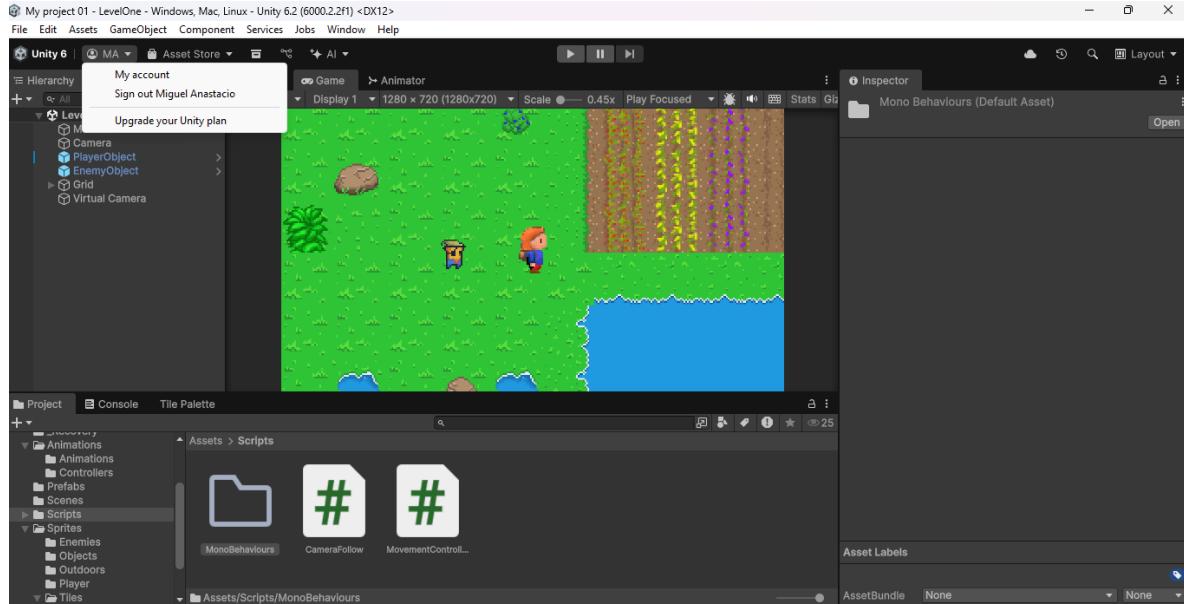
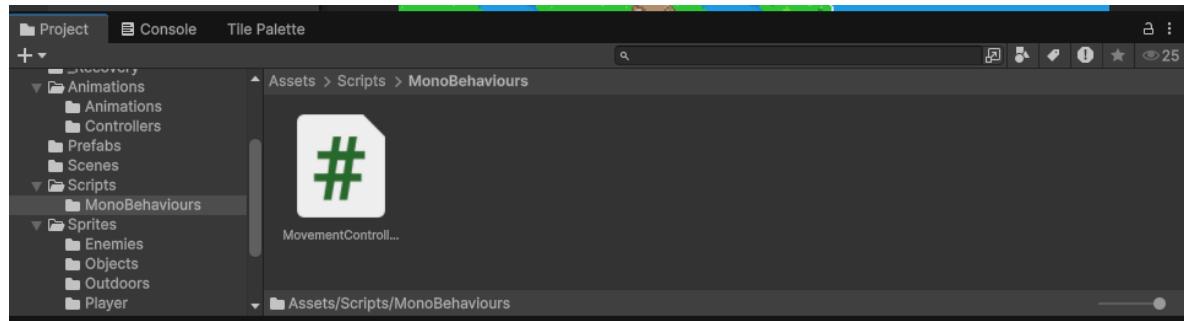


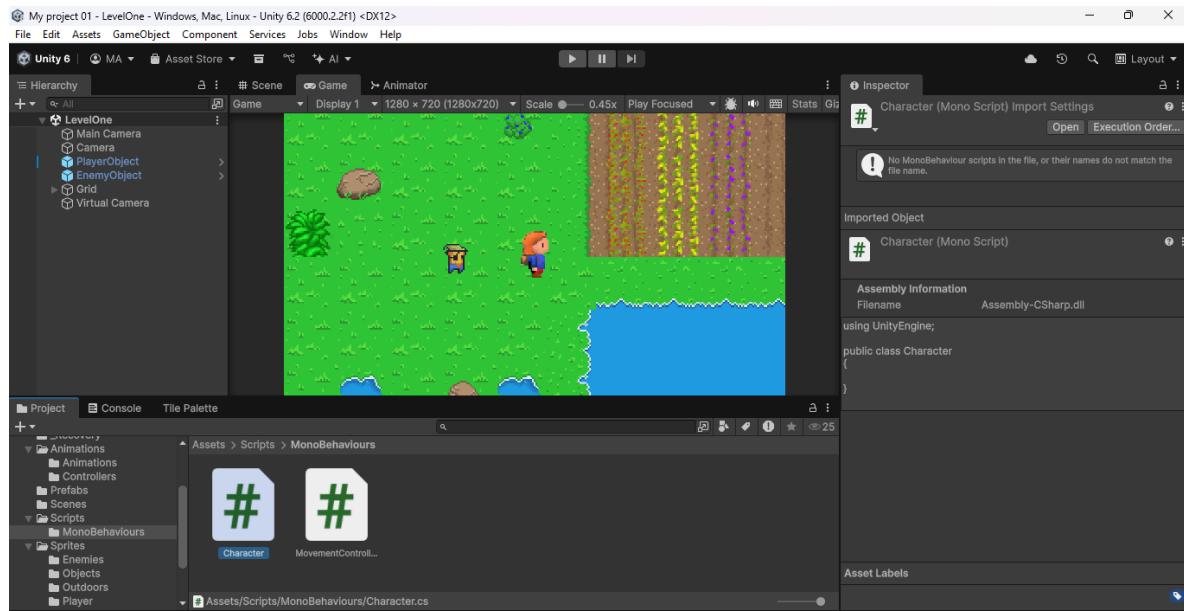
En Assets → Scripts, crea una carpeta llamada "MonoBehaviours"



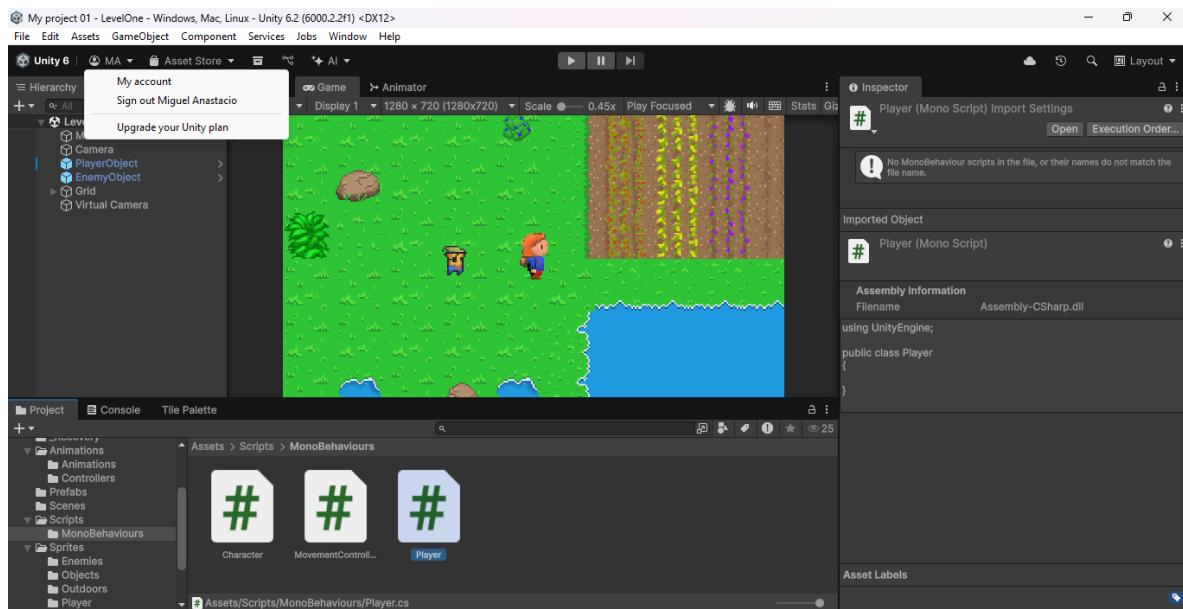
Mueve el script **MovementController.cs** a esta carpeta



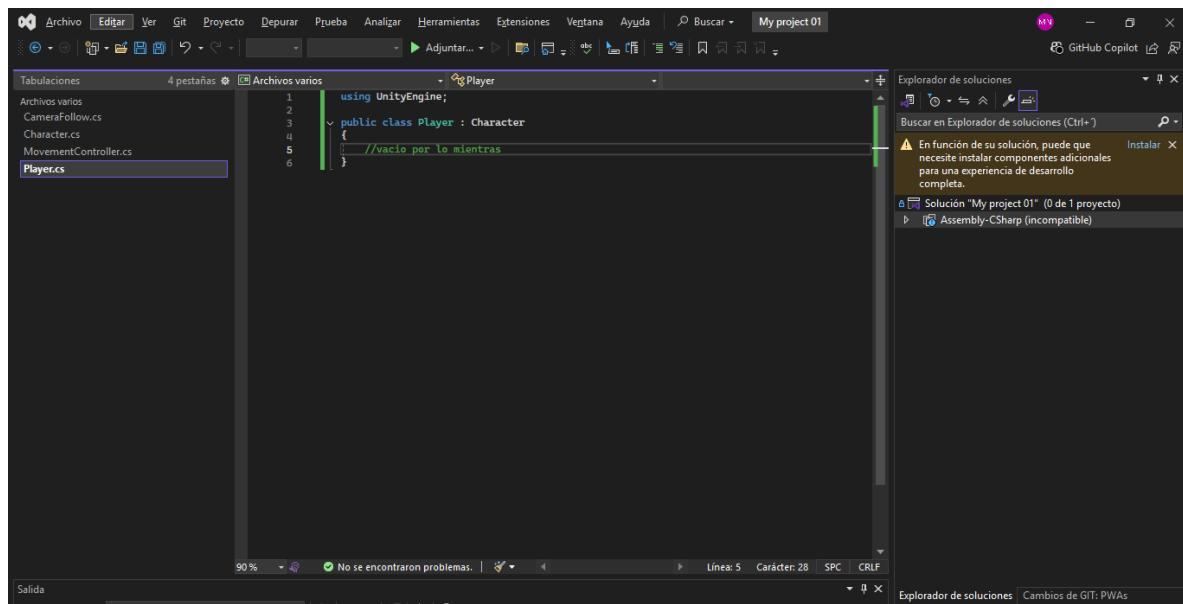
Dentro de **MonoBehaviours**, crea un nuevo script llamado "**Character.cs**"



En **MonoBehaviours**, crea un nuevo script llamado "**Player.cs**"



Y poner dentro del script esto:

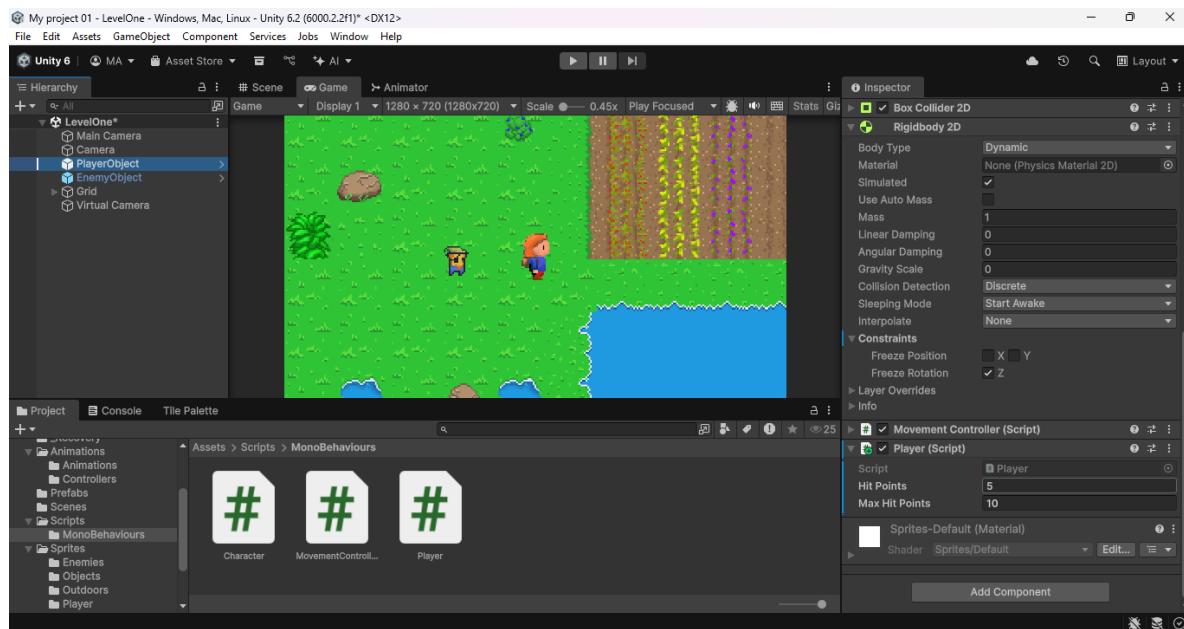


Arrastra el script Player.cs al Inspector de ObjectPlayer

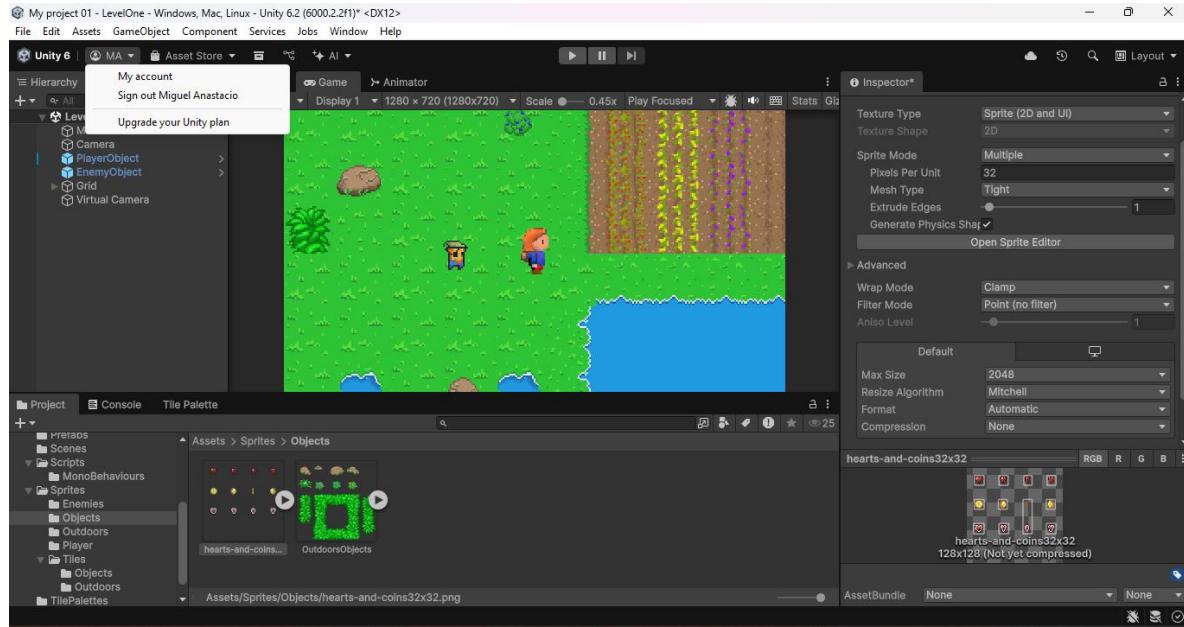
Configura en el Inspector:

Hit Points: 5

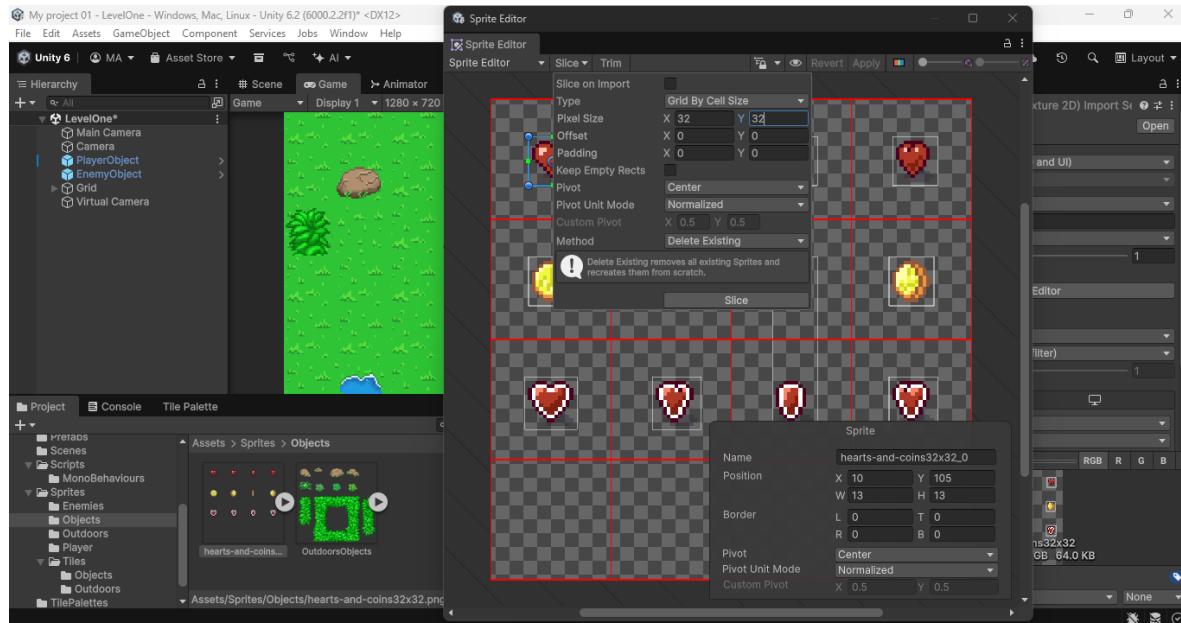
Max Hit Points: 10



Con el archivo hearts-and-coins32x32.png es Colócalo en Assets → Sprites → Objects y poner estas configuraciones y darle apply

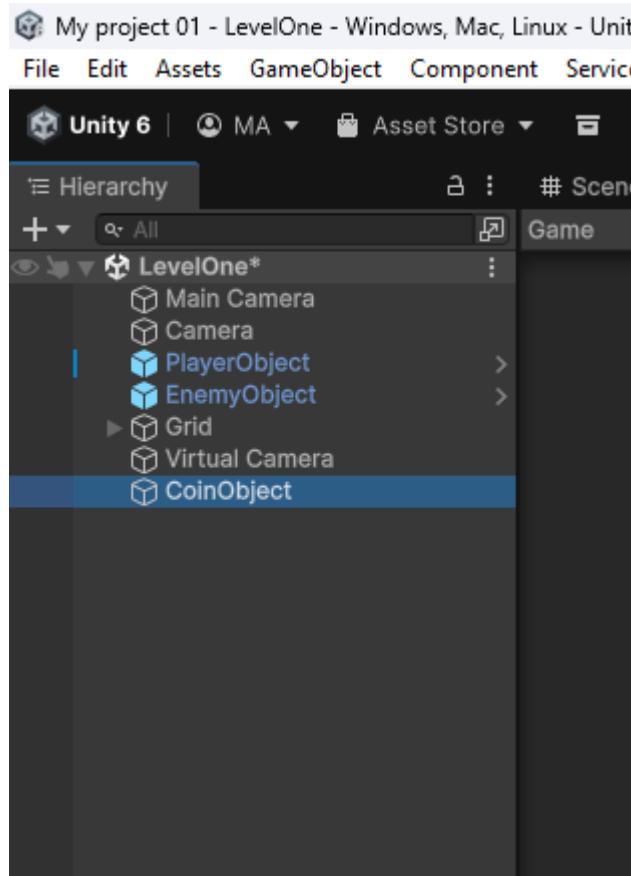


Con el archivo seleccionado, haz clic en **Sprite Editor**. En el menú Slice, seleccione Grid by Cell Size y configure el Tamaño del píxel en ancho:32, alto: 32. Presione Apply y cierre el Editor de Sprite.

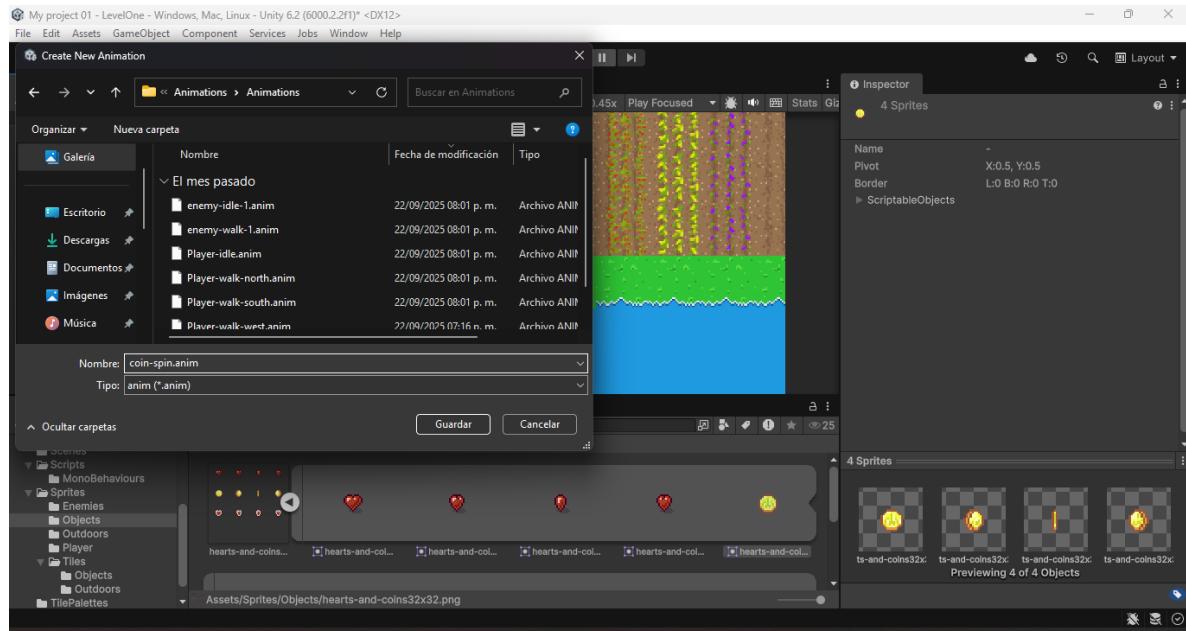


En la Jerarquía, crea un nuevo GameObject (clic derecho → Create Empty)

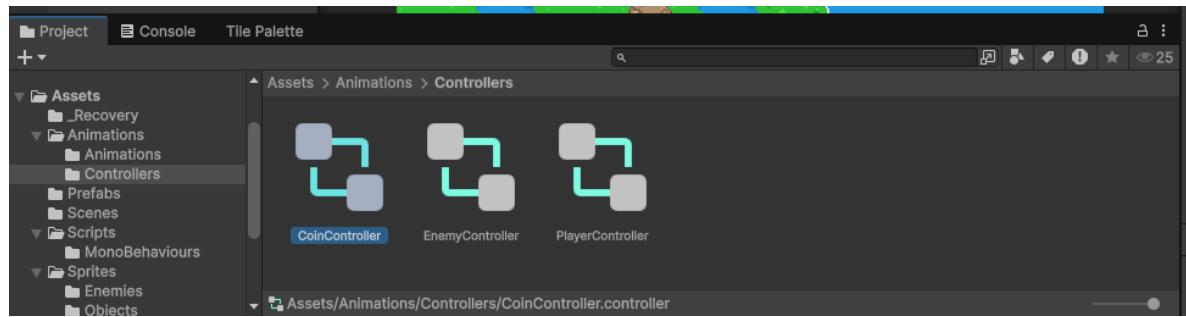
Renómbralo a "CoinObject"



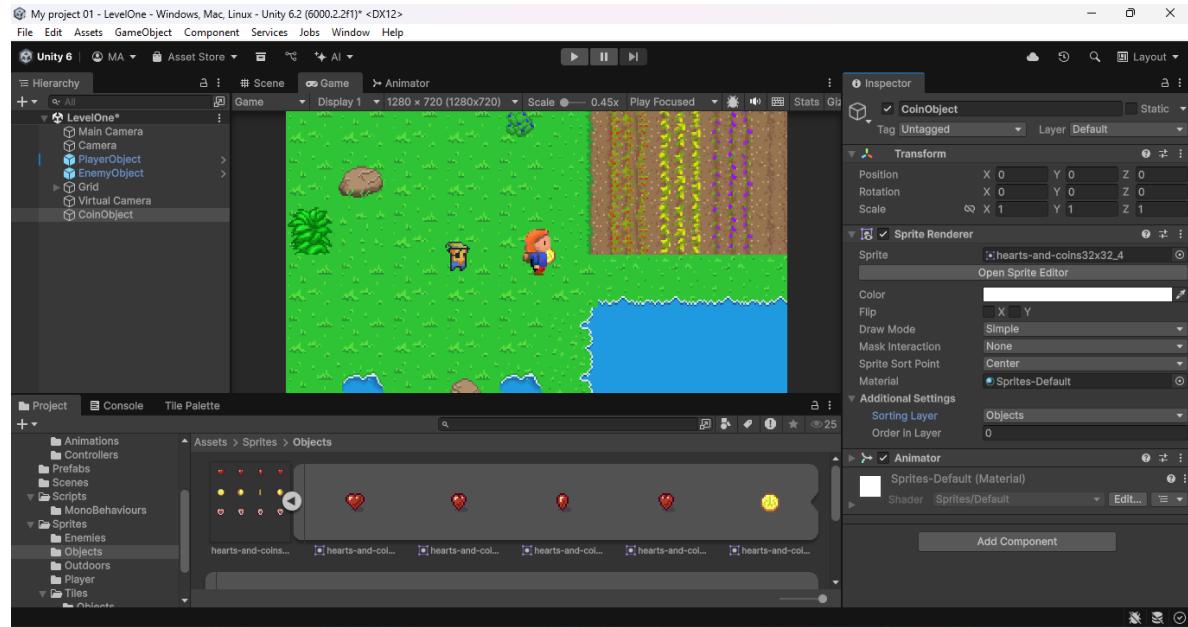
En el Project, busca hearts-and-coins32x32 (expandir para ver los sprites individuales) Selecciona los 4 sprites de monedas, Arrástralos al CoinObject en la Jerarquía, Unity te pedirá crear una animación, Guárdala como "coin-spin" en Animations → Animations



El controlador se creará automáticamente, renómbralo a "**CoinController**" y muévelo a **Animations → Controllers**

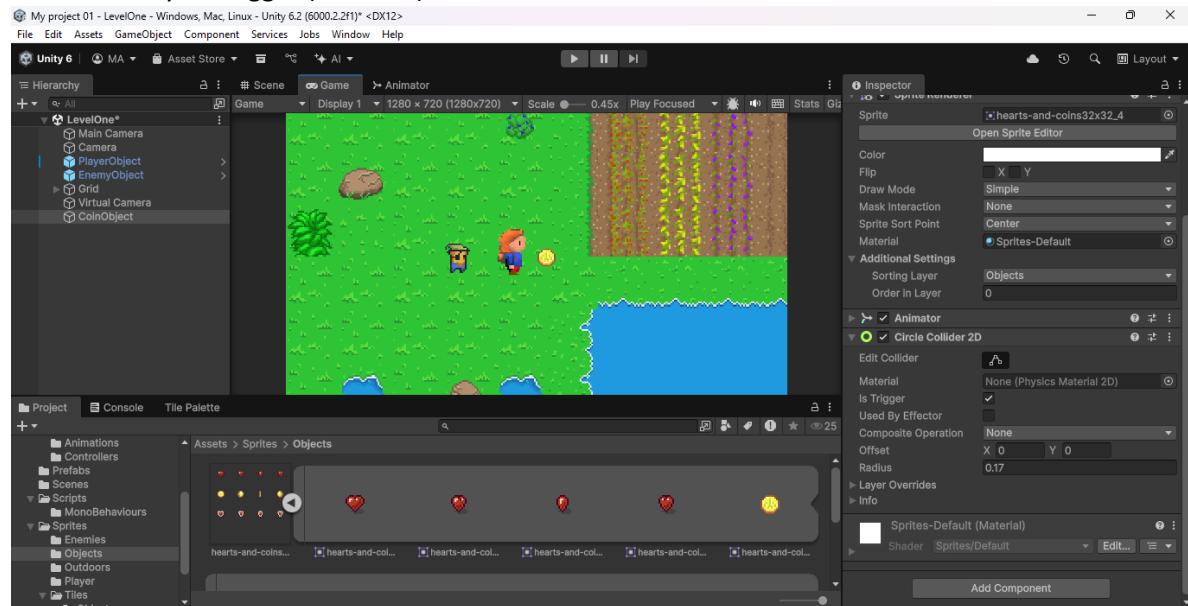


Selecciona CoinObject. En Sprite Renderer, haz clic en el círculo junto a Sprite. Selecciona uno de los sprites de moneda para previsualizarlo. Cambia Sorting Layer a "Objects"

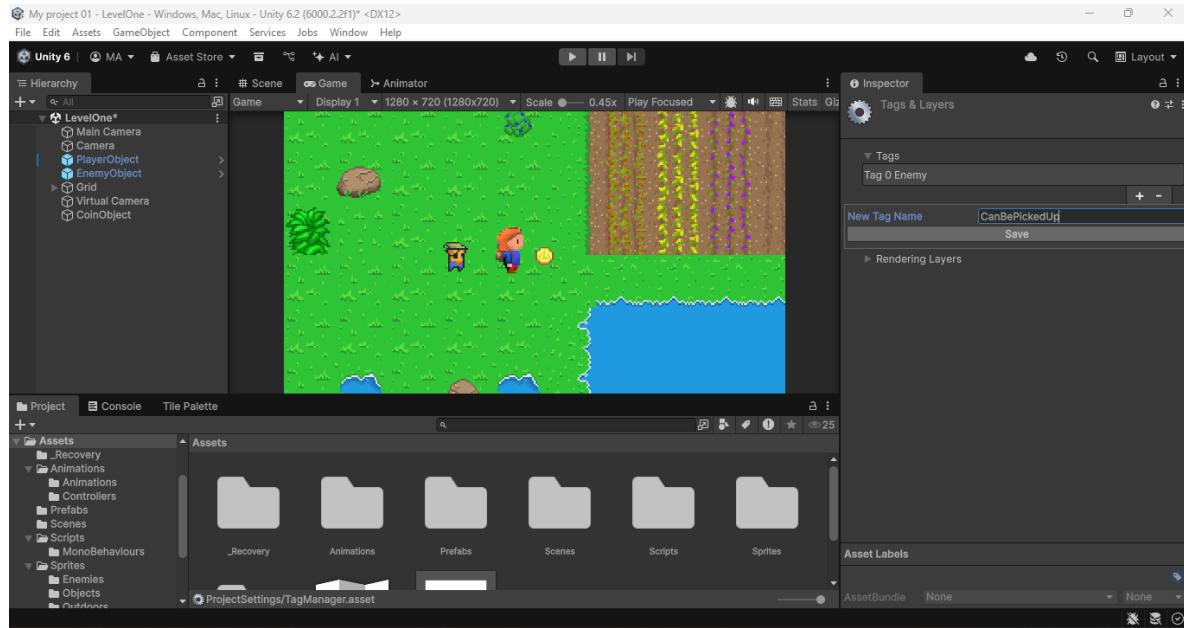


Ahí mismo se agregó un Circle Collider 2D Configura:

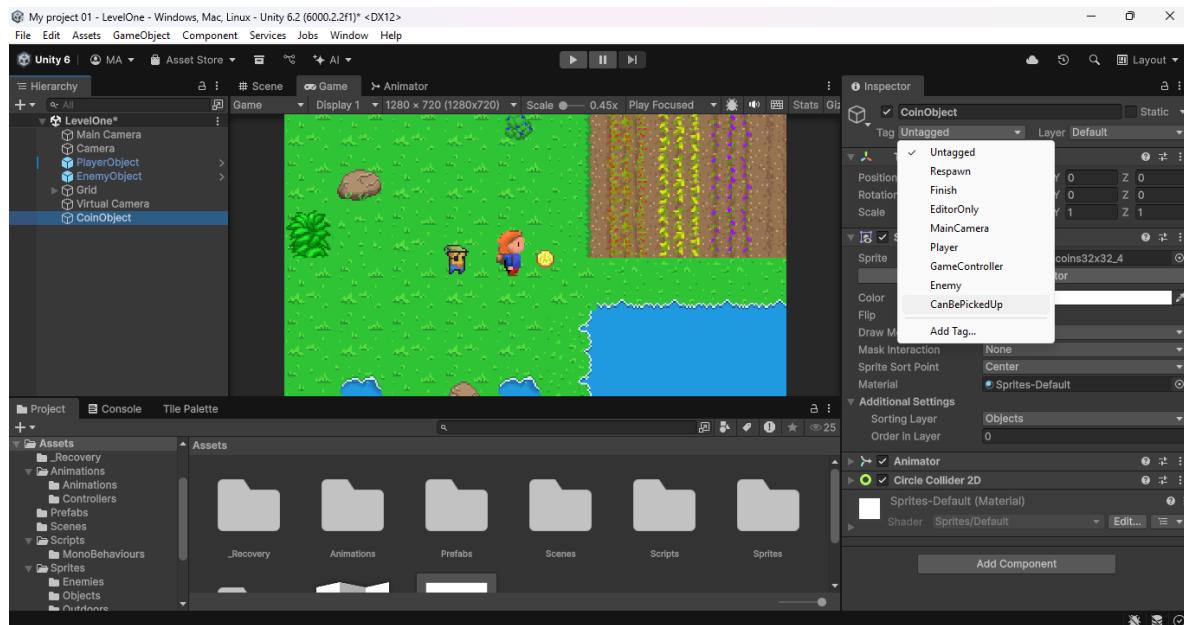
Radius: 0.17 y Is Trigger (activado)



Creamos una nueva etiqueta en el menú Tags & Layers llamada "CanBePickedUp":

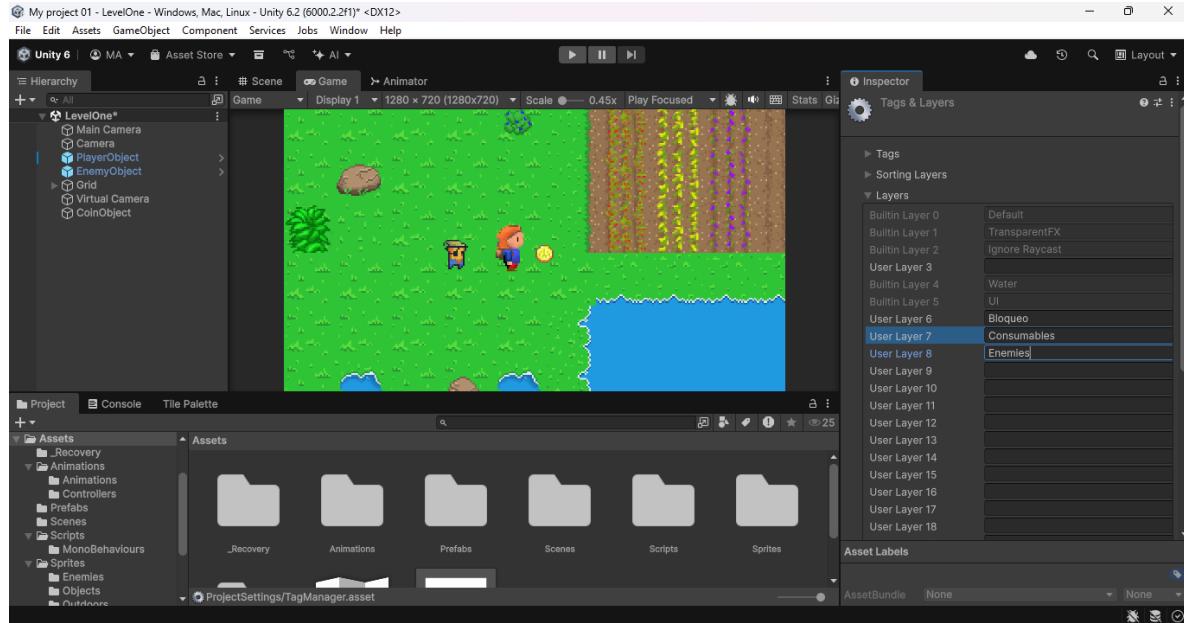


Seleccione CoinObject nuevamente y establezca su Etiqueta a: CanBePickedUp

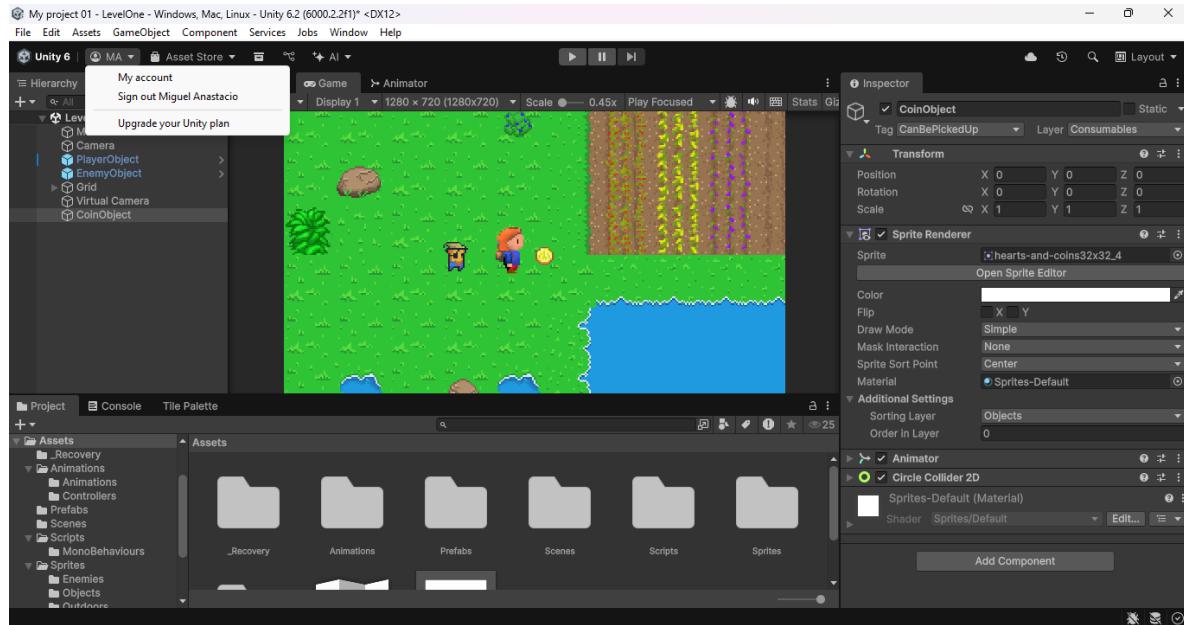


En el Inspector de CoinObject, haz clic en Layer → Add Layer

Crea dos capas nuevas: "Consumables" y "Enemies"



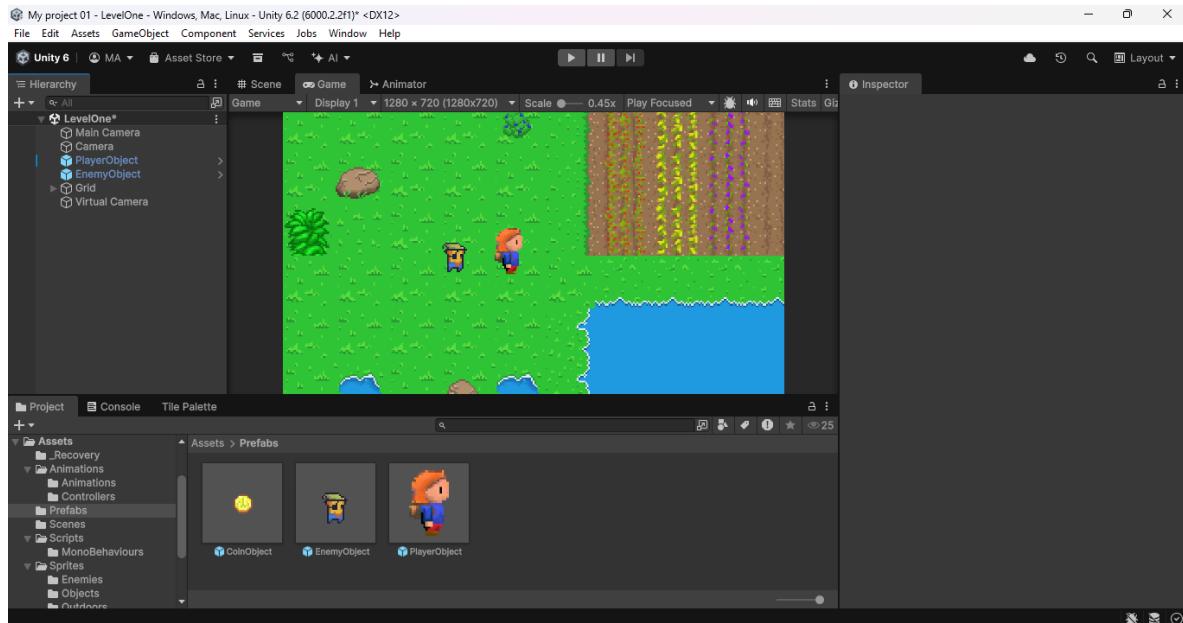
Y seleccionar consumables



Convertir a Prefab:

Arrastra CoinObject desde la Jerarquía a la carpeta Prefabs

Elimina CoinObject de la Jerarquía

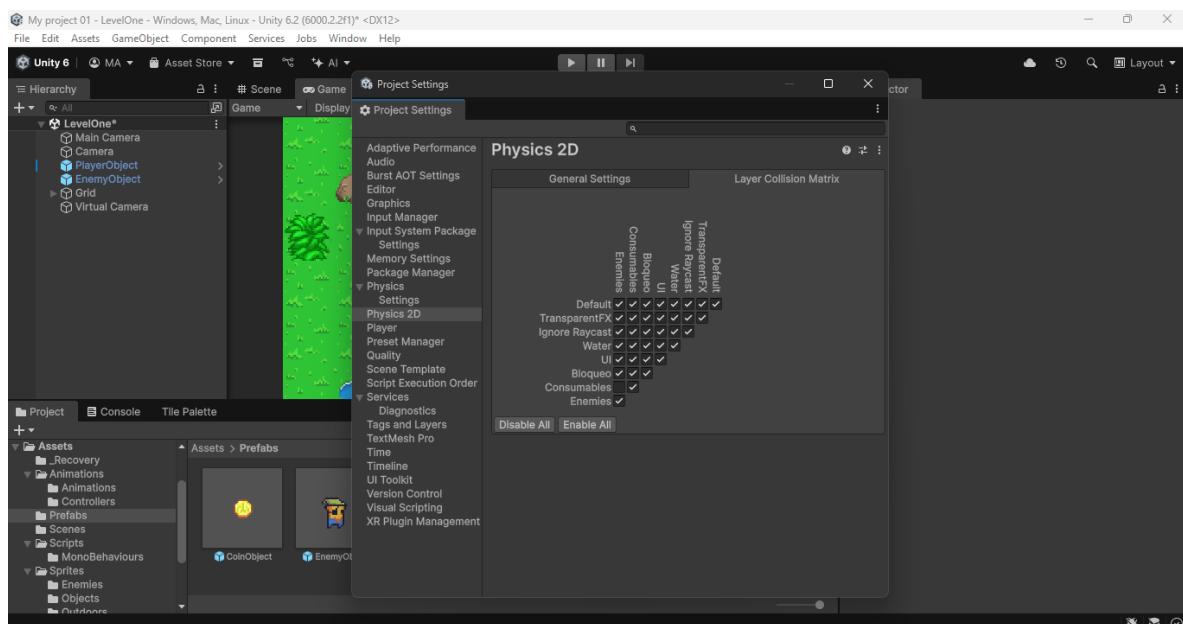


Configurar matriz de colisión

Ve a Edit → Project Settings → Physics 2D

Desplázate hasta Layer Collision Matrix (abajo)

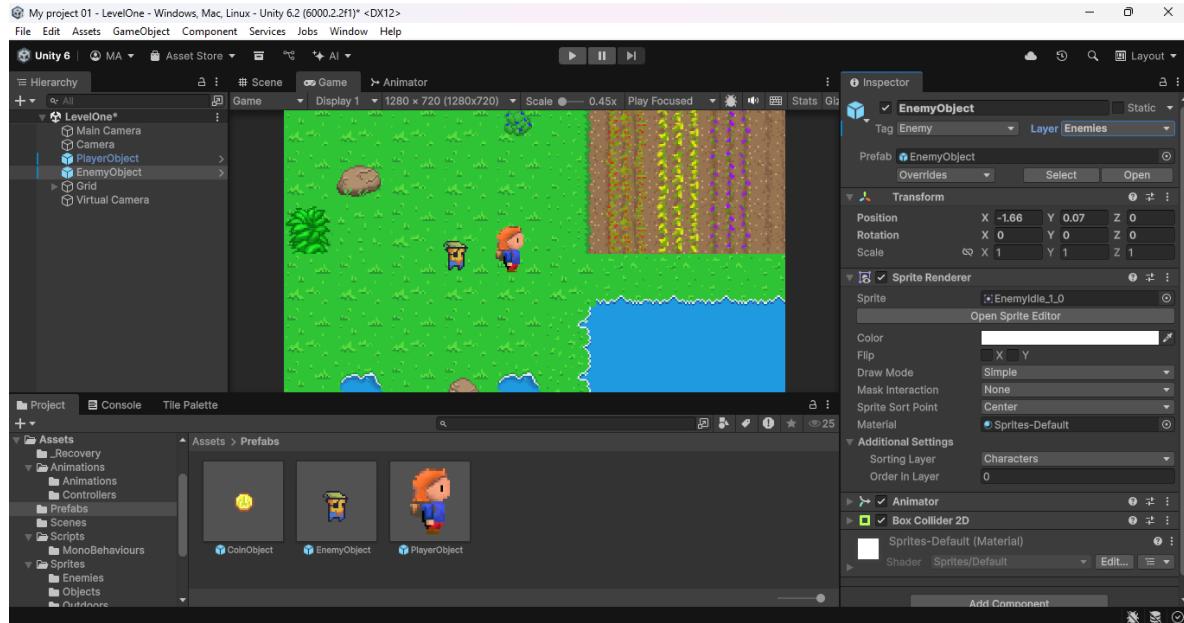
Desmarca la casilla en la intersección entre Consumables y Enemies. Esto hace que los enemigos no colisionen con monedas



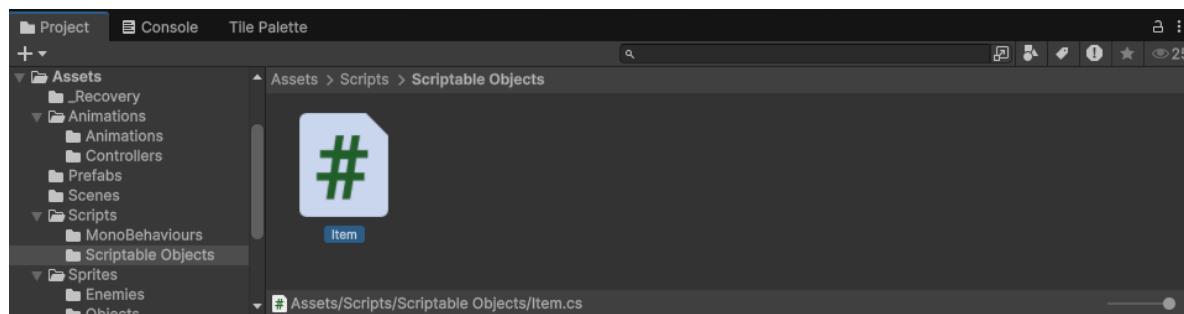
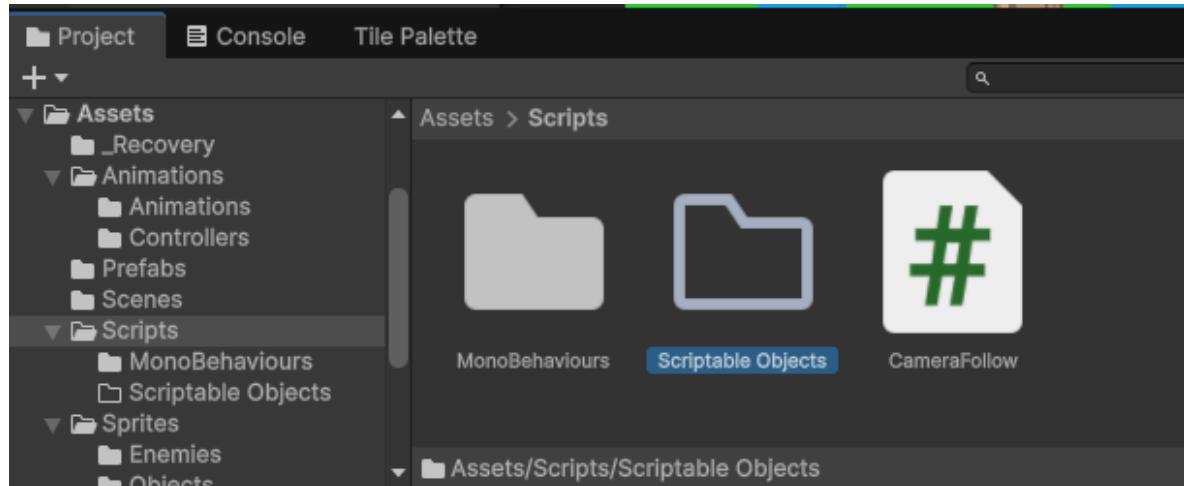
Asignar capa a enemigos

Selecciona EnemyObject Prefab en la carpeta Prefabs

Cambia su Layer a "Enemies"



En Scripts, crea una carpeta llamada "Scriptable Objects" . Dentro, crea un nuevo script llamado "Item.cs"

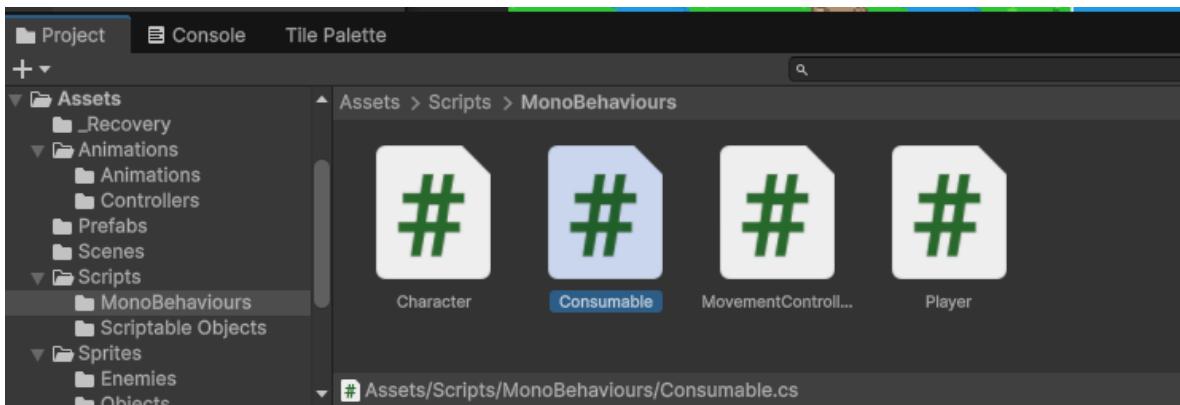


The screenshot shows the Visual Studio IDE interface. The top menu bar includes Archivo, Editar, Ver, Git, Proyecto, Depurar, Prueba, Analizar, Herramientas, Extensiones, Ventana, Ayuda, and Buscar. The title bar says "My project 01". The left sidebar lists files: Archivos varios, Camerafollow.cs, Character.cs, Item.cs (selected), MovementController.cs, and Player.cs. The main code editor window displays the following C# code:

```
1 using UnityEngine;
2
3 [CreateAssetMenu(menuName = "Item")]
4 public class Item : ScriptableObject
5 {
6     public string objetcName; // Nombre del objeto
7     public Sprite sprite; // Referencia al sprite del ítem
8     public int quantity; // Cantidad (monedas o vida)
9     public bool stackable; // ¿Se pueden acumular?
10    public ItemType itemType; // Tipo de ítem
11
12    public enum ItemType
13    {
14        COIN,
15        HEALTH
16    }
17 }
```

The status bar at the bottom indicates "No se encontraron problemas." (No errors found) and "Línea: 15" (Line: 15). The right side of the screen shows the "Explorador de soluciones" (Solution Explorer) with a warning message about missing components for a complete development experience.

En MonoBehaviours, crea un nuevo script llamado "**Consumable.cs**"



The screenshot shows the Visual Studio IDE interface again. The top menu bar and title bar are identical to the previous screenshot. The left sidebar lists files: Archivos varios, Camerafollow.cs, Character.cs, Consumable.cs (selected), MovementController.cs, and Player.cs. The main code editor window displays the following C# code:

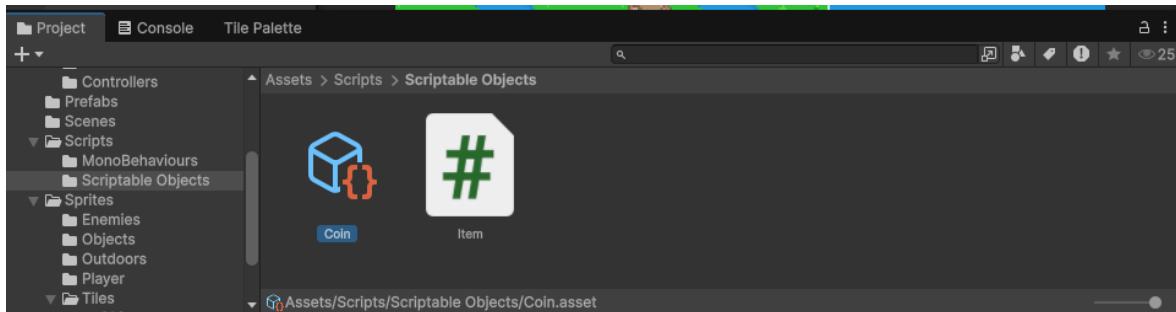
```
1 using UnityEngine;
2
3 /**
4 * Componente que se enlaza a objetos consumibles
5 * Contiene una referencia a un Scriptable Object Item
6 */
7 public class Consumable : MonoBehaviour
8 {
9     public Item item; // Referencia al objeto programable
10 }
```

The status bar at the bottom indicates "No se encontraron problemas." (No errors found) and "Línea: 10" (Line: 10). The right side of the screen shows the "Explorador de soluciones" (Solution Explorer) with a warning message about missing components for a complete development experience.

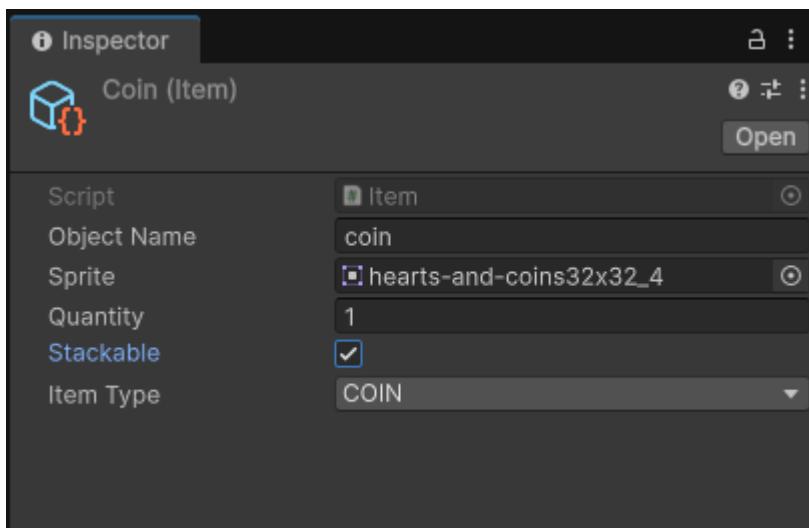
En el Project, ve a Scripts → Scriptable Objects

Haz clic derecho → Create → Item

Renómbralo a "Coin"



Con esta configuración

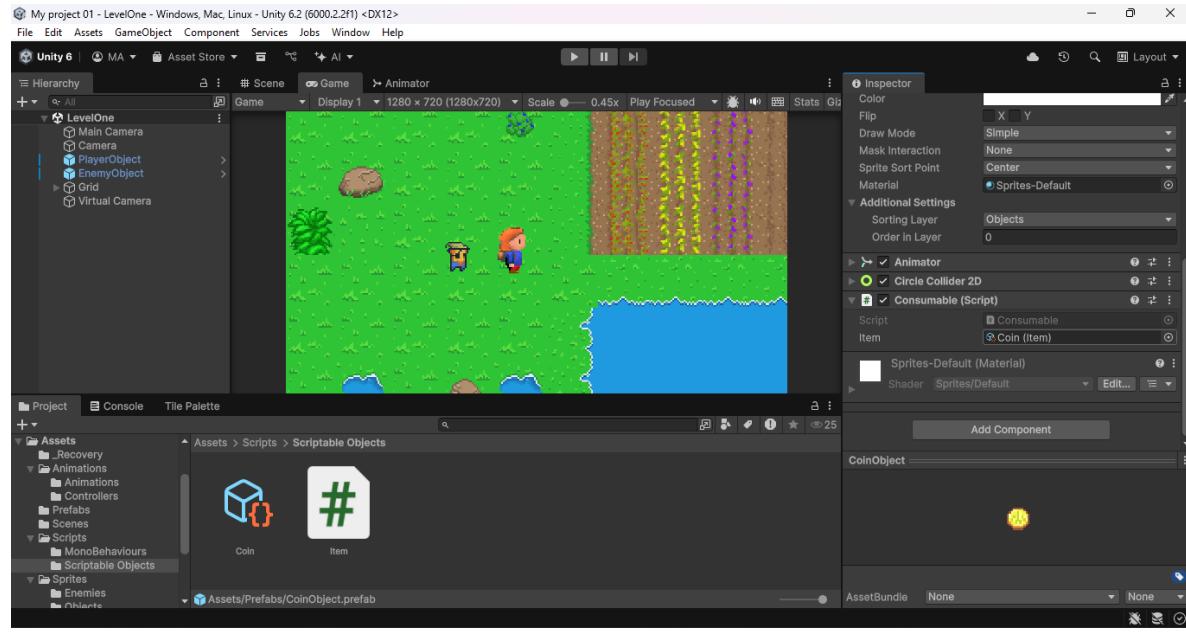


Selecciona CoinObject Prefab

Haz clic en Add Component

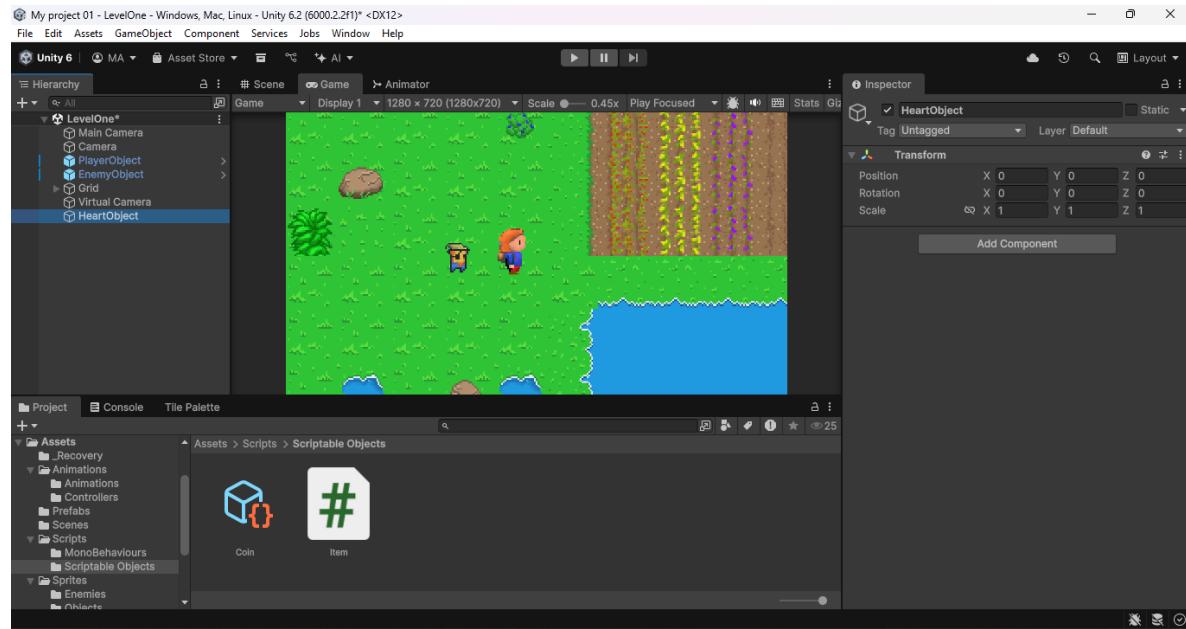
Busca y agrega "Consumable"

En el componente Consumable, en el campo Item, arrastra el Item "Coin" que creaste



En la Jerarquía, crea un nuevo GameObject

Renómbralo a "HeartObject"

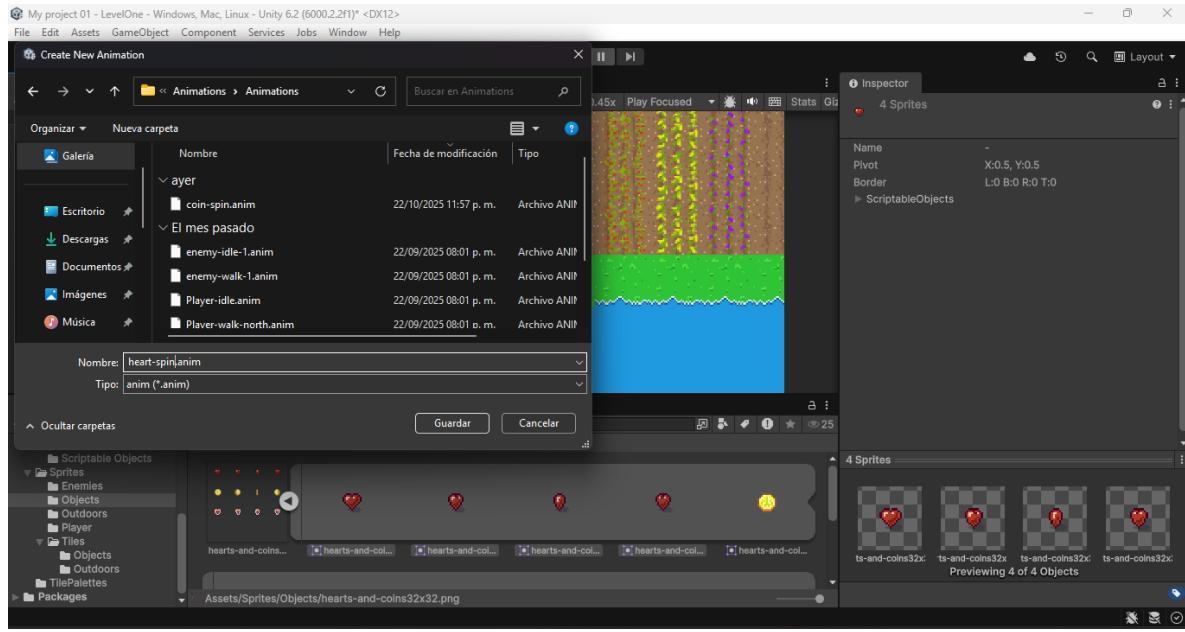


Busca en los sprites de hearts-and-coins32x32 los sprites de corazón

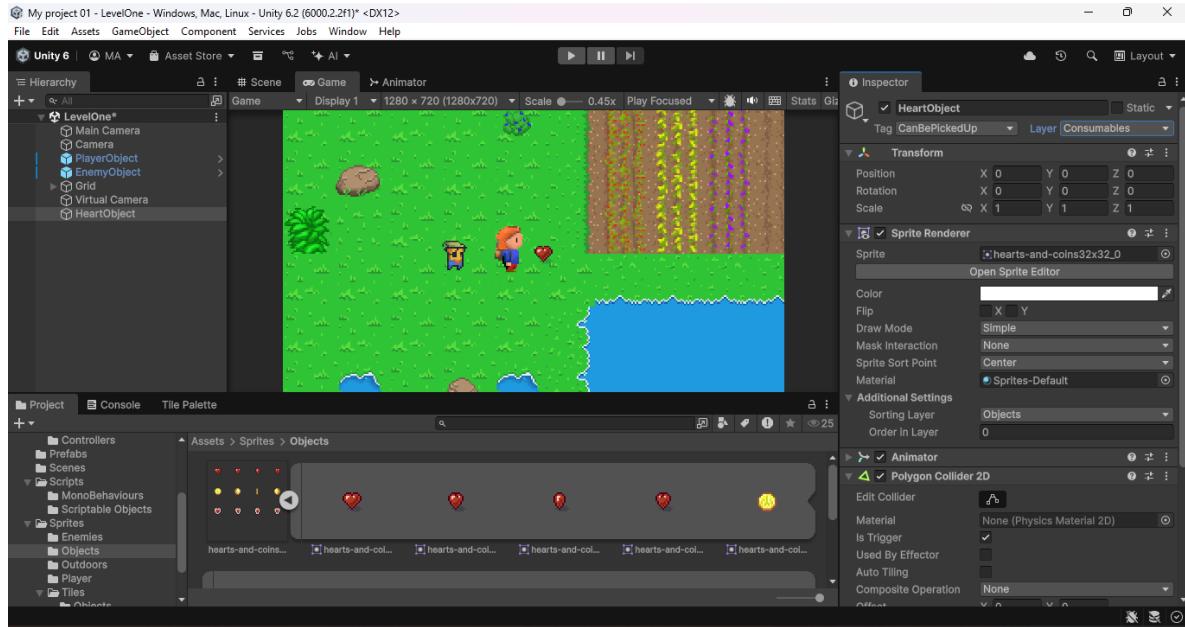
Selecciona los 4 sprites de corazón (terminan en _0, _1, _2, _3)

Arrástralos a HeartObject

Guarda la animación como "heart-spin" en Animations → Animations

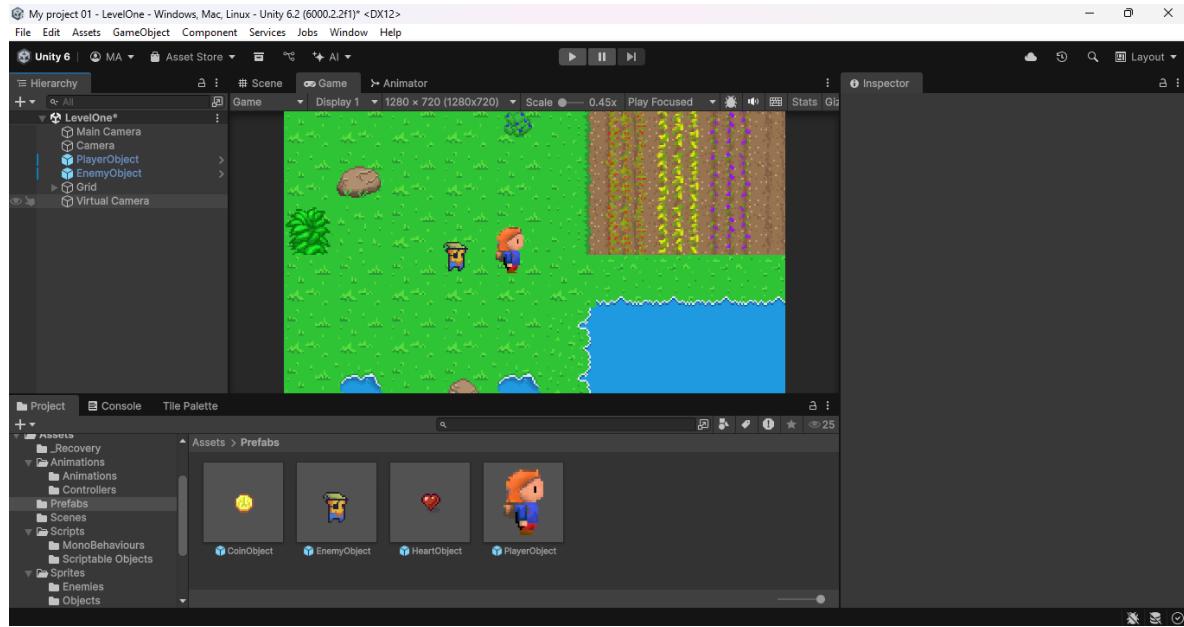


Selecciona HeartObject y poder esta configuración



Arrastra HeartObject a la carpeta Prefabs

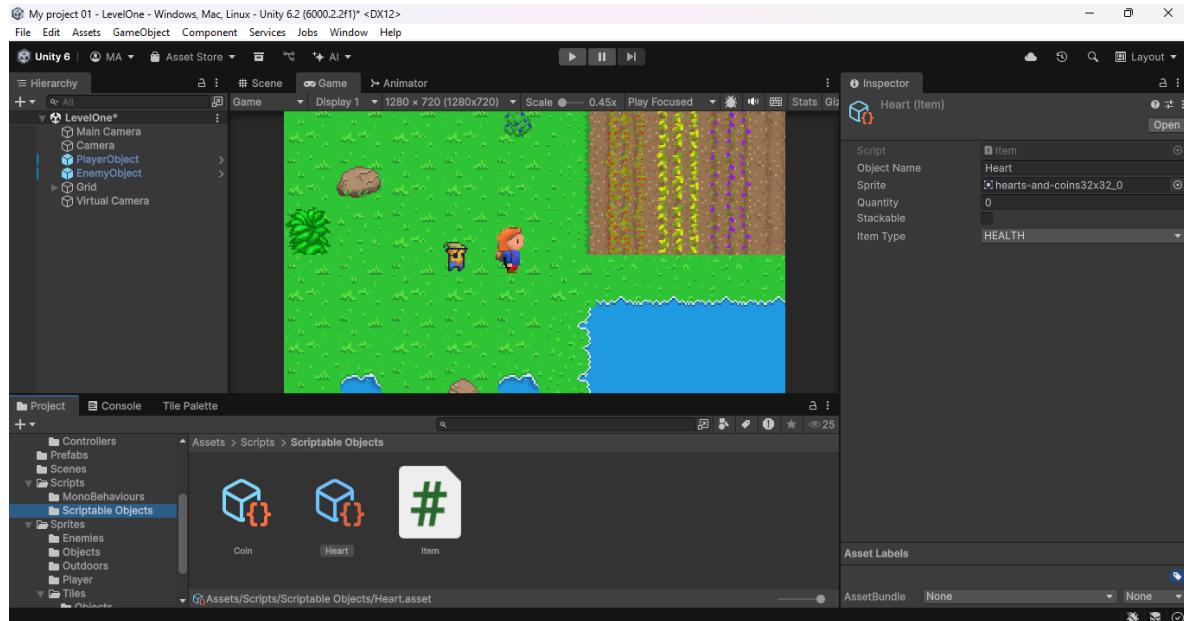
Elimina HeartObject de la Jerarquía



En Scripts → Scriptable Objects, haz clic derecho → Create → Item

Renómbralo a "Heart"

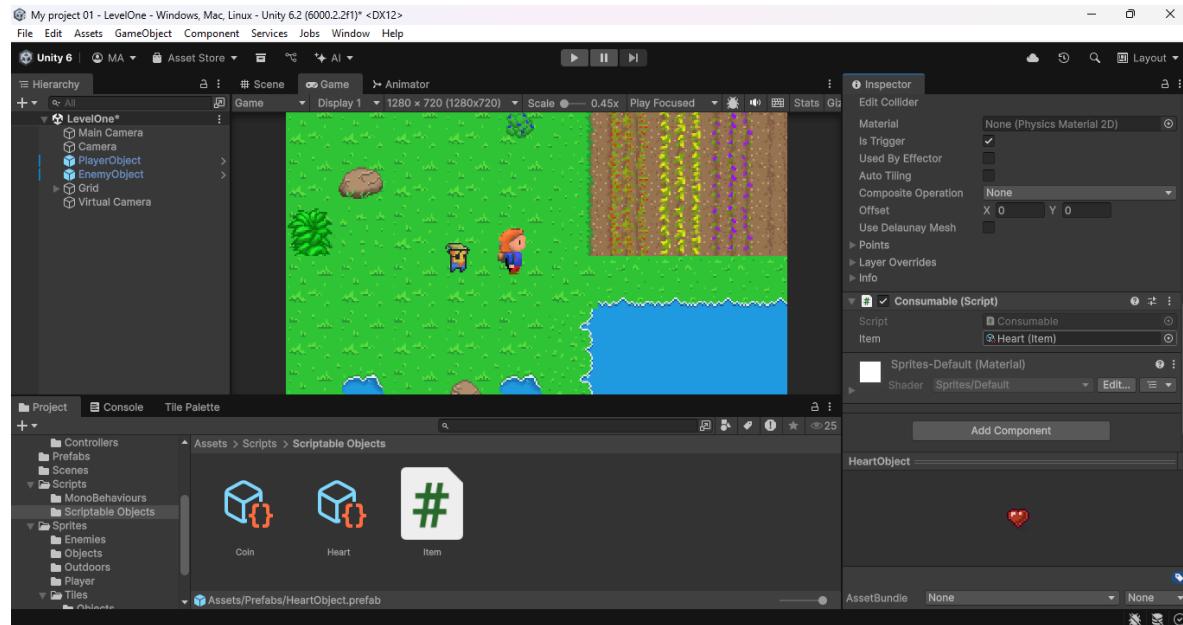
Configura:



Selecciona HeartObject Prefab

Agrega componente Consumable

En el campo Item, arrastra el Item "Heart"



Arrastra algunos CoinObject y HeartObject Prefabs a la escena

