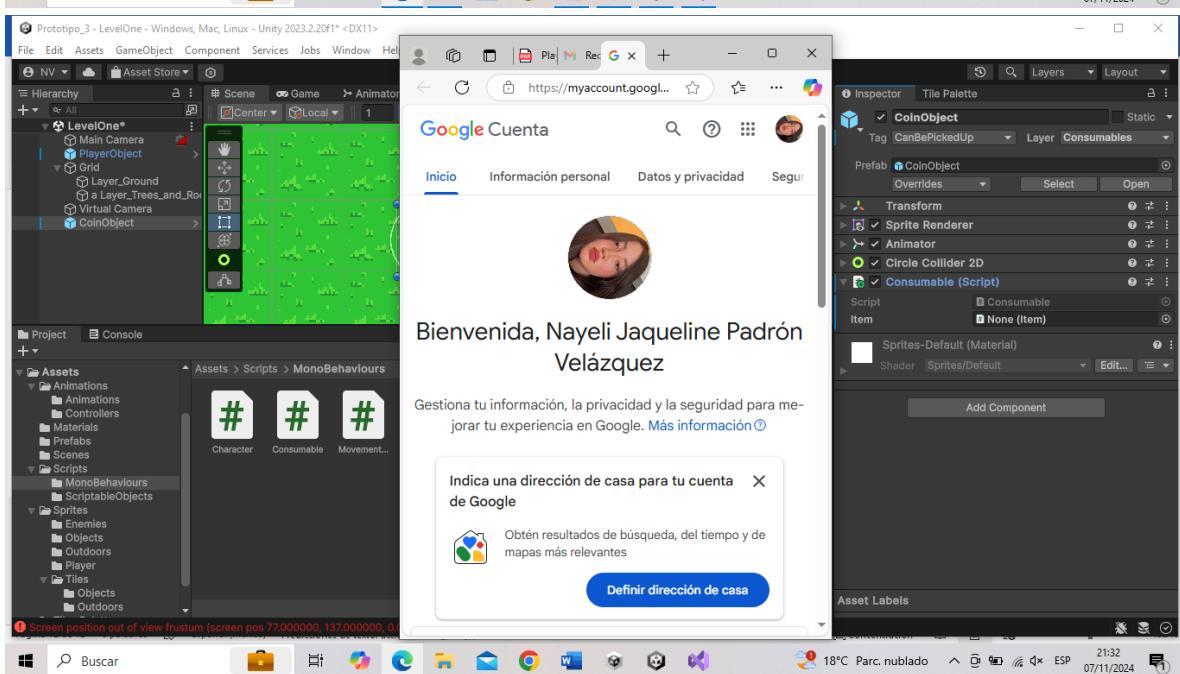
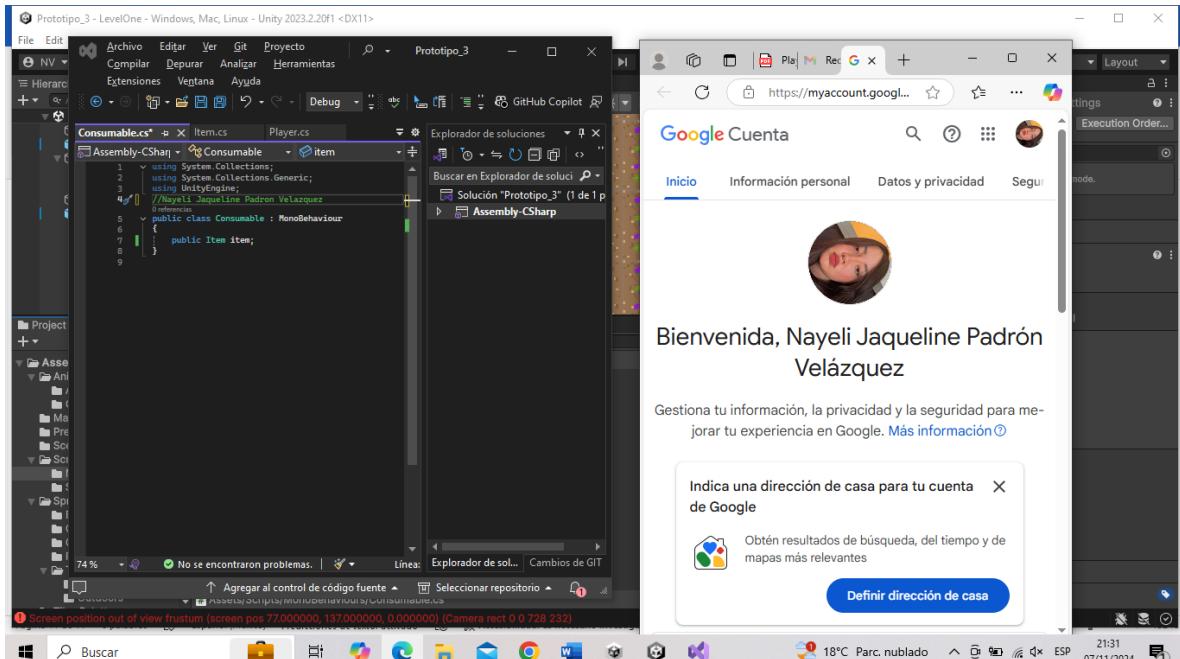


Screenshot of Visual Studio showing the `Player.cs` file. The code defines a `Player` class that inherits from `Character`. It includes a private void method `OnTriggerEnter2D(Collider2D collision)` that checks if the collision game object has the tag "CanBePickedUp" and sets its active state accordingly.

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
//Hayas Jacqueline Padron Velazquez
//Soy estudiante de ingenieria de computacion | Referencias
public class Player : Character
{
    //Mensaje de Unity [0] referencias
    private void OnTriggerEnter2D(Collider2D collision)
    {
        if (collision.gameObject.CompareTag("CanBePickedUp"))
        {
            collision.gameObject.SetActive(true);
        }
    }
}
```

Screenshot of Visual Studio showing the `Item.cs` file. The code defines an `Item` class that implements `ScriptableObject`. It contains fields for `objectName`, `sprite`, `quantity`, `stackable`, `itemType`, and an enum `ItemType` with values `CODIN` and `HEALTH`.

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
//Hayas Jacqueline Padron Velazquez
[CreateAssetMenuItemName = "Item"] //Opción más en el menú
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 específico
    public bool stackable; //Múltiples copias
    public ItemType itemType; //Tipo de un elemento
    //Referencia
    public enum ItemType //Identifica el tipo objeto consumible
    {
        CODIN,
        HEALTH
    }
}
```



Player.cs

```
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4 //Nayeli Jacqueline Padrón Velazquez
5 
6 class Player : Character
7 {
8     // Método invocado cuando otro collider colisiona.
9     private void OnTriggerEnter2D(Collider2D collision)
10    {
11        // Verifica si el objeto colisionado tiene como etiqueta CanBePickedUp
12        if (collision.gameObject.CompareTag("CanBePickedUp"))
13        {
14            Item hitObject = collision.gameObject.GetComponent<Consumable>().item;
15            if (hitObject != null)
16            {
17                print("Nombre: " + hitObject.gameObject.name);
18                collision.gameObject.SetActive(false);
19            }
20        }
21    }
22 }
23 
```

Player.cs

```
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4 //Nayeli Jacqueline Padrón Velazquez
5 
6 class Player : Character
7 {
8     // Método invocado cuando otro collider colisiona.
9     private void OnTriggerEnter2D(Collider2D collision)
10    {
11        // Verifica si el objeto colisionado tiene como etiqueta CanBePickedUp
12        if (collision.gameObject.CompareTag("CanBePickedUp"))
13        {
14            Item hitObject = collision.gameObject.GetComponent<Consumable>().item;
15            if (hitObject != null)
16            {
17                print("Nombre: " + hitObject.gameObject.name);
18                //Switch
19                switch (hitObject.itemType)
20                {
21                    case Item.ItemType.COIN:
22                        break;
23                    case Item.ItemType.HEALTH:
24                        AddHealth(hitPoints(hitObject.quantity));
25                        break;
26                    default:
27                        break;
28                }
29            }
30            collision.gameObject.SetActive(false);
31        }
32    }
33 }
34 
```

hitPoints
public void AdjustHitPoints(int amount)
{
 hitPoints = hitPoints + amount;
 print("Ajustando puntos: " + amount + "Nuevo valor: " + hitPoints);
}