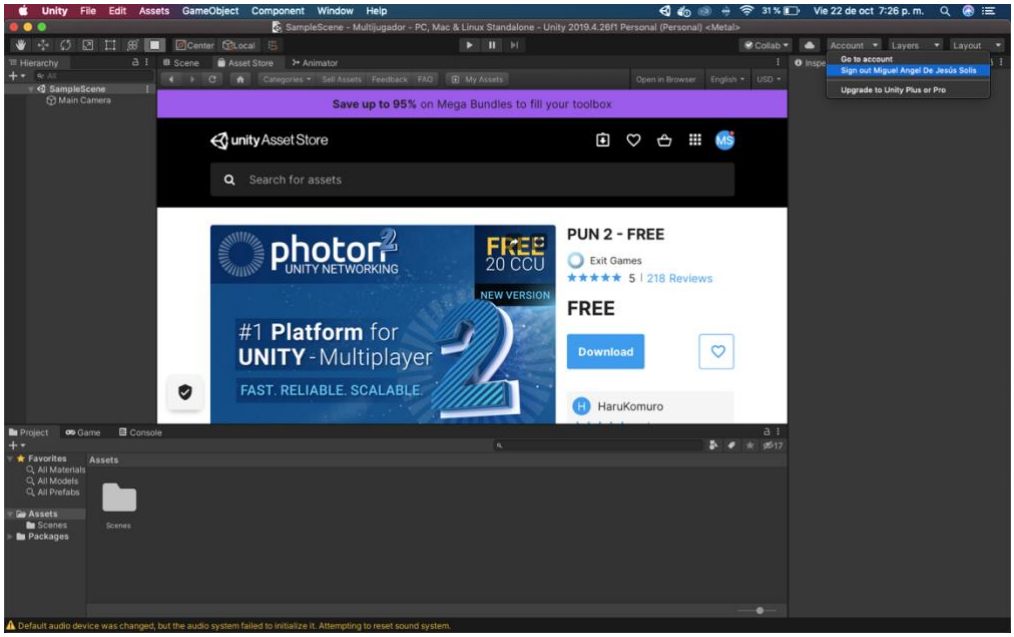
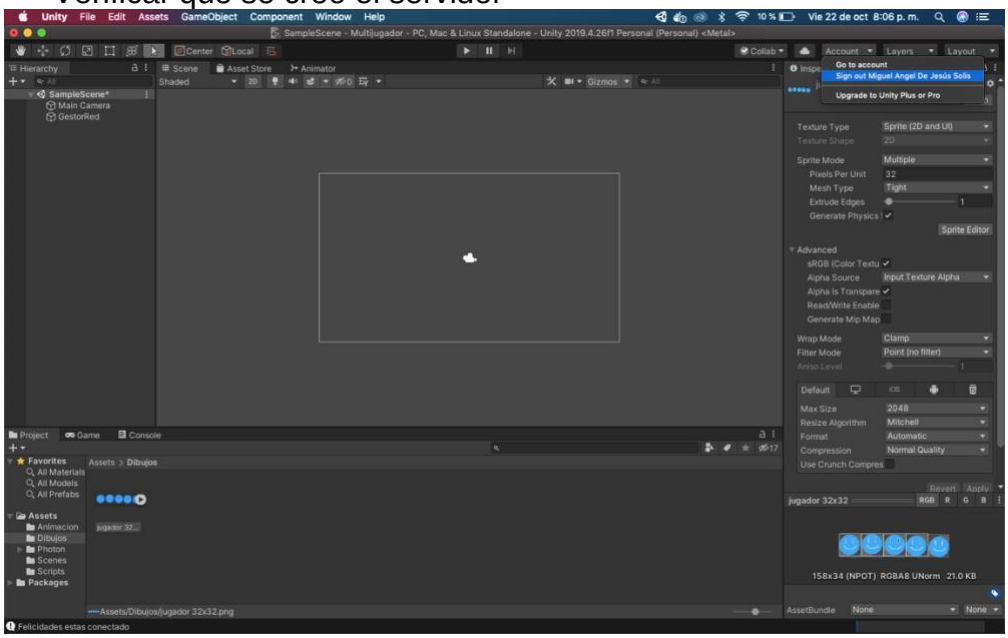
Evidencia Unity juego Multijugador Online 2D

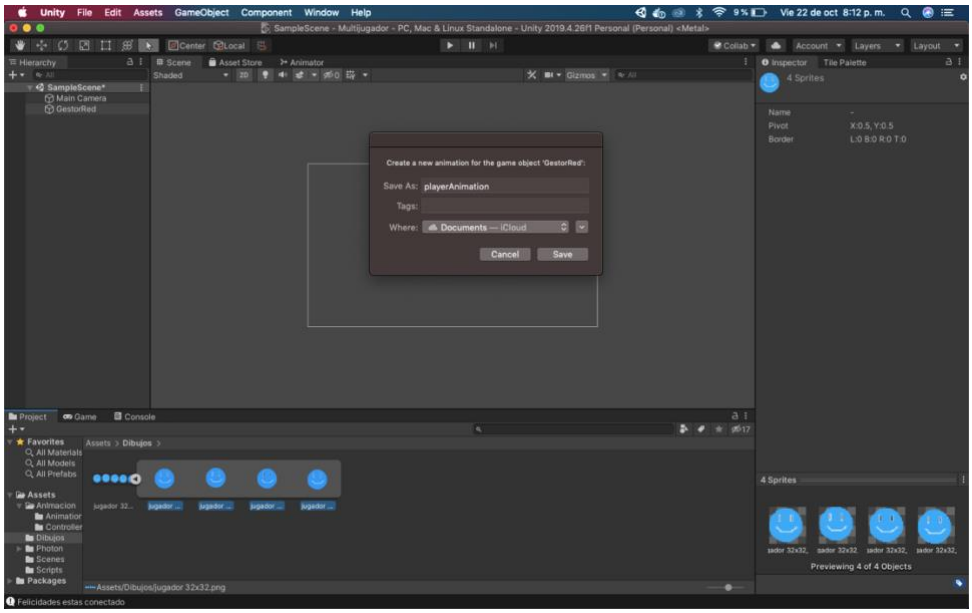
- Creación del servidor



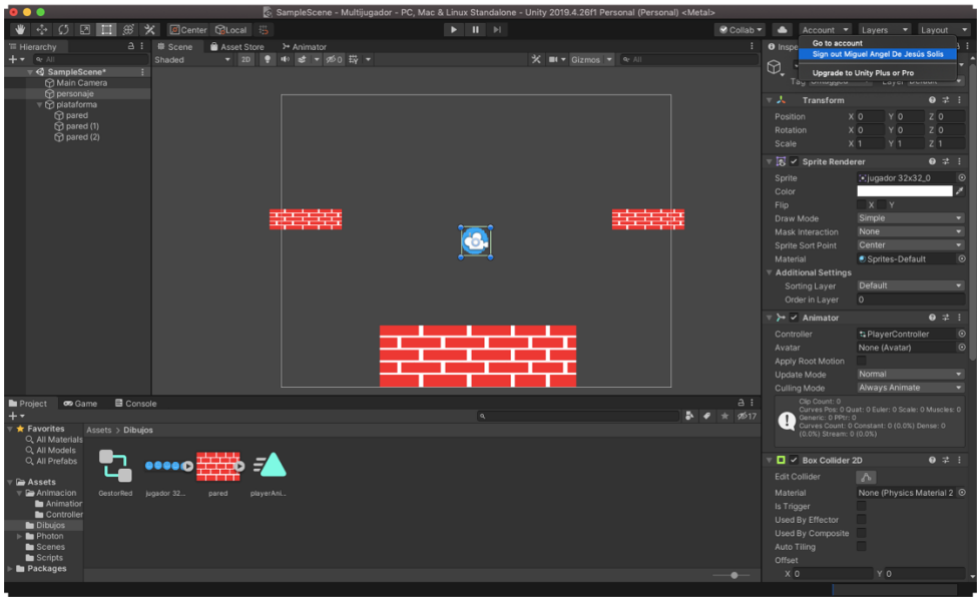
- Verificar que se creo el servidor



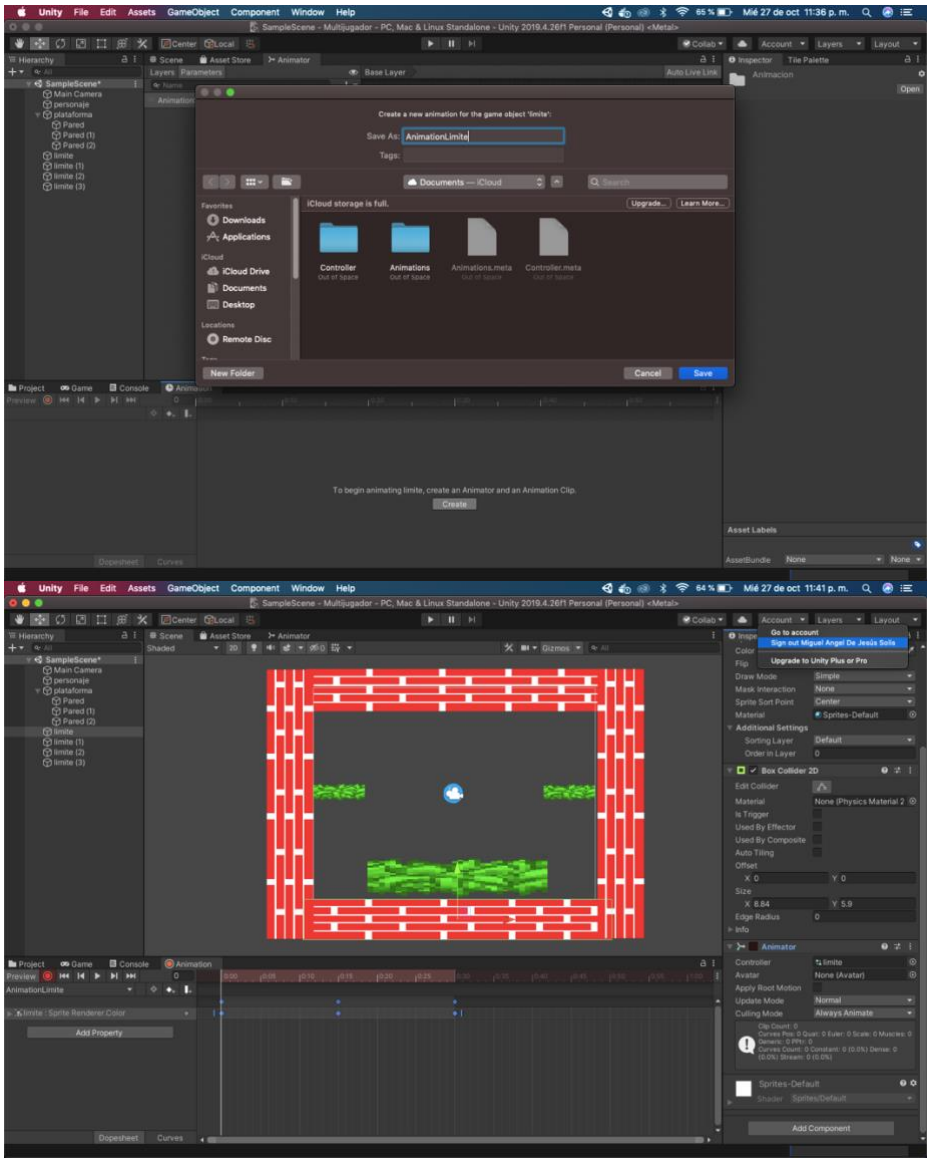
- Creación de animación del personaje



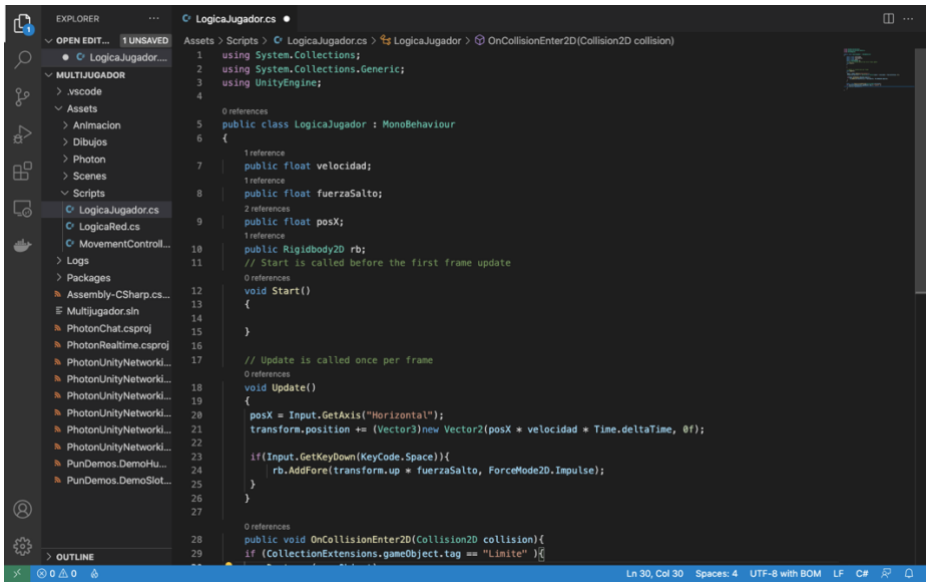
Creación de Sprite propios



- Creación de animación de limites

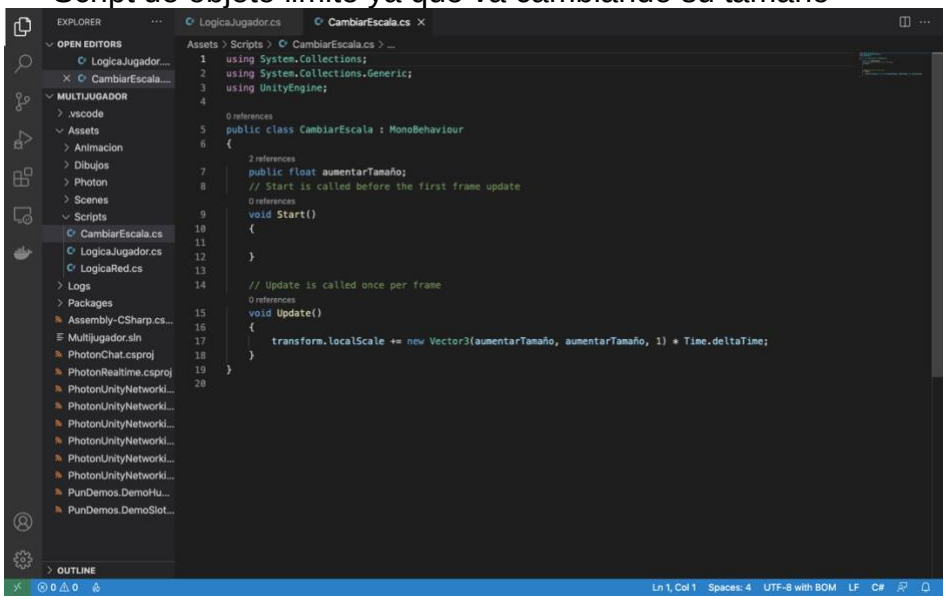


- Script de Lógica del Juego el movimiento del personaje



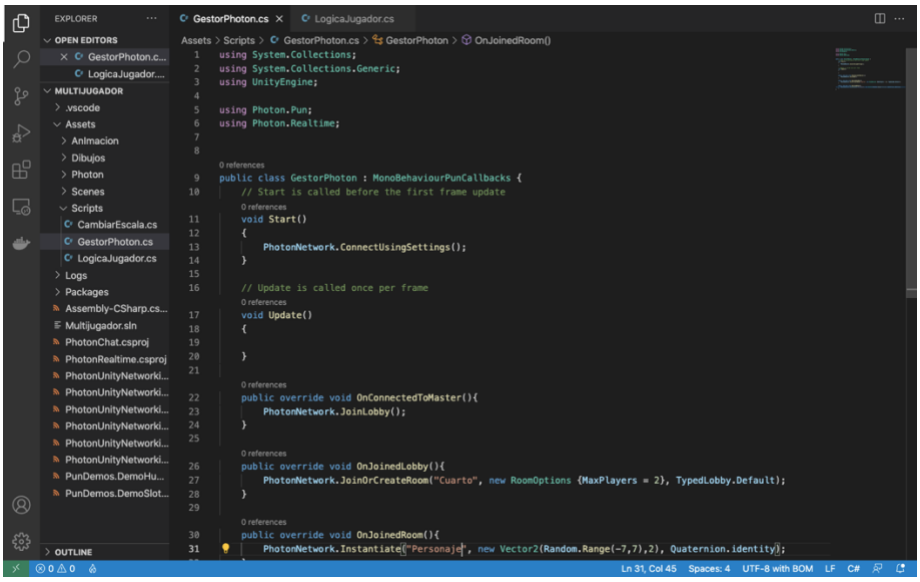
```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class LogicaJugador : MonoBehaviour
{
    public float velocidad;
    public float fuerzaSalto;
    public float posX;
    public Rigidbody2D rb;
    // Start is called before the first frame update
    void Start()
    {

    }

    // Update is called once per frame
    void Update()
    {
     posX = Input.GetAxis("Horizontal");
     transform.position += (Vector3)new Vector2(posX * velocidad * Time.deltaTime, 0f);

     if(Input.GetKeyDown(KeyCode.Space)){
         rb.AddFore(transform.up * fuerzaSalto, ForceMode2D.Impulse);
     }
    }

    public void OnCollisionEnter2D(Collision2D collision){
    if (CollectionExtensions.gameObject.tag == "Limite" ){
```

- Script de objeto limite ya que va cambiando su tamaño

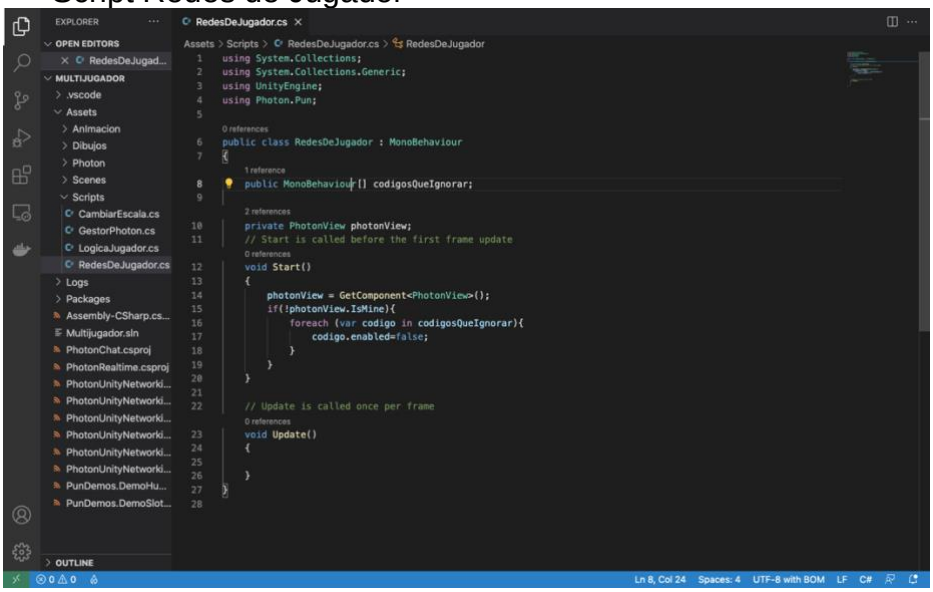


```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class CambiarEscala : MonoBehaviour
{
    public float aumentarTamaño;
    // Start is called before the first frame update
    void Start()
    {

    }

    // Update is called once per frame
    void Update()
    {
        transform.localScale += new Vector3(aumentarTamaño, aumentarTamaño, 1) * Time.deltaTime;
    }
}
```

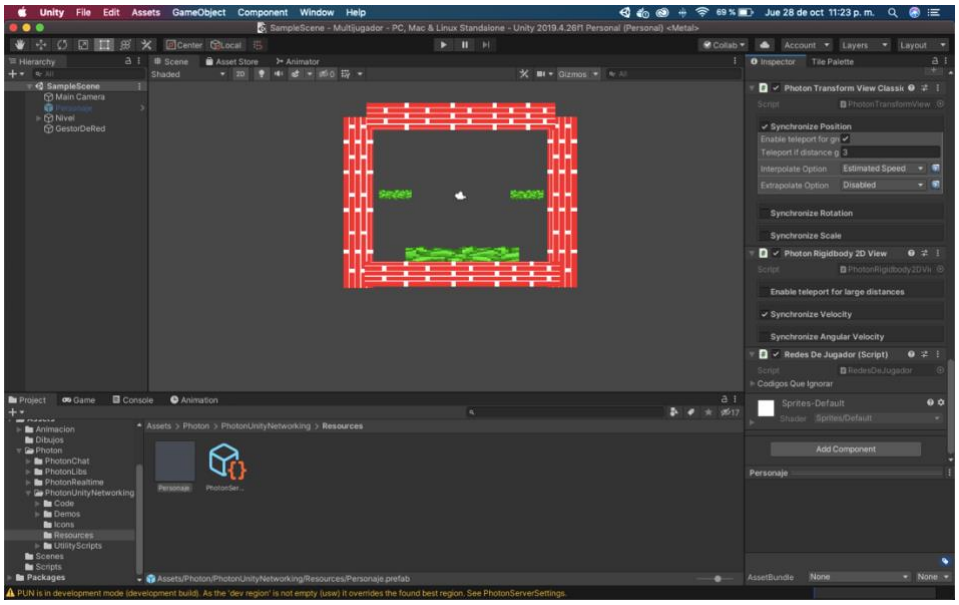
- Script Gestor de photon es en donde se pone en uso



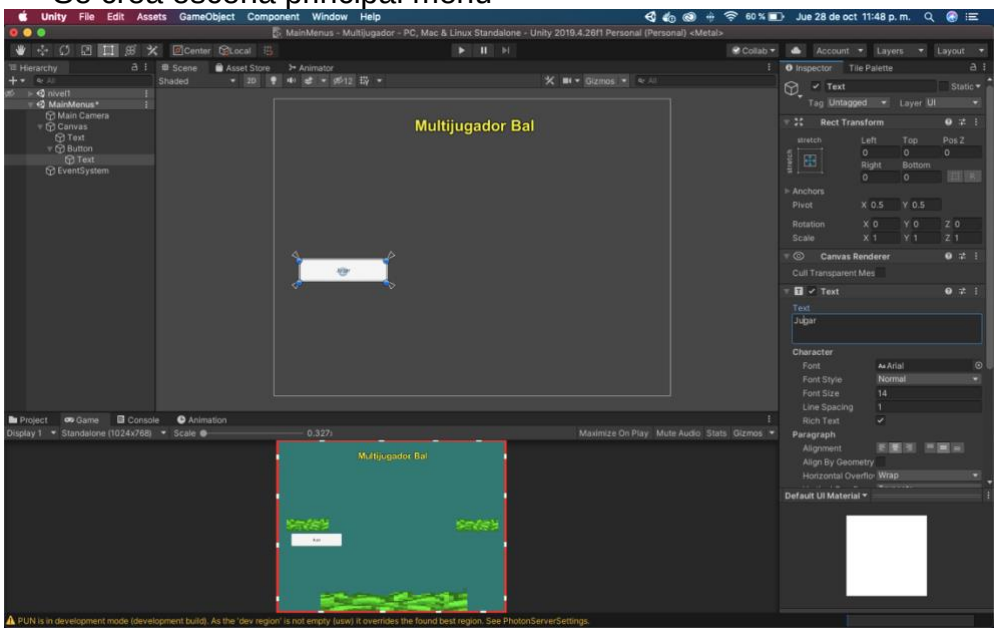
- Script Redes de Jugador



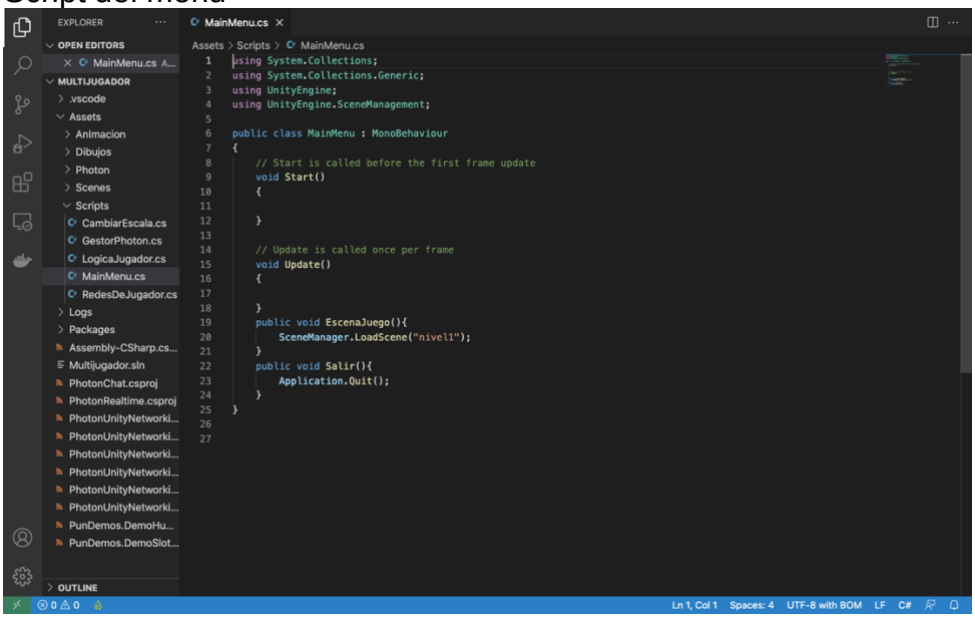
- El cogido copila de los scrips



- Se crea escena principal menú

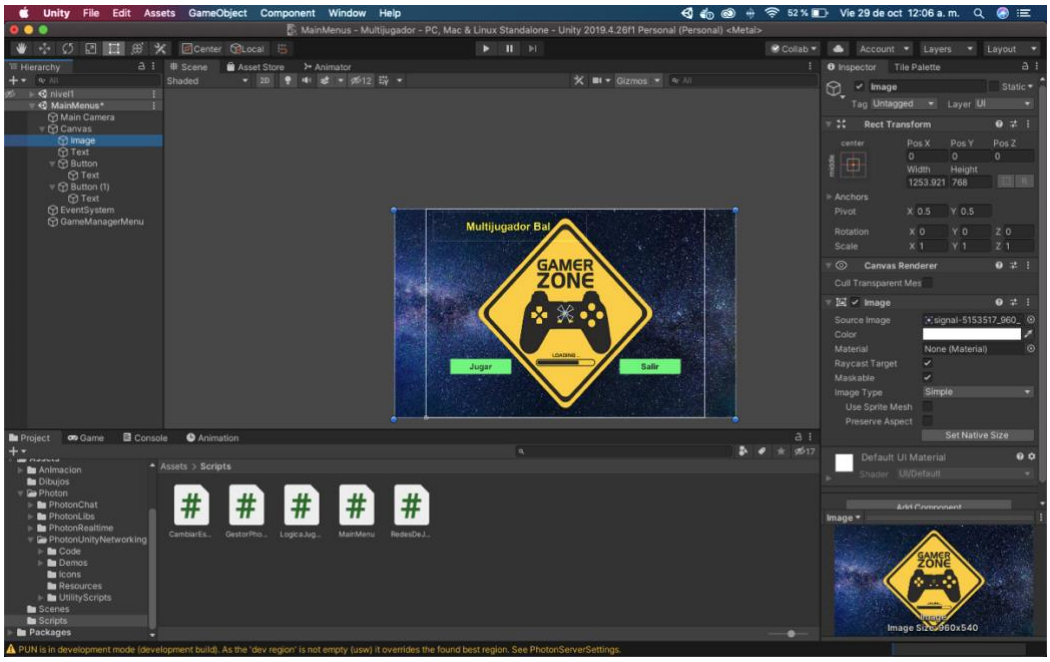


- Script del menú

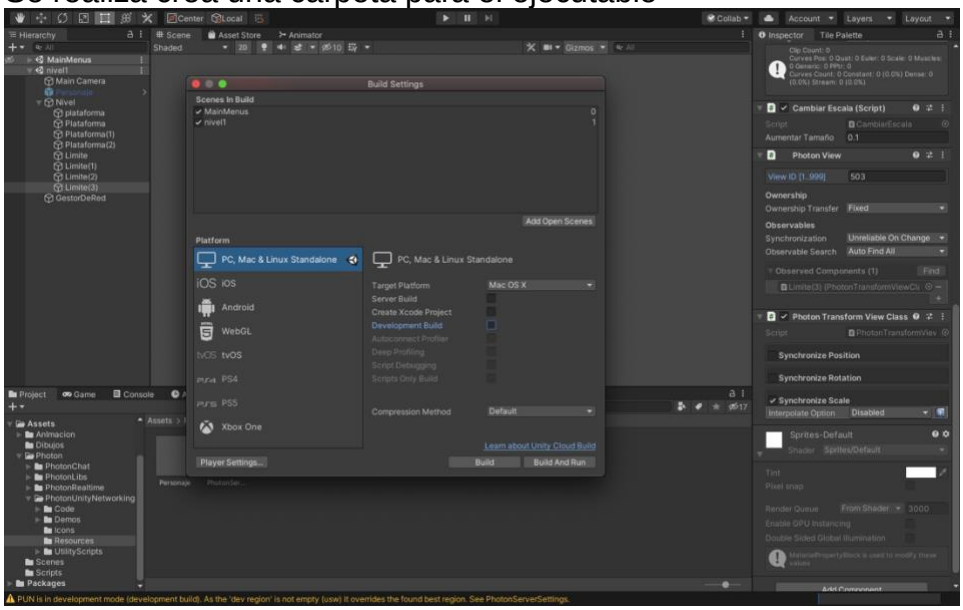


```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using UnityEngine.SceneManagement;

public class MainMenu : MonoBehaviour
{
    // Start is called before the first frame update
    void Start()
    {

    }

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

    }
    public void EscenaJuego(){
        SceneManager.LoadScene("nivel1");
    }
    public void Salir(){
        Application.Quit();
    }
}
```

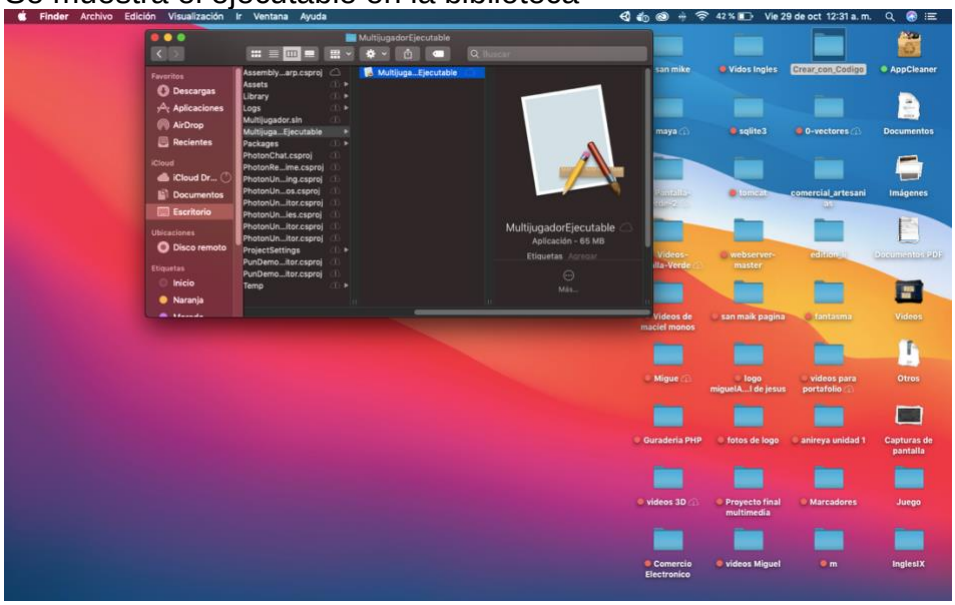
- La escena con imagen de fondo



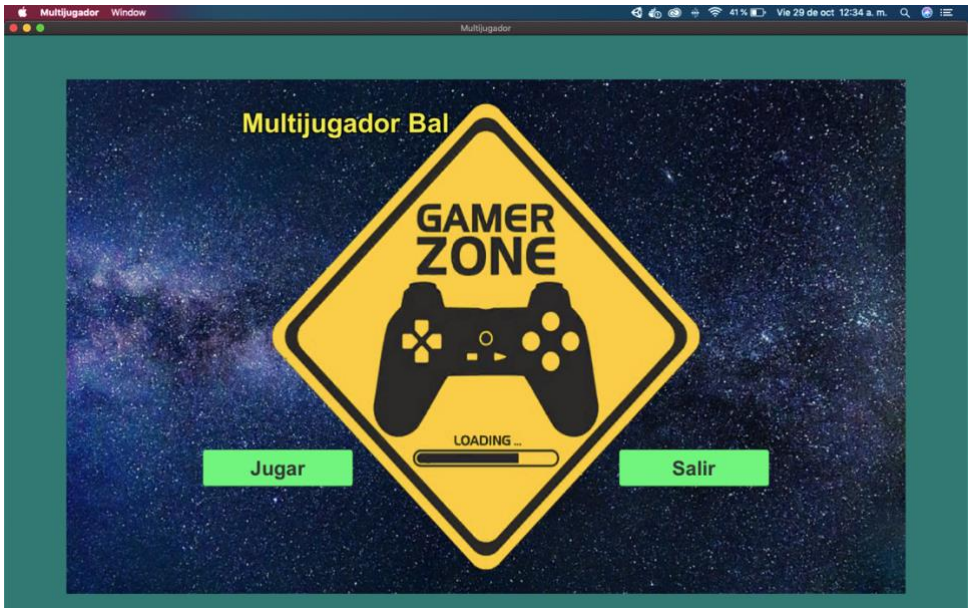
- Se realiza crea una carpeta para el ejecutable

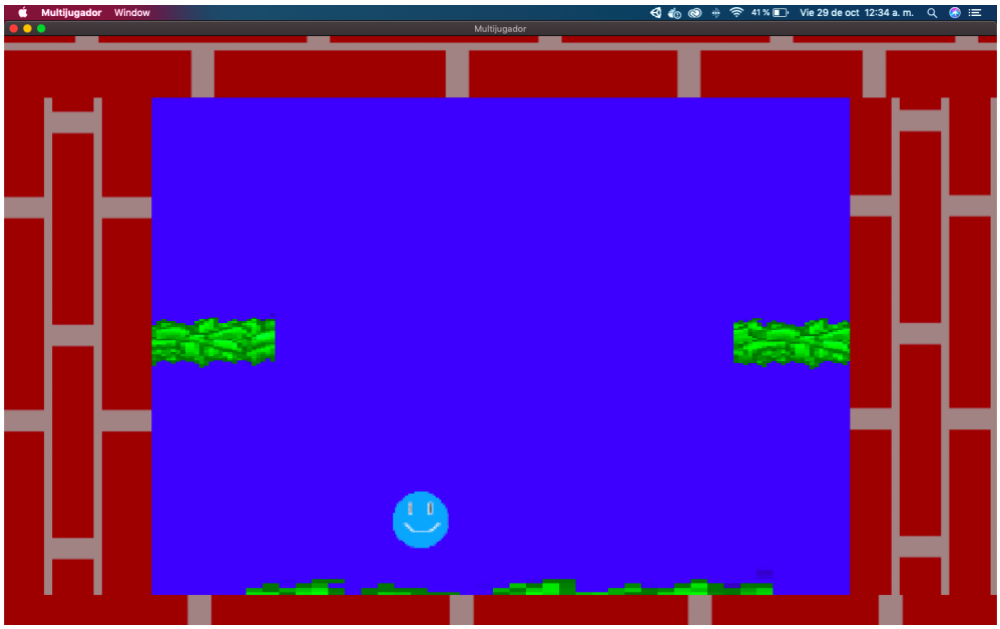


- Se muestra el ejecutable en la biblioteca



- Juego funcionando con el ejecutable


Multijugador Window
Vie 29 de oct 12:34 a. m.
Multijugador
Multijugador Bal
GAMER
ZONE
LOADING ...
Jugar
Salir


Multijugador Window
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