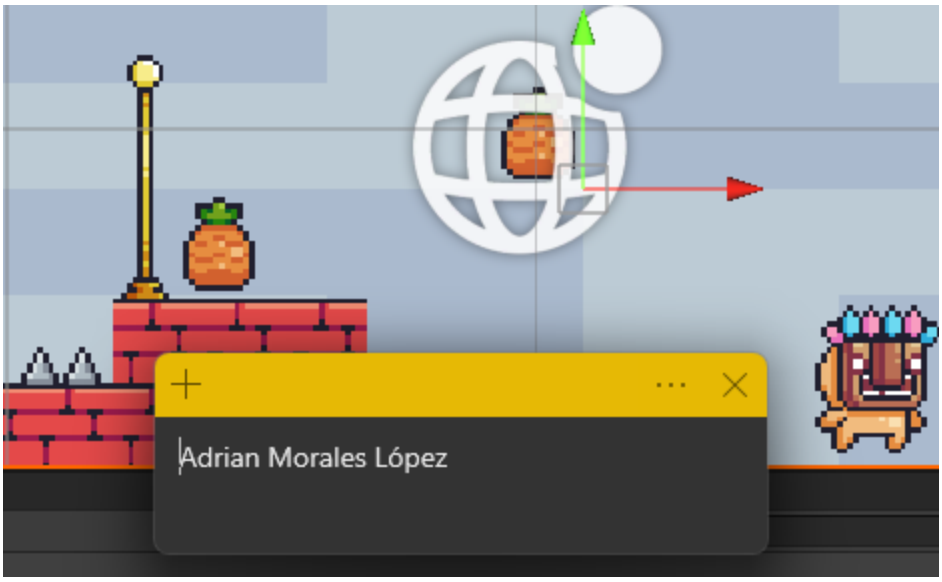
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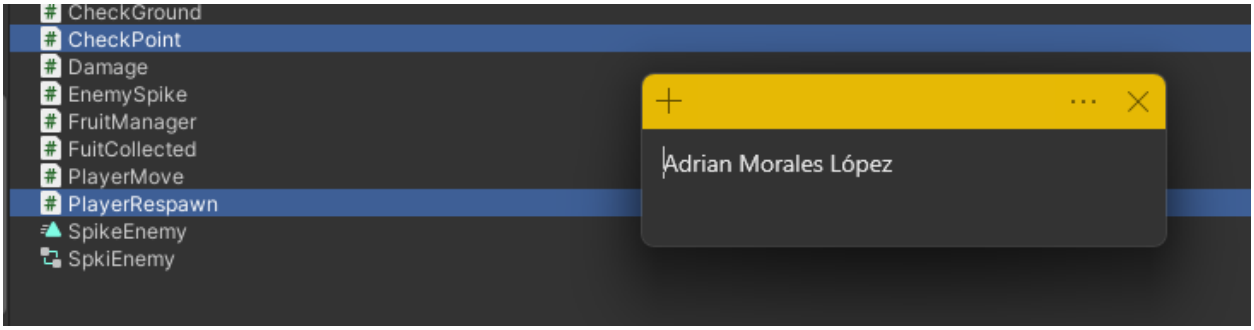
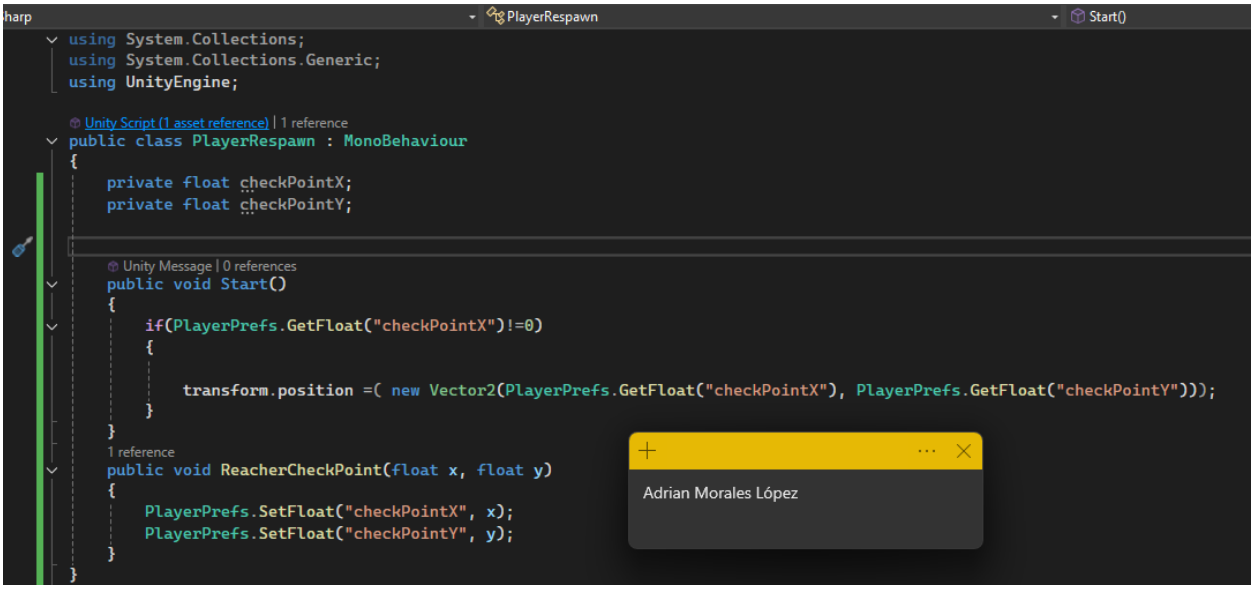

CheckGround
CheckPoint
Damage
EnemySpike
FruitManager
FuitCollected
PlayerMove
PlayerRespawn
SpikeEnemy
SpkiEnemy
Adrian Morales López


harp
PlayerRespawn
Start()
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
Unity Script (1 asset reference) | 1 reference
public class PlayerRespawn : MonoBehaviour
{
private float checkPointX;
private float checkPointY;
Unity Message | 0 references
public void Start()
{
if(PlayerPrefs.GetFloat("checkPointX")!=0)
{
transform.position =(new Vector2(PlayerPrefs.GetFloat("checkPointX"), PlayerPrefs.GetFloat("checkPointY")));
}
}
1 reference
public void ReacherCheckPoint(float x, float y)
{
PlayerPrefs.SetFloat("checkPointX", x);
PlayerPrefs.SetFloat("checkPointY", y);
}
}
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PlayerRespawn.cs | CheckPoint.cs | FruitManager.cs | EnemySpike.cs | Damage.cs | DamageObject.cs | FuitCollected.cs | BarraVida.cs | MainMenu.

Assembly-CSharp | CheckPoint | OnTriggerE

```
1   using System.Collections;
2   using System.Collections.Generic;
3   using Unity.VisualScripting;
4   using UnityEngine;
5
    Unity Script (1 asset reference) | 0 references
6   public class CheckPoint : MonoBehaviour
7   {
        Unity Message | 0 references
8       public void OnTriggerEnter2D(Collider2D collision)
9       {
10          if(collision.CompareTag("Player"))
11          {
12              collision.GetComponent<PlayerRespawn>().ReacherCheckPoint(transform.position.x,transform.position.y);
13          }
14      }
15  }
16
```

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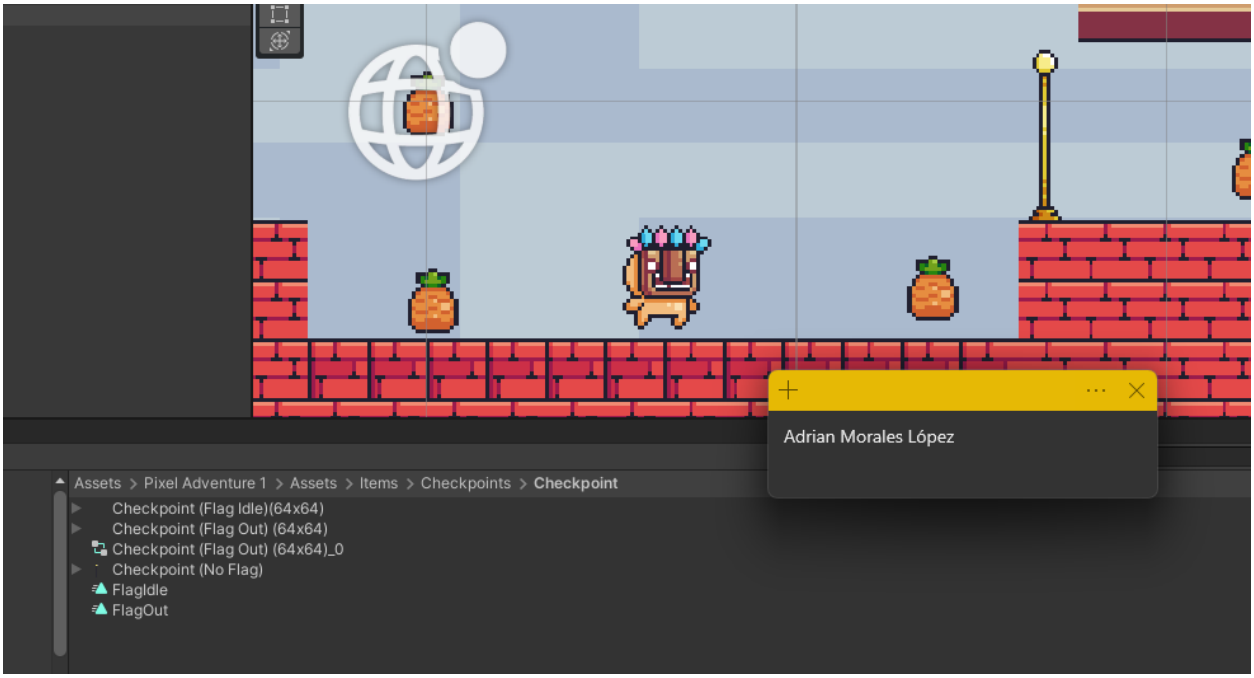
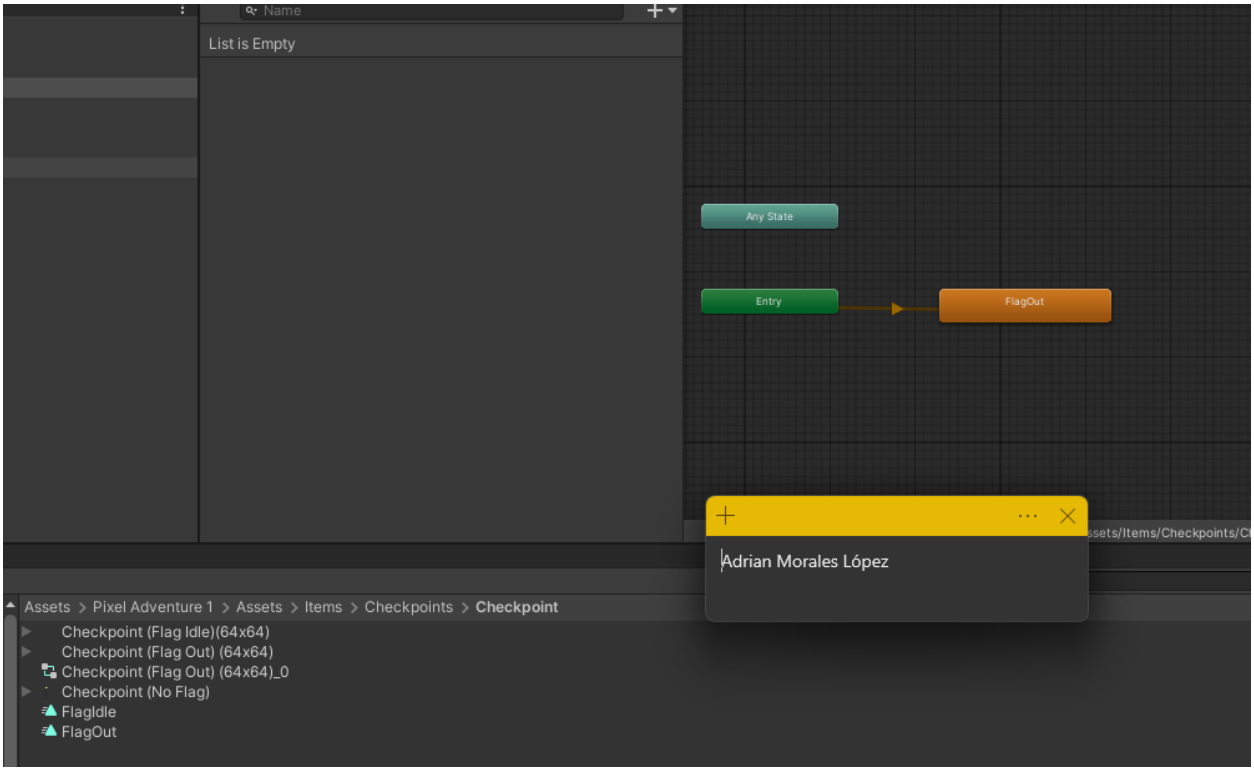
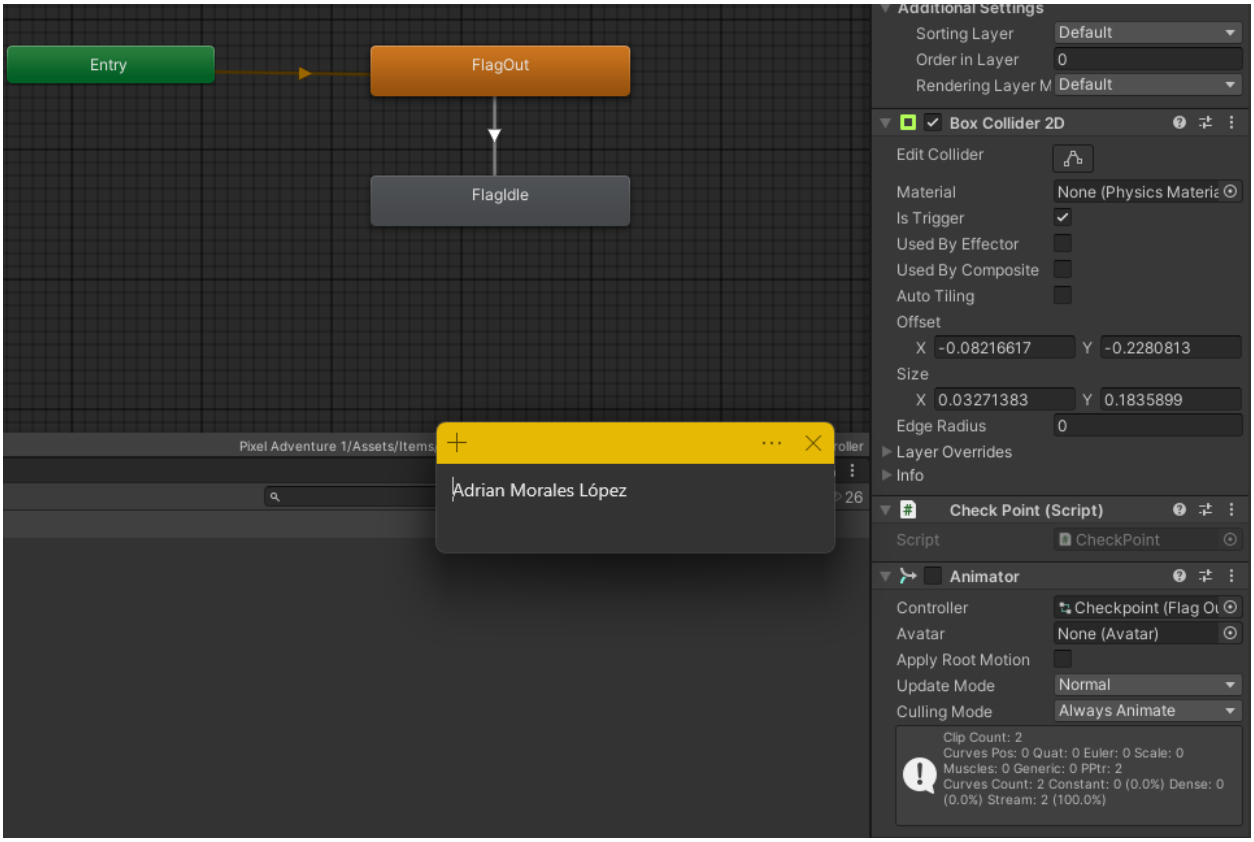



Name
List is Empty
Any State
Entry
FlagOut
Adrian Morales López
Assets > Pixel Adventure 1 > Assets > Items > Checkpoints > Checkpoint
Checkpoint (Flag Idle)(64x64)
Checkpoint (Flag Out) (64x64)
Checkpoint (Flag Out) (64x64)_0
Checkpoint (No Flag)
FlagIdle
FlagOut


Entry
FlagOut
FlagIdle
Pixel Adventure 1/Assets/Items
Adrian Morales López
Additional Settings
Sorting Layer
Default
Order in Layer
0
Rendering Layer M
Default
Box Collider 2D
Edit Collider
Material
None (Physics Materia
Is Trigger
Used By Effector
Used By Composite
Auto Tiling
Offset
X -0.08216617
Y -0.2280813
Size
X 0.03271383
Y 0.1835899
Edge Radius
0
Layer Overrides
Info
Check Point (Script)
Script
CheckPoint
Animator
Controller
Checkpoint (Flag Ou
Avatar
None (Avatar)
Apply Root Motion
Update Mode
Normal
Culling Mode
Always Animate
Clip Count: 2
Curves Pos: 0 Quat: 0 Euler: 0 Scale: 0
Muscles: 0 Generic: 0 PPtr: 2
Curves Count: 2 Constant: 0 (0.0%) Dense: 0
(0.0%) Stream: 2 (100.0%)

```
        if(collision.CompareTag("Player"))
        {
            collision.GetComponent<PlayerRespawn>().ReacherCheckPoint(transform.position.x,transform.position.y);
            GetComponent<Animator>().enabled = true;
        }
    }
}
```

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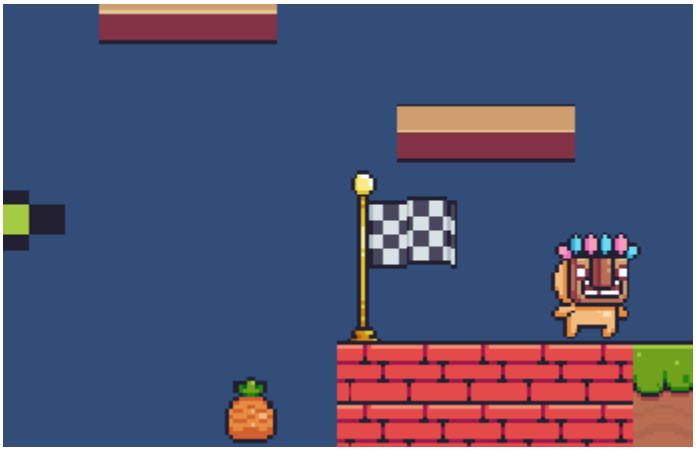

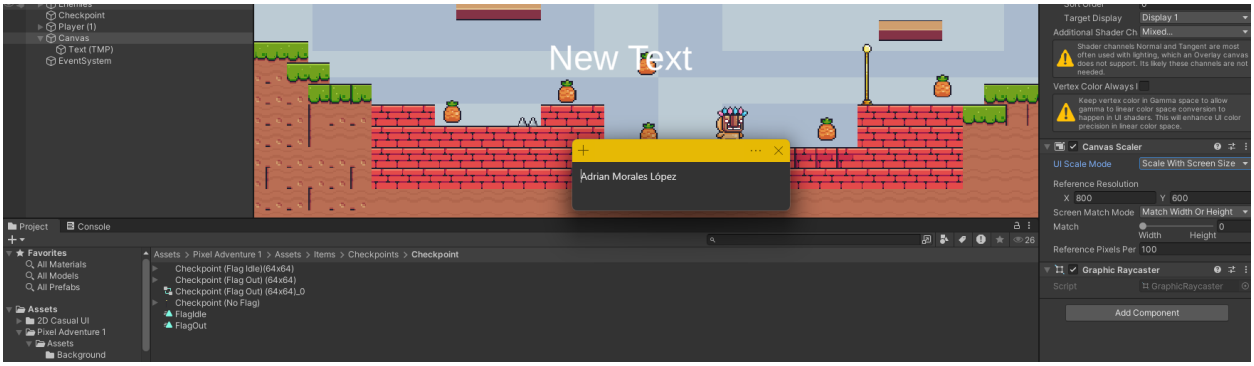

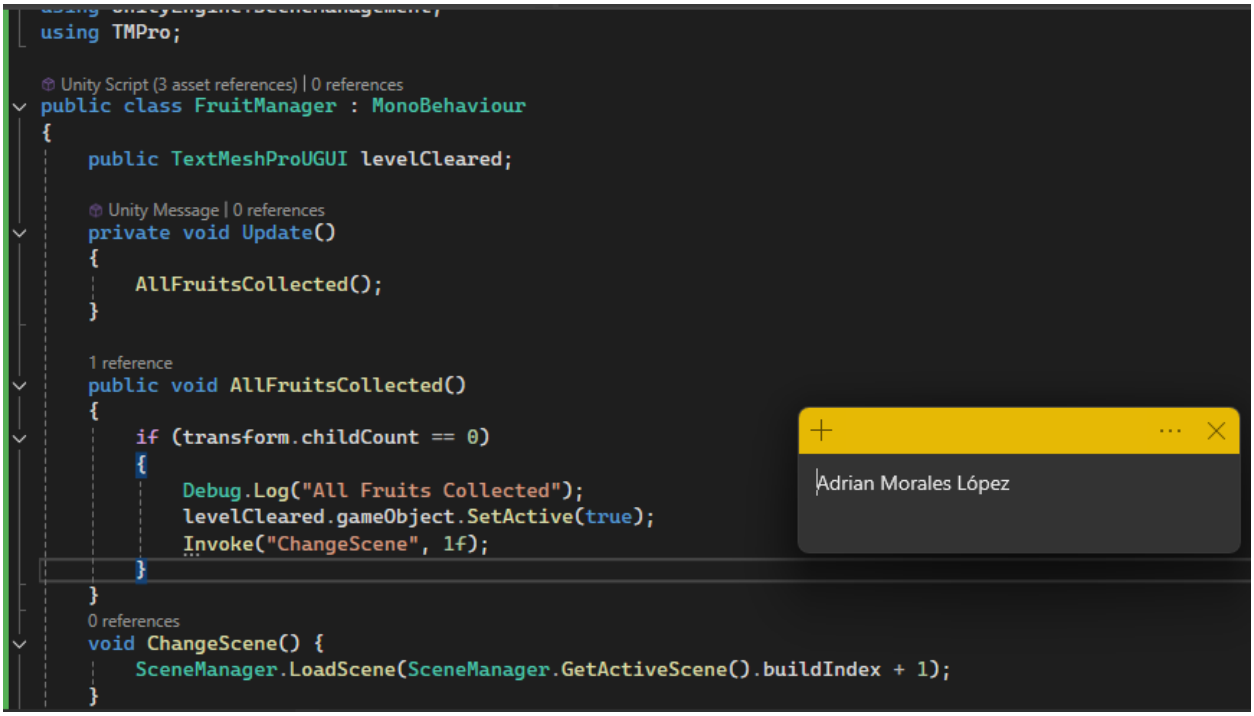
using TMPro;
Unity Script (3 asset references) | 0 references
public class FruitManager : MonoBehaviour
{
public TextMeshProUGUI levelCleared;
Unity Message | 0 references
private void Update()
{
AllFruitsCollected();
}
1 reference
public void AllFruitsCollected()
{
if (transform.childCount == 0)
{
Debug.Log("All Fruits Collected");
levelCleared.gameObject.SetActive(true);
Invoke("ChangeScene", 1f);
}
}
0 references
void ChangeScene() {
SceneManager.LoadScene(SceneManager.GetActiveScene().buildIndex + 1);
}
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