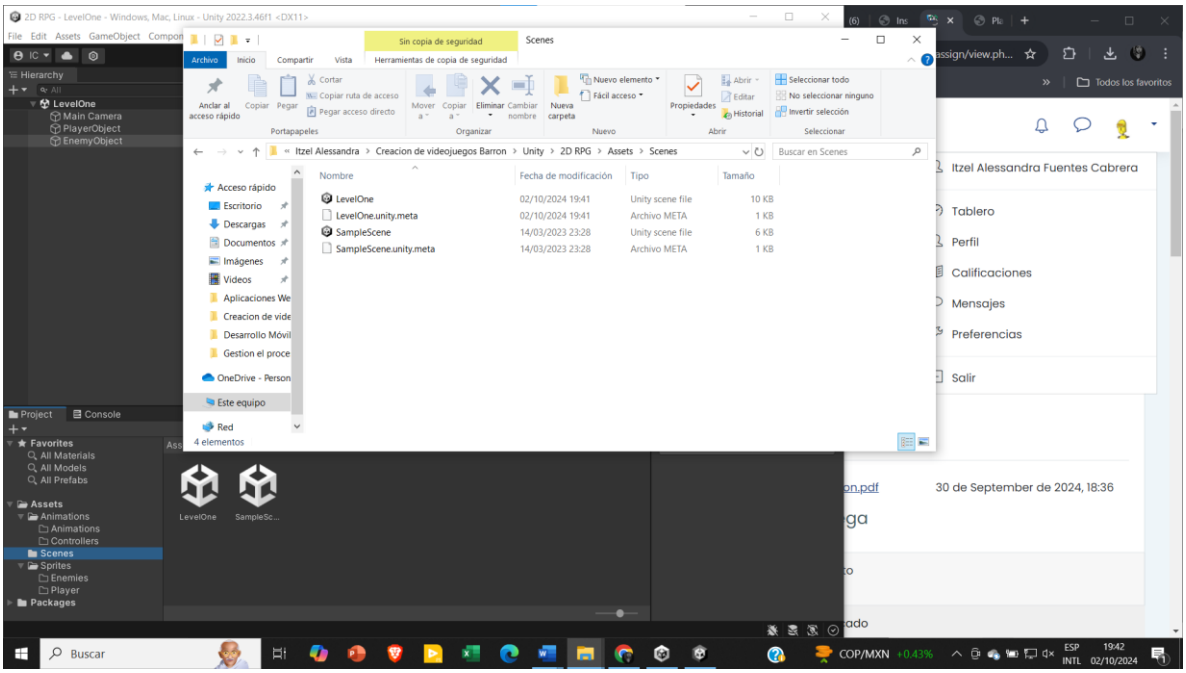

2D RPG - SampleScene - Windows, Mac, Linux - Unity 2022.3.46f1 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
SampleScene
Main Camera
Scene
Game
Inspector
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Animations
Controllers
Scenes
Sprites
Enemies
Player
Packages
Assets > Sprites
Enemies
Player
Itzel Alessandra Fuentes Cabrera
Tablero
Perfil
Calificaciones
Mensajes
Preferencias
Salir
30 de September de 2024, 18:36
Sin intento

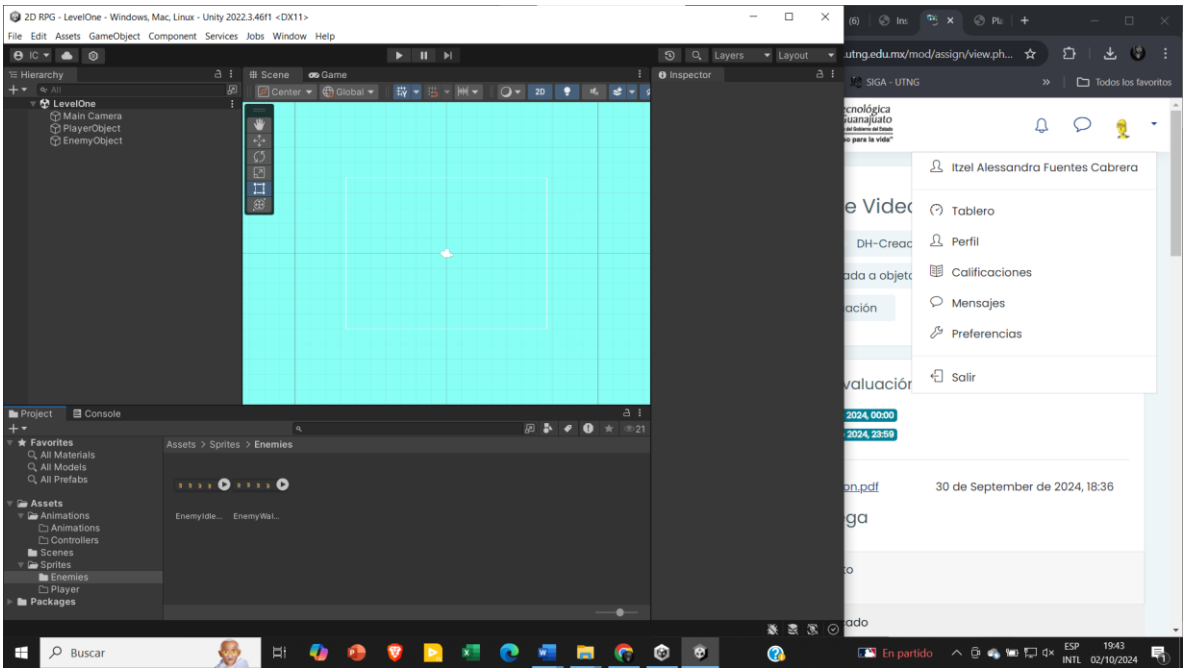

2D RPG - SampleScene - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
SampleScene*
Main Camera
PlayerObject
EnemyObject
Scene
Game
Inspector
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Animations
Controllers
Scenes
Sprites
Enemies
Player
Packages
Itzel Alessandra Fuentes Cabrera
Tablero
Perfil
Calificaciones
Mensajes
Preferencias
Salir
Abrió: Friday, 27 de September de 2024, 00:00
Cierre: Friday, 22 de November de 2024, 23:59
InstrumentoEvaluacion.pdf
30 de September de 2024, 18:36
Estatus de la entrega
Estatus de la entrega
Sin intento

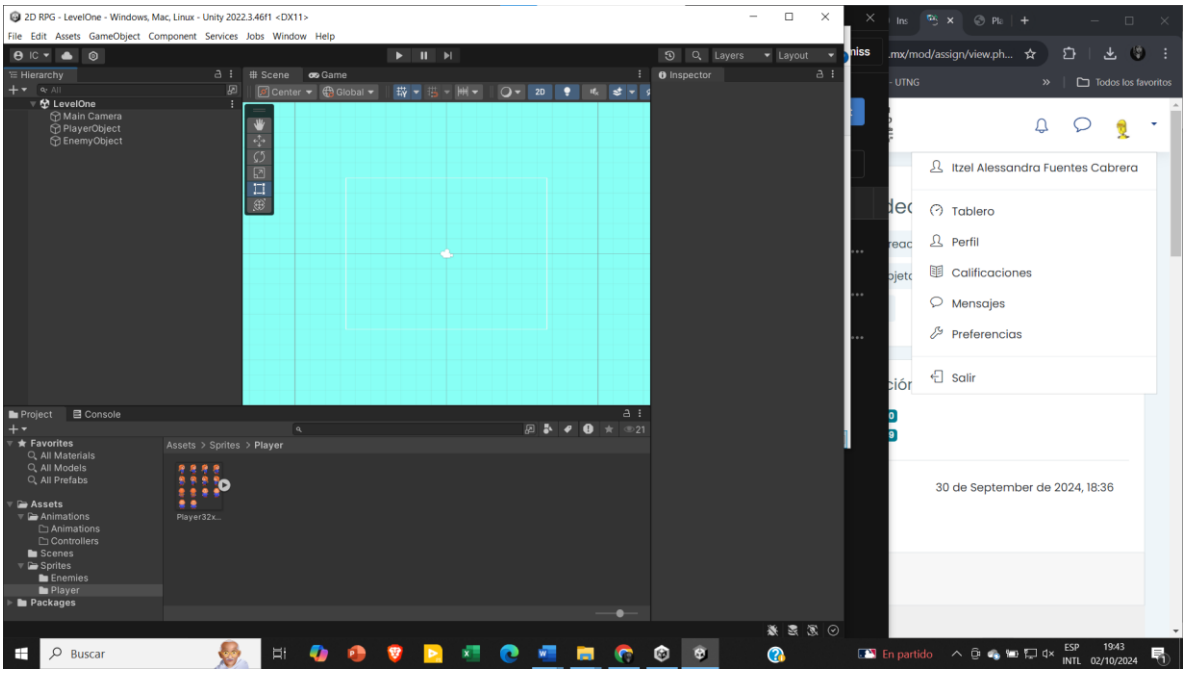

2D RPG - SampleScene - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
SampleScene*
Main Camera
PlayerObject
EnemyObject
Scene
Game
Inspector
PlayerObject
Transform
Add Component
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Animations
Controllers
Scenes
Sprites
Enemies
Player
Packages
Itzel Alessandra Fuentes Cabrera
Tablero
Perfil
Calificaciones
Mensajes
Preferencias
Salir
30 de September de 2024, 18:36
Sin intento
No calificado

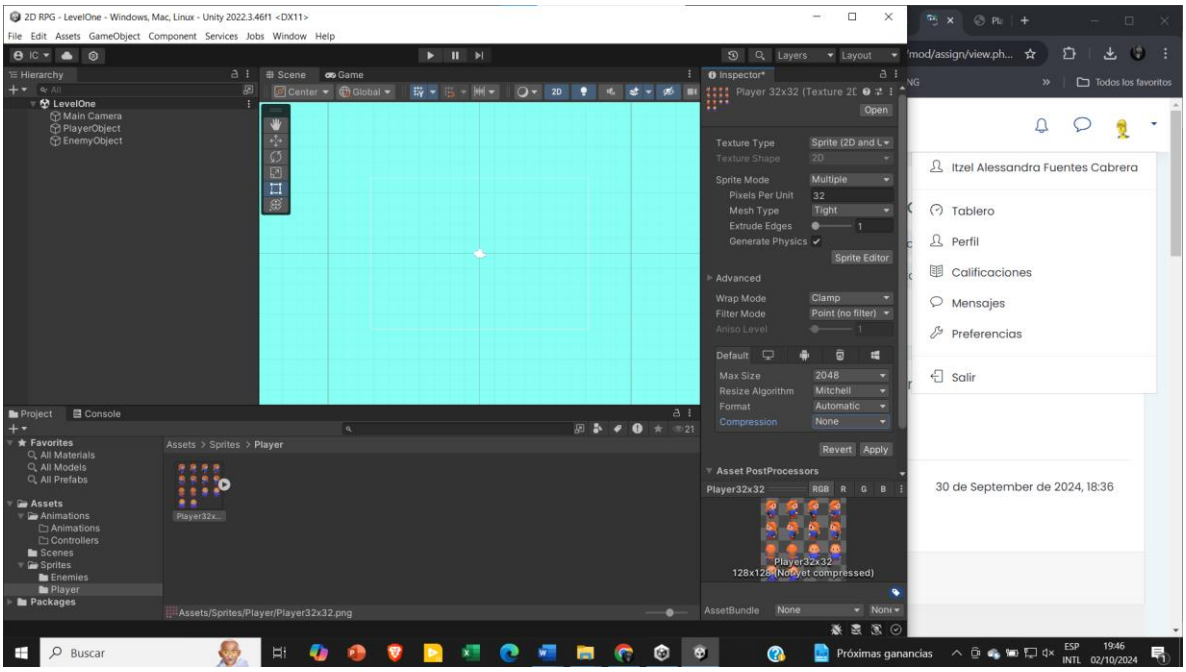

2D RPG - SampleScene - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
SampleScene*
Main Camera
PlayerObject
EnemyObject
Scene
Game
Inspector
PlayerObject
Transform
Sprite Renderer
Additional Settings
Sorting Layer
Order in Layer
Sprites-Default (Material)
Add Component
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Animations
Controllers
Scenes
Sprites
Enemies
Player
Packages
Assets > Sprites
Itzel Alessandra Fuentes Cabrera
Tablero
Perfil
Calificaciones
Mensajes
Preferencias
Salir
30 de September de 2024, 18:36
Buscar
COP/MXN +0.43%
ESP INTL
19:40 02/10/2024

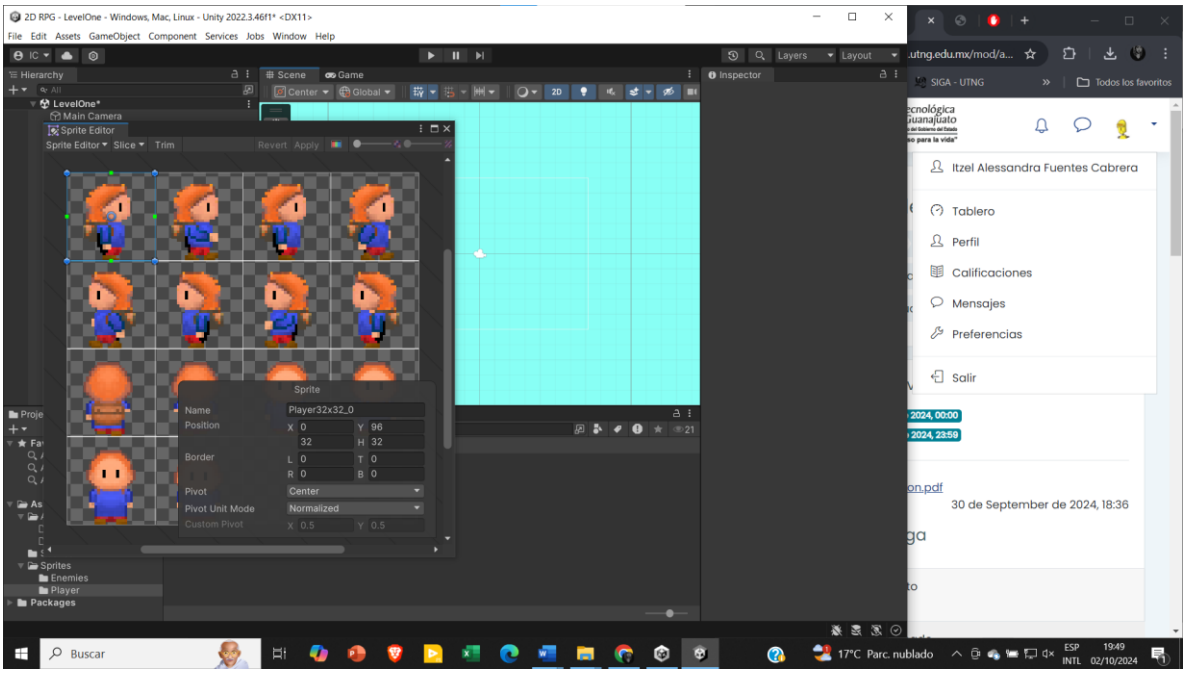

2D RPG - SampleScene - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
SampleScene*
Main Camera
PlayerObject
EnemyObject
Scene
Game
Inspector
EnemyObject
Transform
Sprite Renderer
Additional Settings
Sorting Layer
Order in Layer
Sprites-Default (Material)
Add Component
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Animations
Controllers
Scenes
Sprites
Enemies
Player
Packages
Assets > Sprites
Itzel Alessandra Fuentes Cabrera
Tablero
Perfil
Calificaciones
Mensajes
Preferencias
Salir
30 de September de 2024, 18:36
Buscar
COP/MXN +0.43%
ESP INTL
19:40 02/10/2024

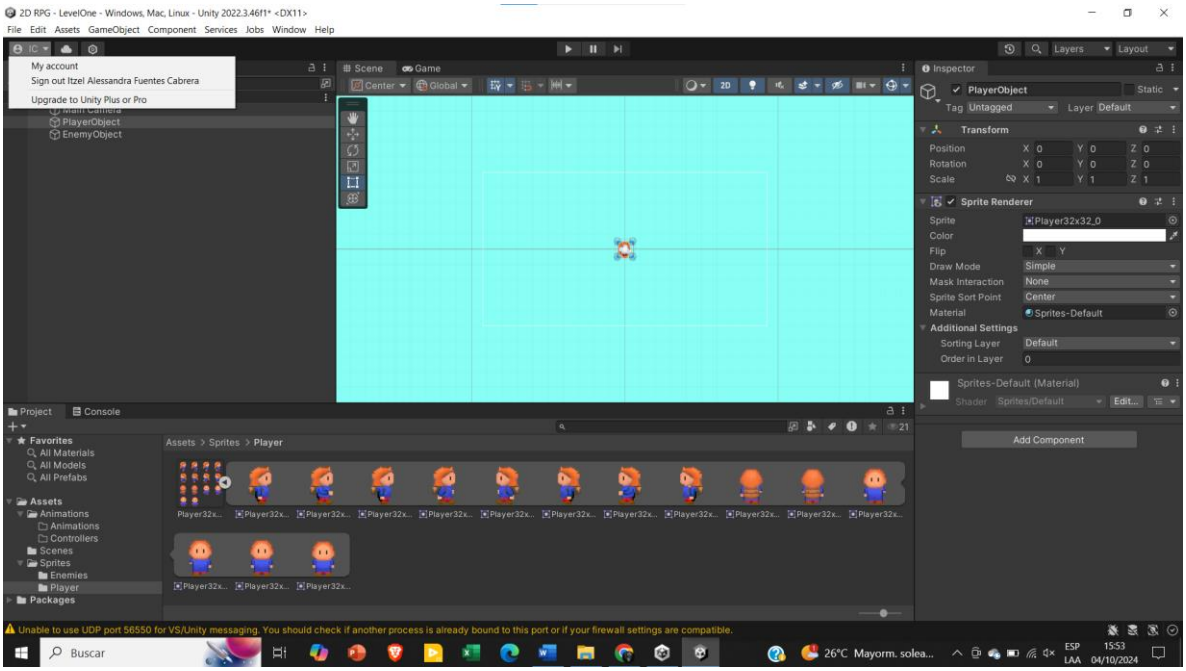

2D RPG - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1 <DX11>
File Edit Assets GameObject Component
Hierarchy
LevelOne
Main Camera
PlayerObject
EnemyObject
Scenes
Archivo Inicio Compartir Vista Herramientas de copia de seguridad
Sin copia de seguridad
Itzel Alessandra > Creacion de videojuegos Barron > Unity > 2D RPG > Assets > Scenes
Nombre Fecha de modificación Tipo Tamaño
LevelOne 02/10/2024 19:41 Unity scene file 10 KB
LevelOne.unity.meta 02/10/2024 19:41 Archivo META 1 KB
SampleScene 14/03/2023 23:28 Unity scene file 6 KB
SampleScene.unity.meta 14/03/2023 23:28 Archivo META 1 KB
4 elementos
Project Console
Favorites
All Materials
All Models
All Prefabs
Assets
Animations
Controllers
Scenes
Sprites
Enemies
Player
Packages
Itzel Alessandra Fuentes Cabrera
Tablero
Perfil
Calificaciones
Mensajes
Preferencias
Salir
30 de September de 2024, 18:36
Buscar
COP/MXN +0.43%
ESP INTL 19:42 02/10/2024

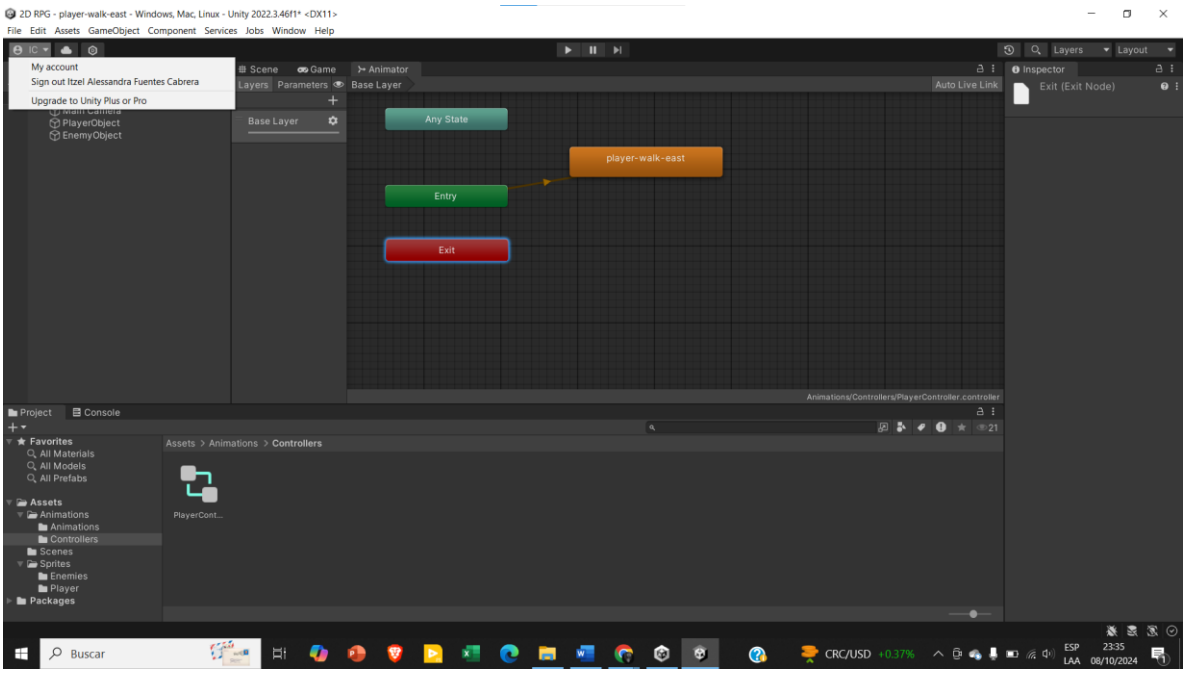

2D RPG - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne
Main Camera
PlayerObject
EnemyObject
Scene
Game
Inspector
Project Console
Assets > Sprites > Enemies
EnemyIdle...
EnemyWal...
Itzel Alessandra Fuentes Cabrera
Tablero
Perfil
Calificaciones
Mensajes
Preferencias
Salir
30 de September de 2024, 18:36
Buscar
En partido
ESP INTL 19:43 02/10/2024

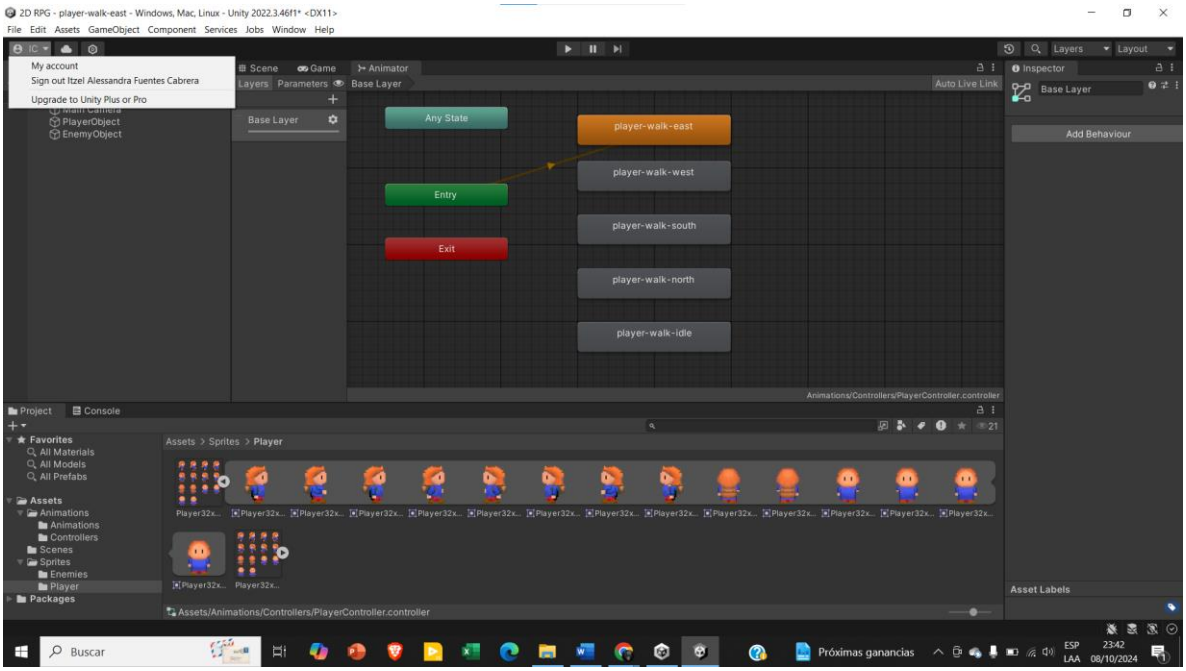

2D RPG - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne
Main Camera
PlayerObject
EnemyObject
Scene
Game
Inspector
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Animations
Controllers
Scenes
Sprites
Enemies
Player
Packages
Assets > Sprites > Player
Player32x...
Itzel Alessandra Fuentes Cabrera
Tablero
Perfil
Calificaciones
Mensajes
Preferencias
Salir
30 de September de 2024, 18:36
Buscar
En partido

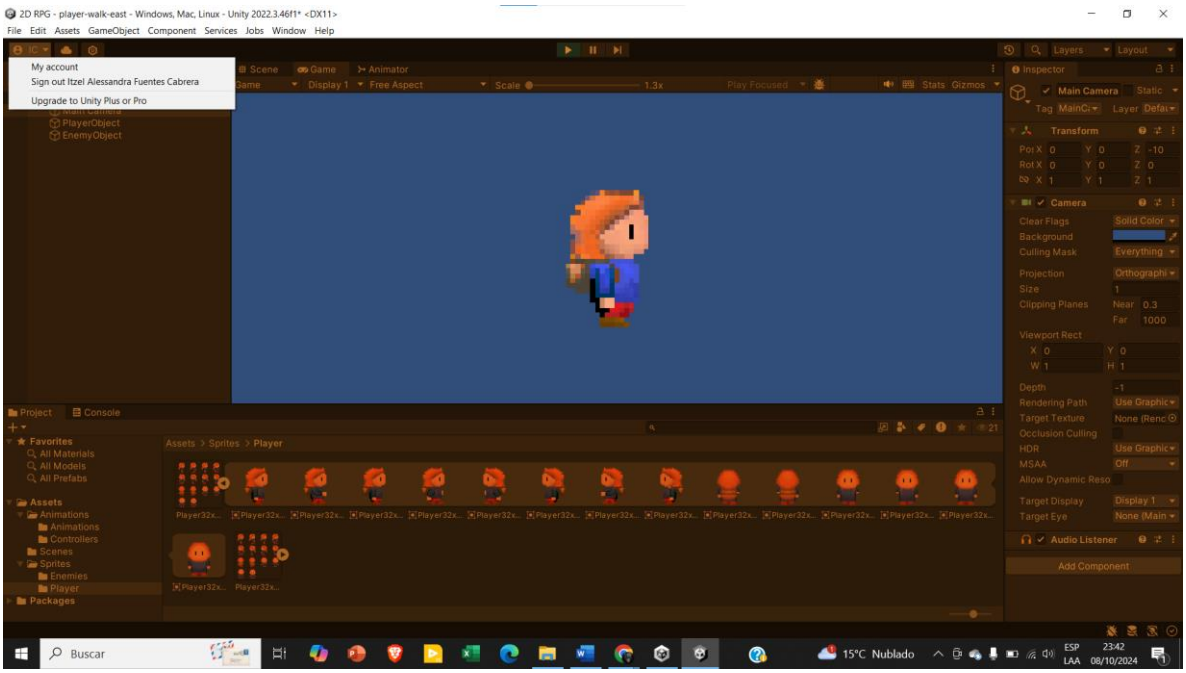

2D RPG - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne
Main Camera
PlayerObject
EnemyObject
Scene
Game
Inspector*
Player 32x32 (Texture 2D
Open
Texture Type
Sprite (2D and L
Texture Shape
2D
Sprite Mode
Multiple
Pixels Per Unit
32
Mesh Type
Tight
Extrude Edges
1
Generate Physics
Sprite Editor
Advanced
Wrap Mode
Clamp
Filter Mode
Point (no filter)
Aniso Level
Default
Max Size
2048
Resize Algorithm
Mitchell
Format
Automatic
Compression
None
Revert
Apply
Asset PostProcessors
Player32x32
128x128 (Not yet compressed)
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Animations
Controllers
Scenes
Sprites
Enemies
Player
Packages
Assets > Sprites > Player
Assets/Sprites/Player/Player32x32.png
AssetBundle
Itzel Alessandra Fuentes Cabrera
Tablero
Perfil
Calificaciones
Mensajes
Preferencias
Salir
30 de September de 2024, 18:36
Buscar
Próximas ganancias

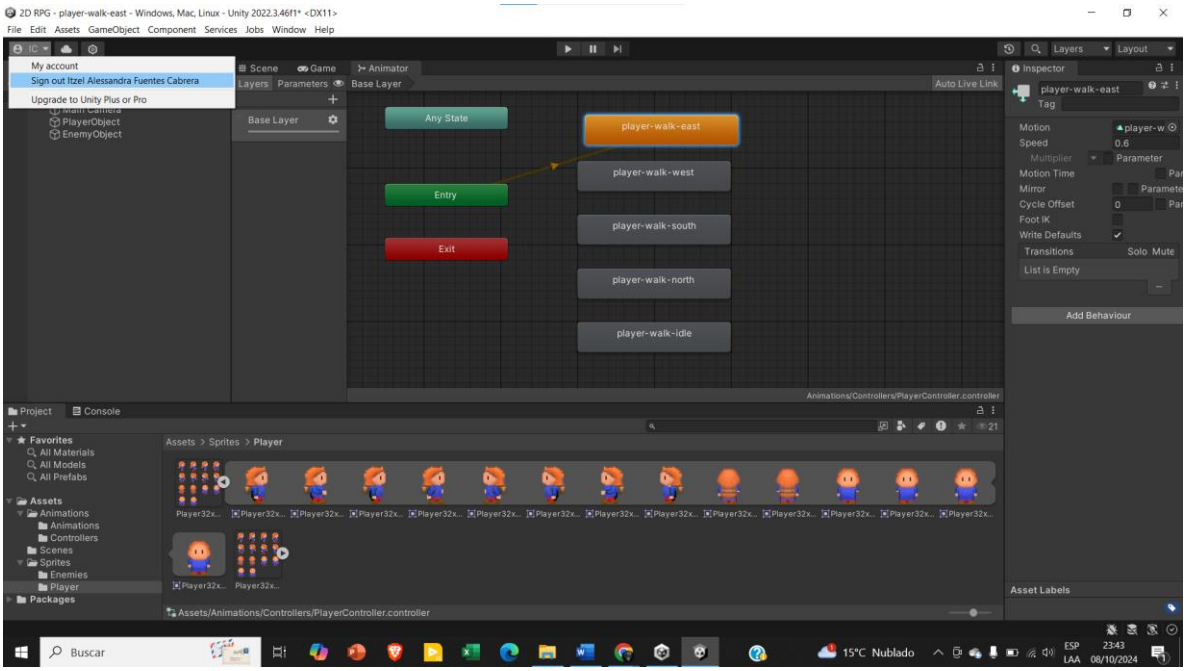

2D RPG - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
Sprite Editor
Sprite Editor Slice Trim Revert Apply
Sprite
Name Player32x32_0
Position X 0 Y 96
32 H 32
Border L 0 T 0
R 0 B 0
Pivot Center
Pivot Unit Mode Normalized
Custom Pivot X 0.5 Y 0.5
Sprites
Enemies
Player
Packages
Scene Game
Inspector
Itzel Alessandra Fuentes Cabrera
Tablero
Perfil
Calificaciones
Mensajes
Preferencias
Salir
30 de September de 2024, 18:36
Buscar
17°C Parc. nublado
ESP INTL 19:49 02/10/2024

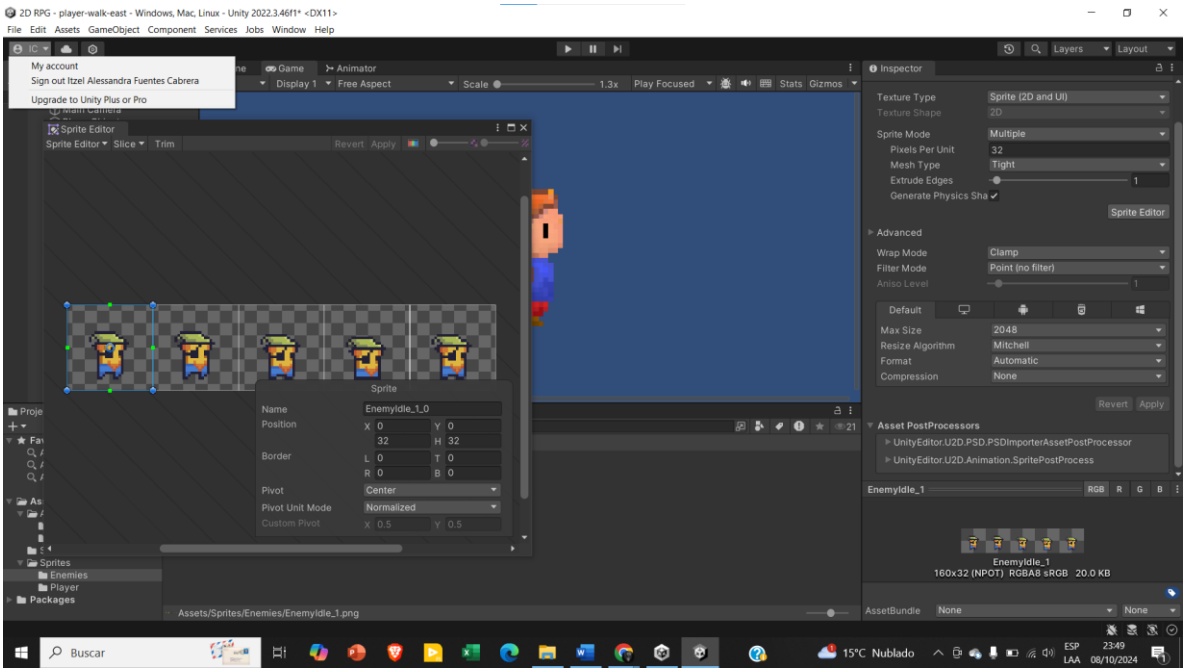

2D RPG - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
My account
Sign out Itzel Alessandra Fuentes Cabrera
Upgrade to Unity Plus or Pro
PlayerObject
EnemyObject
Scene Game
Inspector
PlayerObject Static
Tag Untagged Layer Default
Transform
Position X 0 Y 0 Z 0
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Sprite Renderer
Sprite Player32x32_0
Color
Flip X Y
Draw Mode Simple
Mask Interaction None
Sprite Sort Point Center
Material Sprites-Default
Additional Settings
Sorting Layer Default
Order in Layer 0
Sprites-Default (Material)
Shader Sprites/Default Edit...
Add Component
Project Console
Favorites
All Materials
All Models
All Prefabs
Assets
Animations
Controllers
Scenes
Sprites
Enemies
Player
Packages
Assets > Sprites > Player
Unable to use UDP port 56550 for VS/Unity messaging. You should check if another process is already bound to this port or if your firewall settings are compatible.
Buscar
26°C Mayorm. solea...
ESP LAA 15:53 04/10/2024

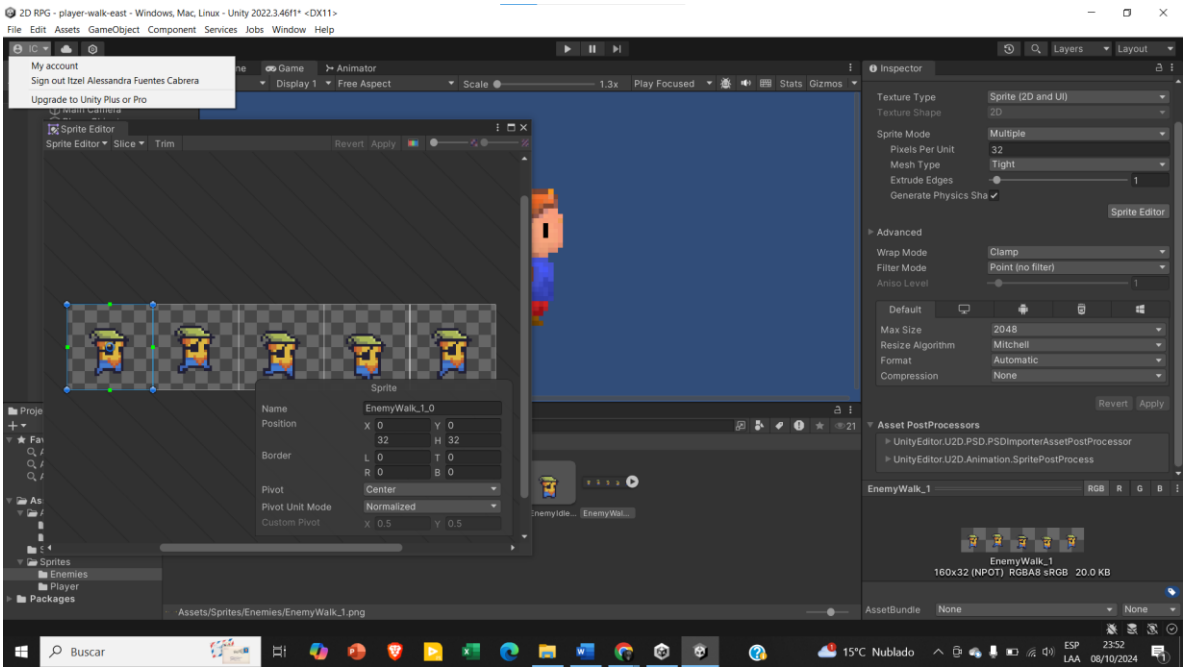

2D RPG - player-walk-east - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
My account
Sign out Itzel Alessandra Fuentes Cabrera
Upgrade to Unity Plus or Pro
PlayerObject
EnemyObject
Scene
Game
Animator
Layers
Parameters
Base Layer
Auto Live Link
Any State
player-walk-east
Entry
Exit
Inspector
Exit (Exit Node)
Animations/Controllers/PlayerController.controller
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Animations
Controllers
Scenes
Sprites
Enemies
Player
Packages
Assets > Animations > Controllers
PlayerCont...
Buscar
CRC/USD +0.37%
ESP
LAA
23:35
08/10/2024

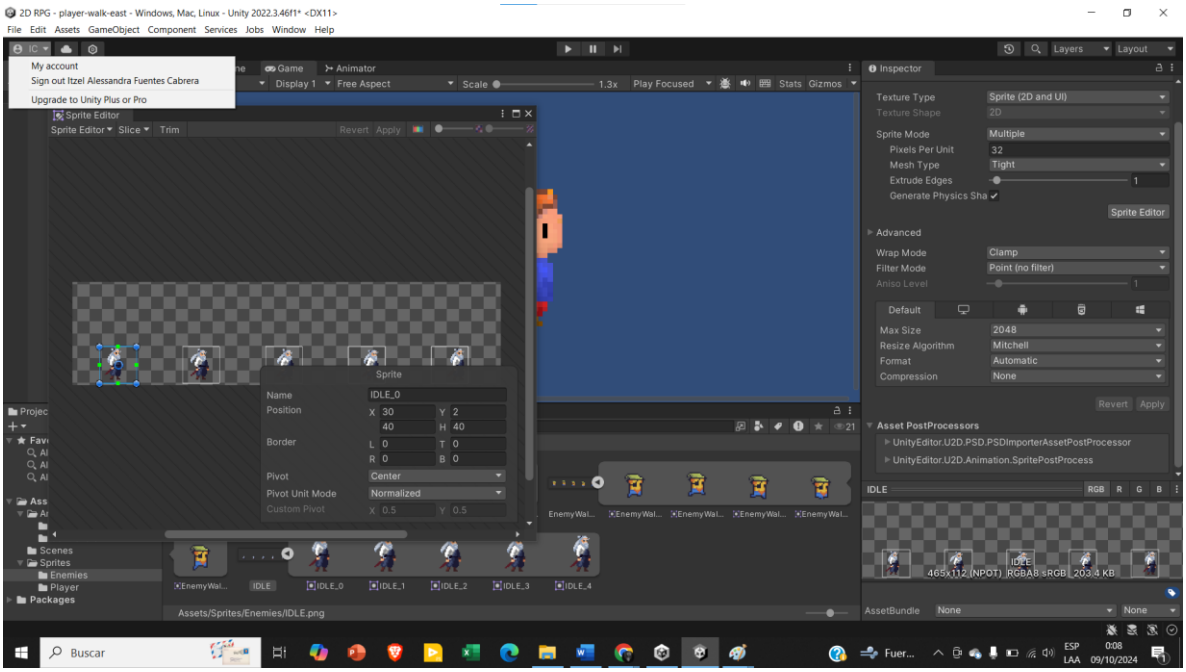

2D RPG - player-walk-east - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
My account
Sign out Itzel Alessandra Fuentes Cabrera
Upgrade to Unity Plus or Pro
PlayerObject
EnemyObject
Scene
Game
Animator
Layers
Parameters
Base Layer
Auto Live Link
Any State
player-walk-east
player-walk-west
Entry
player-walk-south
Exit
player-walk-north
player-walk-idle
Inspector
Base Layer
Add Behaviour
Asset Labels
Animations/Controllers/PlayerController.controller
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Animations
Controllers
Scenes
Sprites
Enemies
Player
Packages
Assets > Sprites > Player
Assets/Animations/Controllers/PlayerController.controller
Buscar
Próximas ganancias
ESP
LAA
23:42
08/10/2024

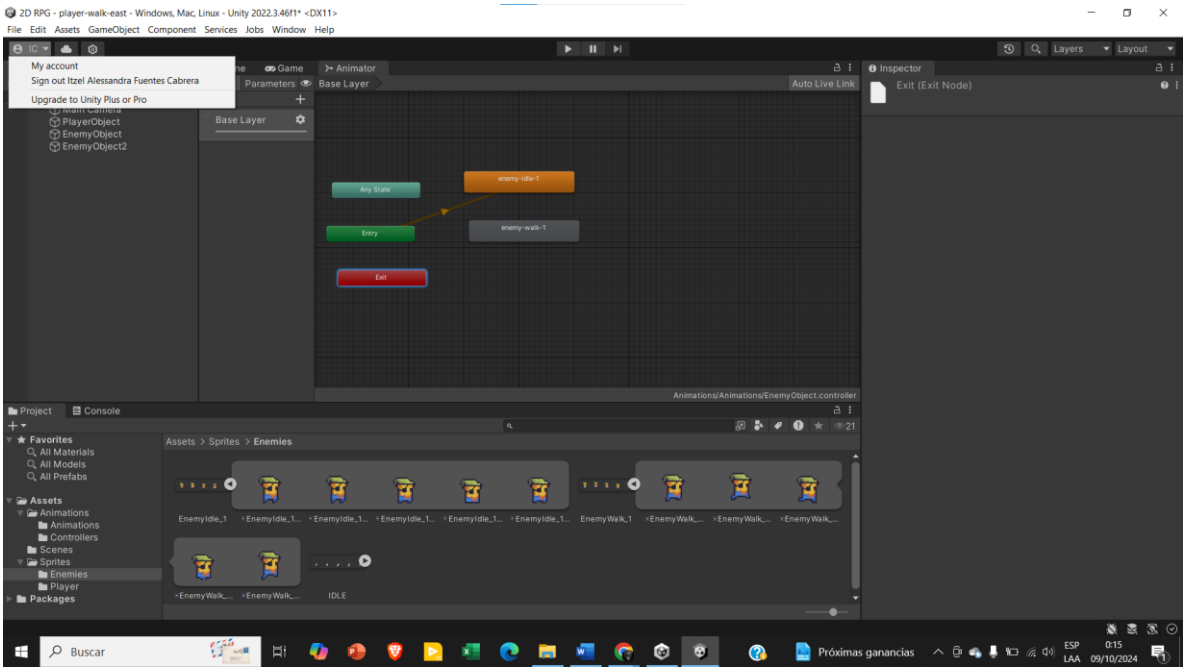

2D RPG - player-walk-east - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
My account
Sign out Itzel Alessandra Fuentes Cabrera
Upgrade to Unity Plus or Pro
PlayerObject
EnemyObject
Scene
Game
Animator
Inspector
Main Camera
Transform
Camera
Project
Console
Assets > Sprites > Player
Favorites
All Materials
All Models
All Prefabs
Assets
Animations
Controllers
Scenes
Sprites
Enemies
Player
Packages
Audio Listener
Add Component
Buscar
15°C Nublado
ESP
LAA
23:42
08/10/2024

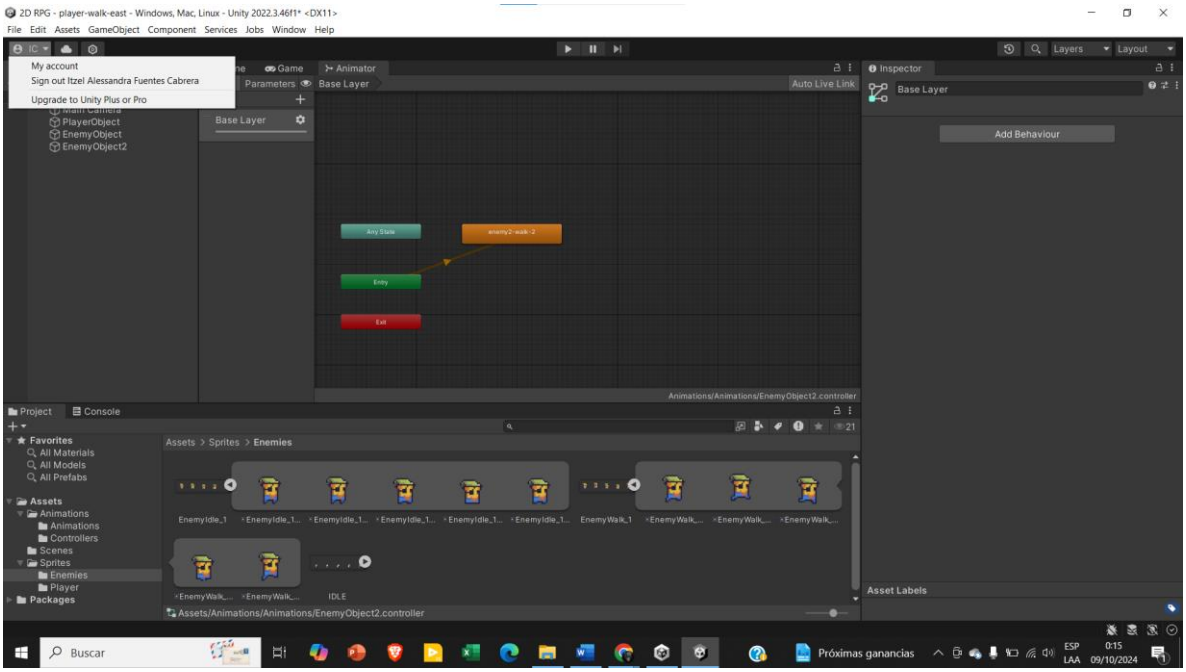

2D RPG - player-walk-east - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
My account
Sign out Itzel Alessandra Fuentes Cabrera
Upgrade to Unity Plus or Pro
PlayerObject
EnemyObject
Scene
Game
Animator
Layers
Parameters
Base Layer
Auto Live Link
Any State
player-walk-east
player-walk-west
Entry
player-walk-south
Exit
player-walk-north
player-walk-idle
Animations/Controllers/PlayerController.controller
Inspector
player-walk-east
Tag
Motion
Speed
0.6
Multiplier
Parameter
Motion Time
Mirror
Cycle Offset
Foot IK
Write Defaults
Transitions
Solo
Mute
List is Empty
Add Behaviour
Asset Labels
Project
Console
Assets > Sprites > Player
Favorites
All Materials
All Models
All Prefabs
Assets
Animations
Controllers
Scenes
Sprites
Enemies
Player
Packages
Assets/Animations/Controllers/PlayerController.controller
Buscar
15°C Nublado
ESP
LAA
23:43
08/10/2024

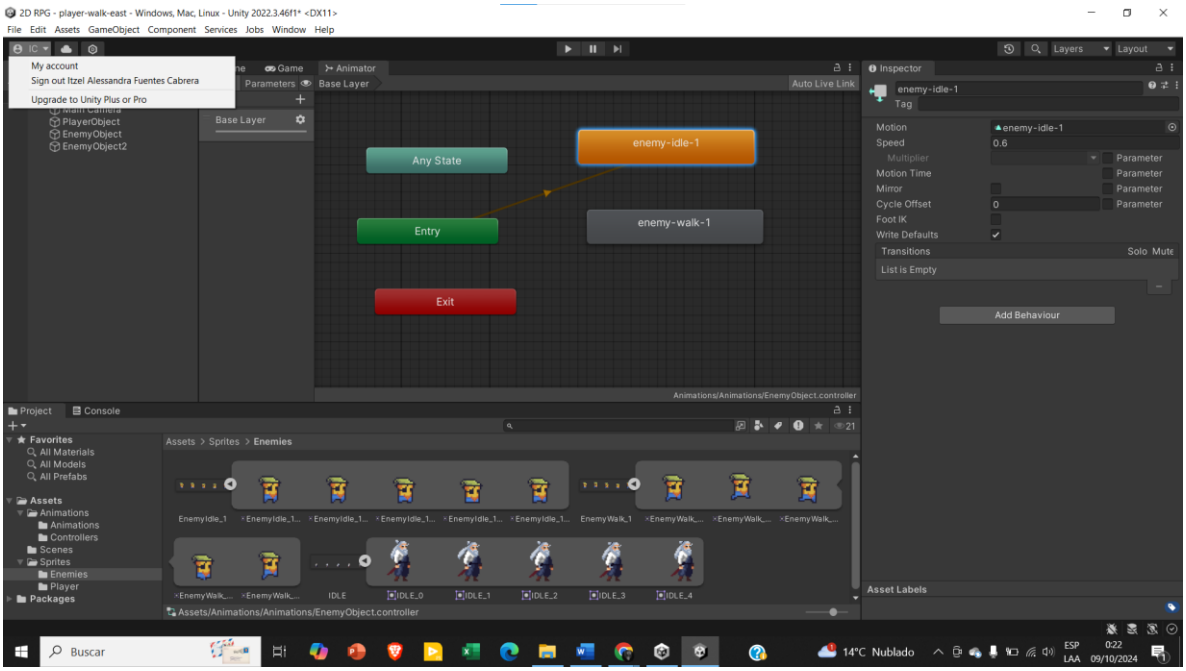

2D RPG - player-walk-east - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
My account
Sign out Itzel Alessandra Fuentes Cabrera
Upgrade to Unity Plus or Pro
Sprite Editor
Sprite Editor Slice Trim Revert Apply
Sprite
Name EnemyIdle_1_0
Position X 0 Y 0 W 32 H 32
Border L 0 T 0 R 0 B 0
Pivot Center
Pivot Unit Mode Normalized
Custom Pivot X 0.5 Y 0.5
Sprites
Enemies
Player
Packages
Assets/Sprites/Enemies/EnemyIdle_1.png
Texture Type Sprite (2D and UI)
Texture Shape 2D
Sprite Mode Multiple
Pixels Per Unit 32
Mesh Type Tight
Extrude Edges 1
Generate Physics Sha
Sprite Editor
Advanced
Wrap Mode Clamp
Filter Mode Point (no filter)
Aniso Level 1
Default
Max Size 2048
Resize Algorithm Mitchell
Format Automatic
Compression None
Revert Apply
Asset PostProcessors
UnityEditor.U2D.PSD.PSDImporterAssetPostProcessor
UnityEditor.U2D.Animation.SpritePostProcess
EnemyIdle_1
160x32 (NPOT) RGBA8 sRGB 20.0 KB
AssetBundle None None
Buscar
15°C Nublado
ESP LAA
23:49 08/10/2024

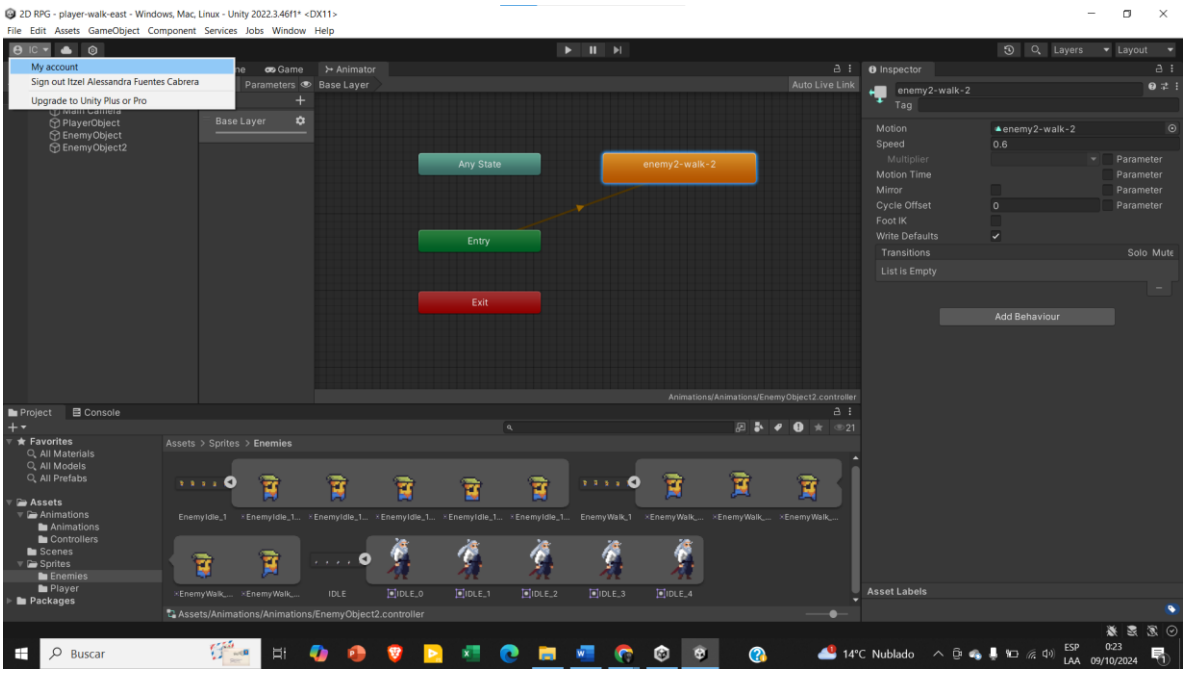

2D RPG - player-walk-east - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
My account
Sign out Itzel Alessandra Fuentes Cabrera
Upgrade to Unity Plus or Pro
Sprite Editor
Sprite Editor Slice Trim Revert Apply
Sprite
Name EnemyWalk_1_0
Position X 0 Y 0 W 32 H 32
Border L 0 T 0 R 0 B 0
Pivot Center
Pivot Unit Mode Normalized
Custom Pivot X 0.5 Y 0.5
Sprites
Enemies
Player
Packages
Assets/Sprites/Enemies/EnemyWalk_1.png
Texture Type Sprite (2D and UI)
Texture Shape 2D
Sprite Mode Multiple
Pixels Per Unit 32
Mesh Type Tight
Extrude Edges 1
Generate Physics Sha
Sprite Editor
Advanced
Wrap Mode Clamp
Filter Mode Point (no filter)
Aniso Level 1
Default
Max Size 2048
Resize Algorithm Mitchell
Format Automatic
Compression None
Revert Apply
Asset PostProcessors
UnityEditor.U2D.PSD.PSDImporterAssetPostProcessor
UnityEditor.U2D.Animation.SpritePostProcess
EnemyWalk_1
160x32 (NPOT) RGBA8 sRGB 20.0 KB
AssetBundle None None
Buscar
15°C Nublado
ESP LAA
23:52 08/10/2024

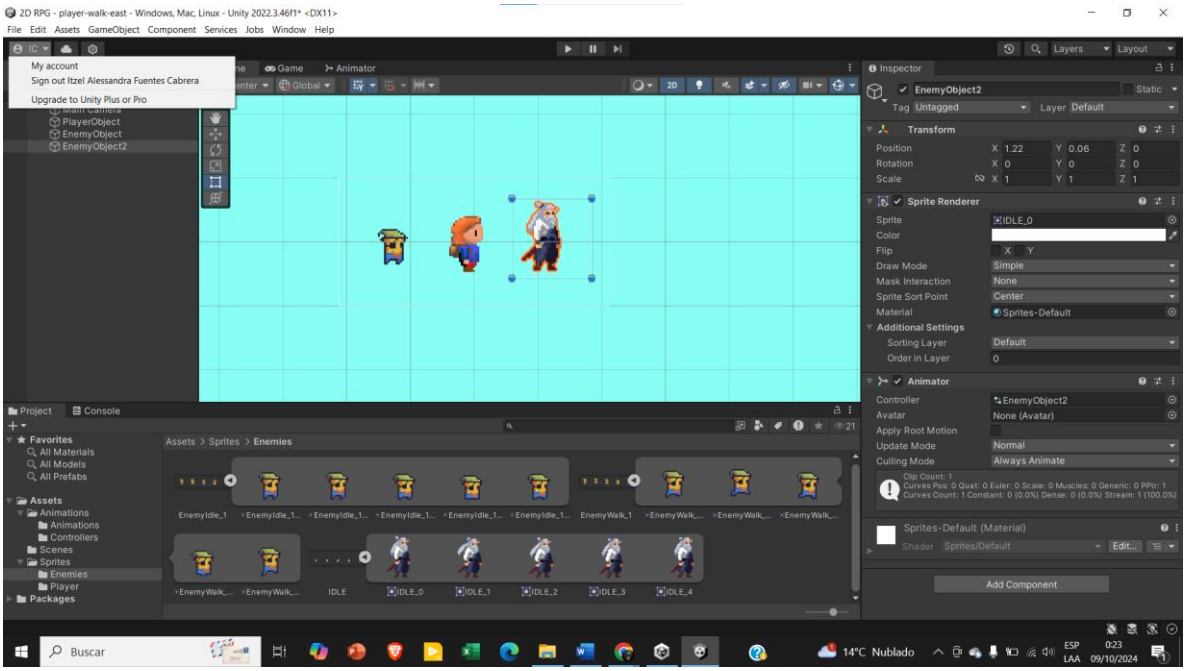

2D RPG - player-walk-east - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
My account
Sign out Itzel Alessandra Fuentes Cabrera
Upgrade to Unity Plus or Pro
Sprite Editor
Sprite
Name IDLE_0
Position X 30 Y 2
40 H 40
Border L 0 T 0
R 0 B 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 Sha
Advanced
Wrap Mode Clamp
Filter Mode Point (no filter)
Aniso Level 1
Default
Max Size 2048
Resize Algorithm Mitchell
Format Automatic
Compression None
Asset PostProcessors
UnityEditor.U2D.PSD.PSDImporterAssetPostProcessor
UnityEditor.U2D.Animation.SpritePostProcess
IDLE
465x112 (NPOT) RGBA8 sRGB 203.4 KB
Assets/Sprites/Enemies/IDLE.png

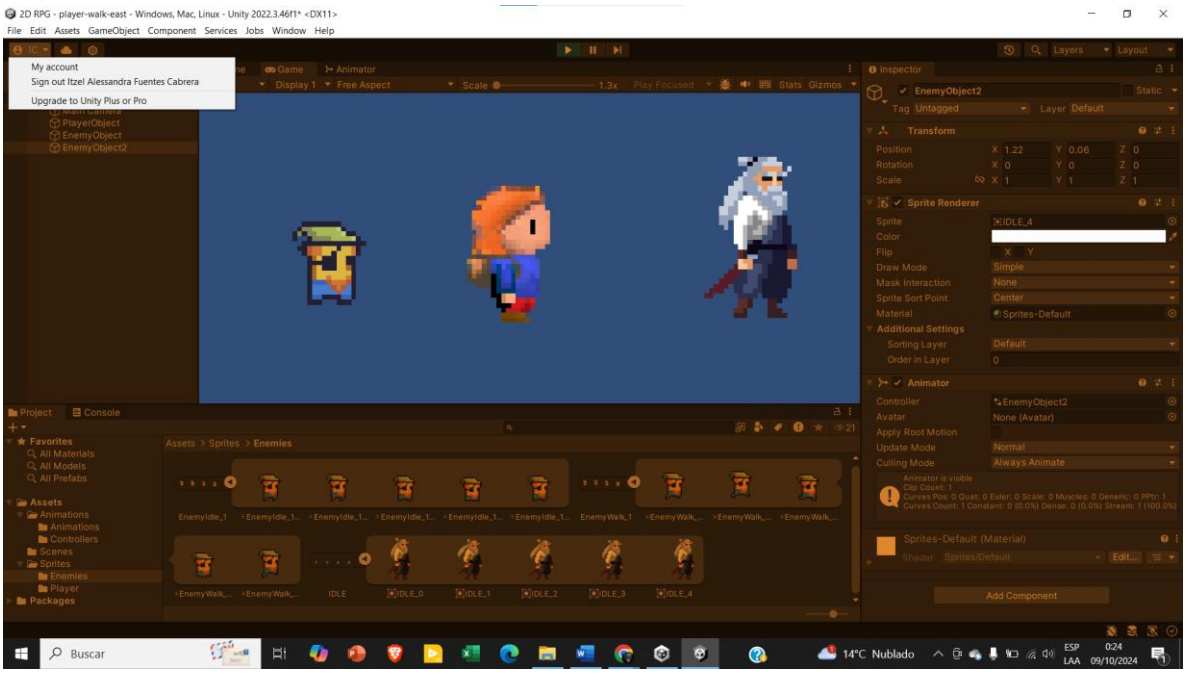

2D RPG - player-walk-east - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
My account
Sign out Itzel Alessandra Fuentes Cabrera
Upgrade to Unity Plus or Pro
PlayerObject
EnemyObject
EnemyObject2
Base Layer
Any State
enemy-idle-1
Entry
enemy-walk-1
Exit
Animations/Animations/EnemyObject.controller
Exit (Exit Node)
Assets > Sprites > Enemies
EnemyIdle_1
EnemyWalk_1
IDLE


2D RPG - player-walk-east - 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
PlayerObject
EnemyObject
EnemyObject2
Base Layer
Any State
enemy2-walk-2
Entry
Exit
Animations/Animations/EnemyObject2.controller
Inspector
Add Behaviour
Project
Console
Assets > Sprites > Enemies
Favorites
All Materials
All Models
All Prefabs
Assets
Animations
Controllers
Scenes
Sprites
Enemies
Player
Packages
IDLE
Assets/Animations/Animations/EnemyObject2.controller
Asset Labels
Buscar
Próximas ganancias
ESP
LAA
0:15
09/10/2024


2D RPG - player-walk-east - 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
PlayerObject
EnemyObject
EnemyObject2
Base Layer
Any State
enemy-idle-1
Entry
enemy-walk-1
Exit
Animations/Animations/EnemyObject.controller
Inspector
enemy-idle-1
Tag
Motion
enemy-idle-1
Speed
0.6
Multiplier
Parameter
Motion Time
Mirror
Cycle Offset
0
Foot IK
Write Defaults
Transitions
Solo
Mute
List is Empty
Add Behaviour
Project
Console
Assets > Sprites > Enemies
Favorites
All Materials
All Models
All Prefabs
Assets
Animations
Controllers
Scenes
Sprites
Enemies
Player
Packages
IDLE
IDLE_0
IDLE_1
IDLE_2
IDLE_3
IDLE_4
Assets/Animations/Animations/EnemyObject.controller
Asset Labels
Buscar
14°C Nublado
ESP
LAA
0:22
09/10/2024


2D RPG - player-walk-east - 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
Animator
Base Layer
Auto Live Link
Any State
enemy2-walk-2
Entry
Exit
Inspector
enemy2-walk-2
Tag
Motion
enemy2-walk-2
Speed
0.6
Multiplier
Parameter
Motion Time
Mirror
Cycle Offset
0
Foot IK
Write Defaults
Transitions
Solo Mute
List is Empty
Add Behaviour
Asset Labels
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Animations
Controllers
Scenes
Sprites
Enemies
Player
Packages
Assets > Sprites > Enemies
Assets/Animations/Animations/EnemyObject2.controller
Buscar
14°C Nublado
ESP
LAA
0:23
09/10/2024


2D RPG - player-walk-east - 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
Game
Animator
Inspector
EnemyObject2
Static
Tag Untagged
Layer Default
Transform
Position
Rotation
Scale
Sprite Renderer
Sprite
IDLE_0
Color
Flip
Draw Mode
Simple
Mask Interaction
None
Sprite Sort Point
Center
Material
Sprites-Default
Additional Settings
Sorting Layer
Default
Order in Layer
0
Animator
Controller
EnemyObject2
Avatar
None (Avatar)
Apply Root Motion
Update Mode
Normal
Culling Mode
Always Animate
Sprites-Default (Material)
Shader
Sprites/Default
Edit...
Add Component
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Animations
Controllers
Scenes
Sprites
Enemies
Player
Packages
Assets > Sprites > Enemies
Buscar
14°C Nublado
ESP
LAA
0:23
09/10/2024


2D RPG - player-walk-east - 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
Game
Animator
Inspector
EnemyObject2
Transform
Sprite Renderer
Animator
Project
Console
Assets > Sprites > Enemies
Add Component
Buscar
14°C Nublado
ESP
LAA
09/10/2024