
***UNIVERSIDAD TECNOLOGICA DEL
NORTE DE GUANAJUATO***

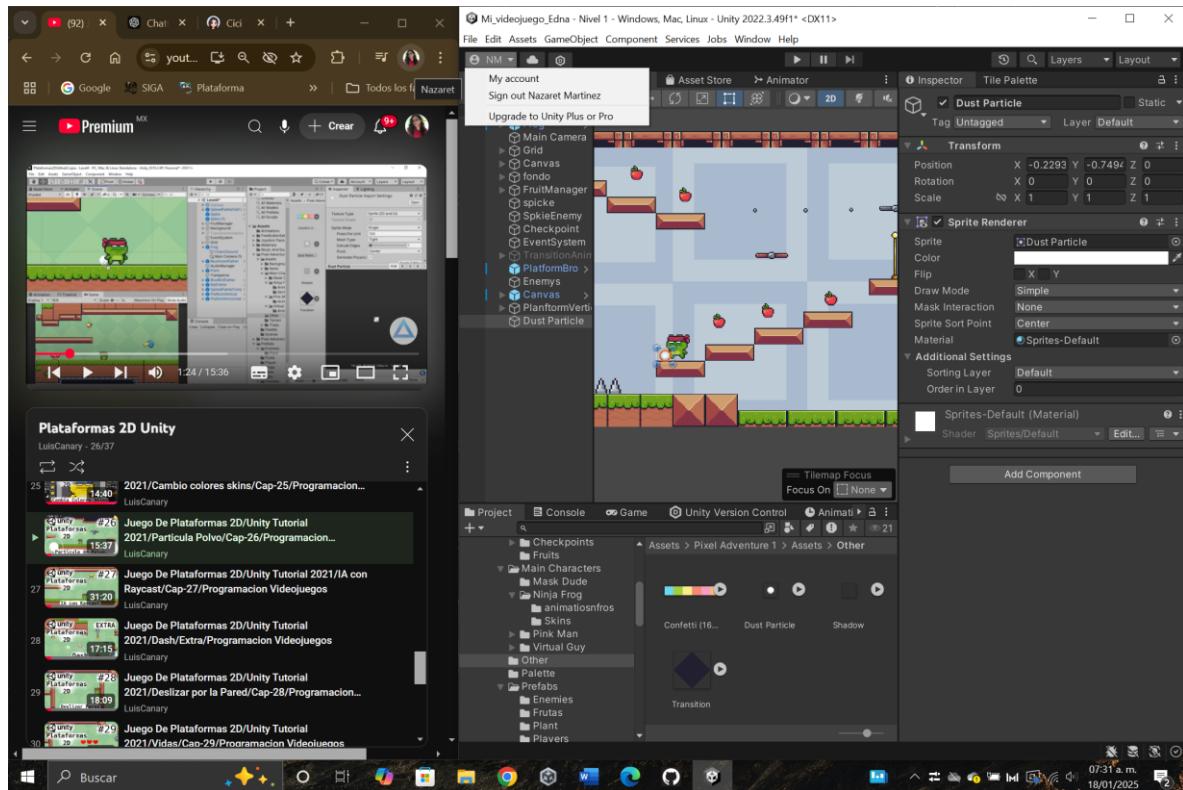
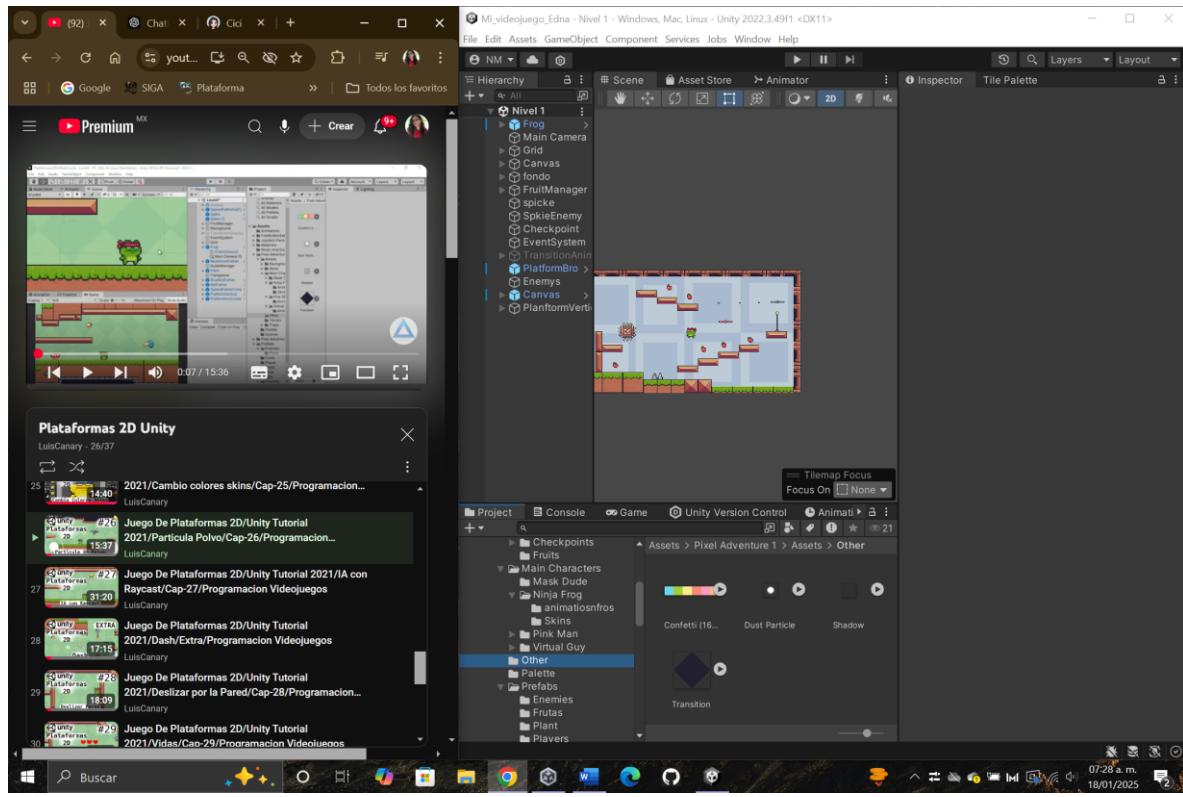
Creación de Video Juegos

***Unidad 2
Instrumento de Evaluación R2
Evidencias de Capítulo 26
GIDS4102***

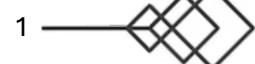
Edna Nazaret Martinez Prado

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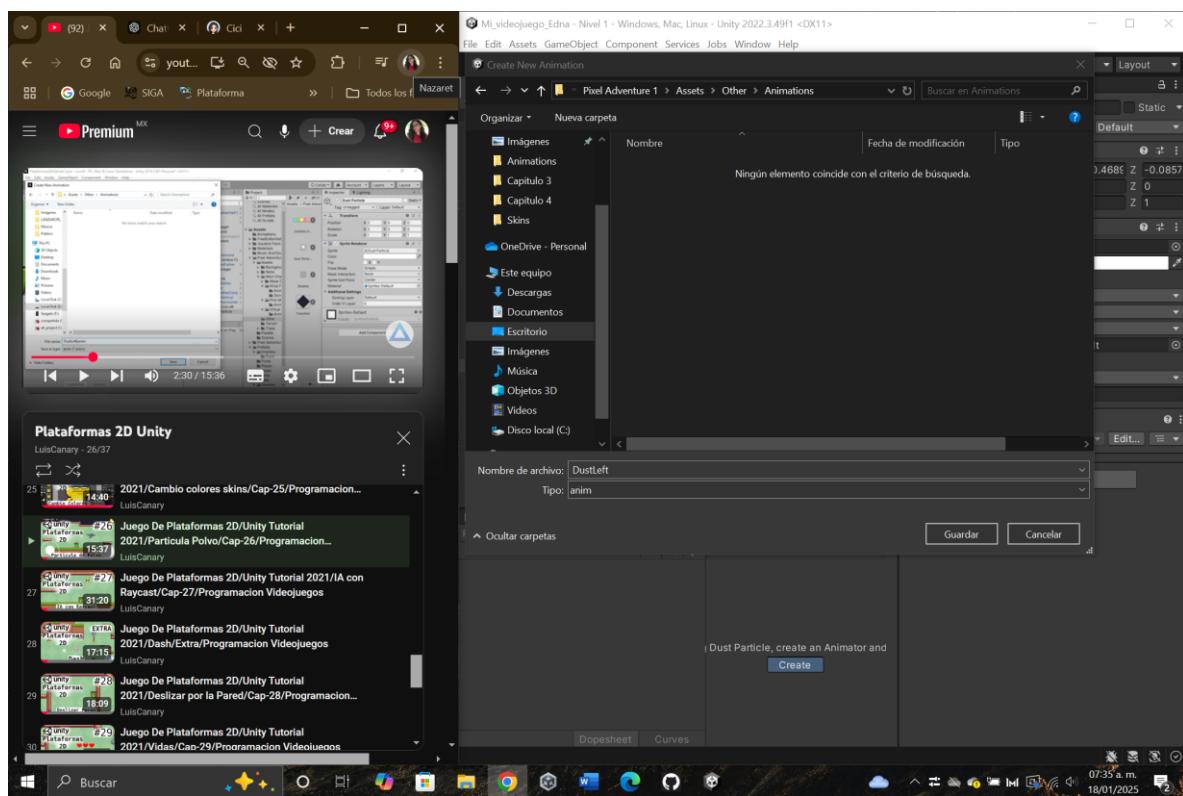
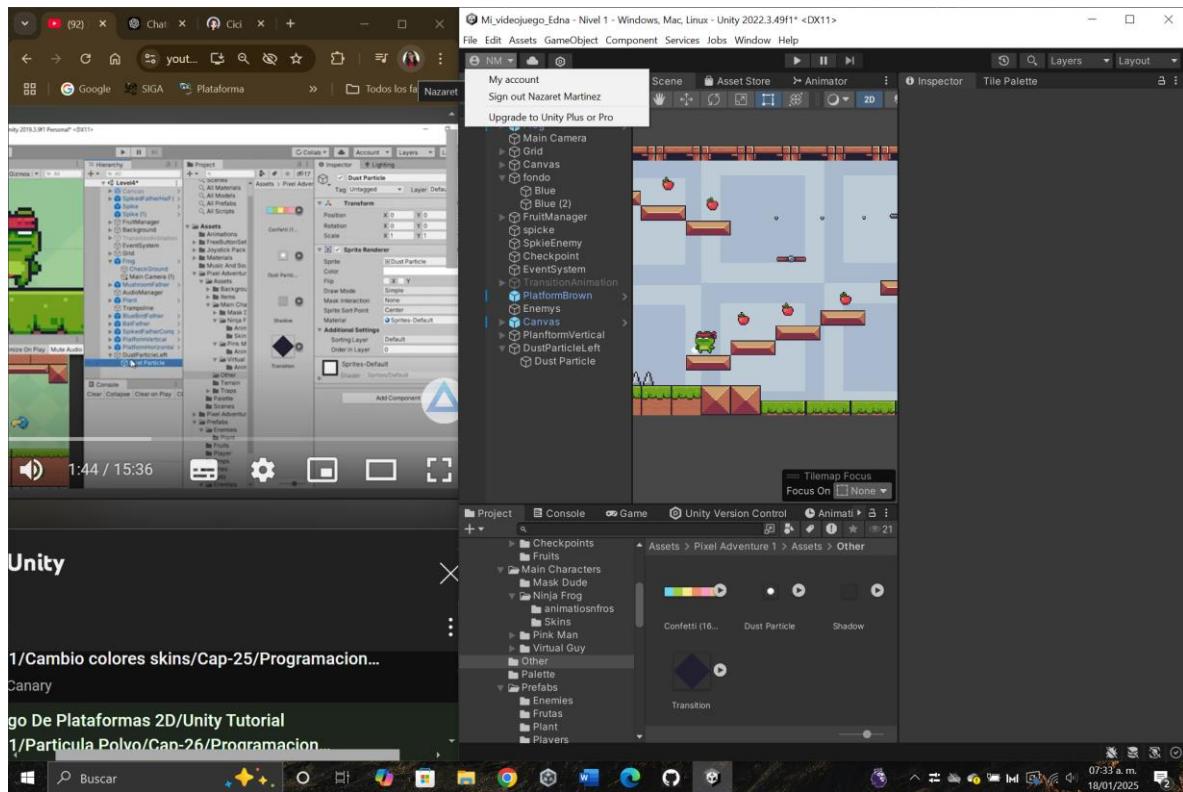
Evidencias de Autoría y fecha de Creación



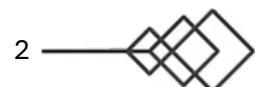
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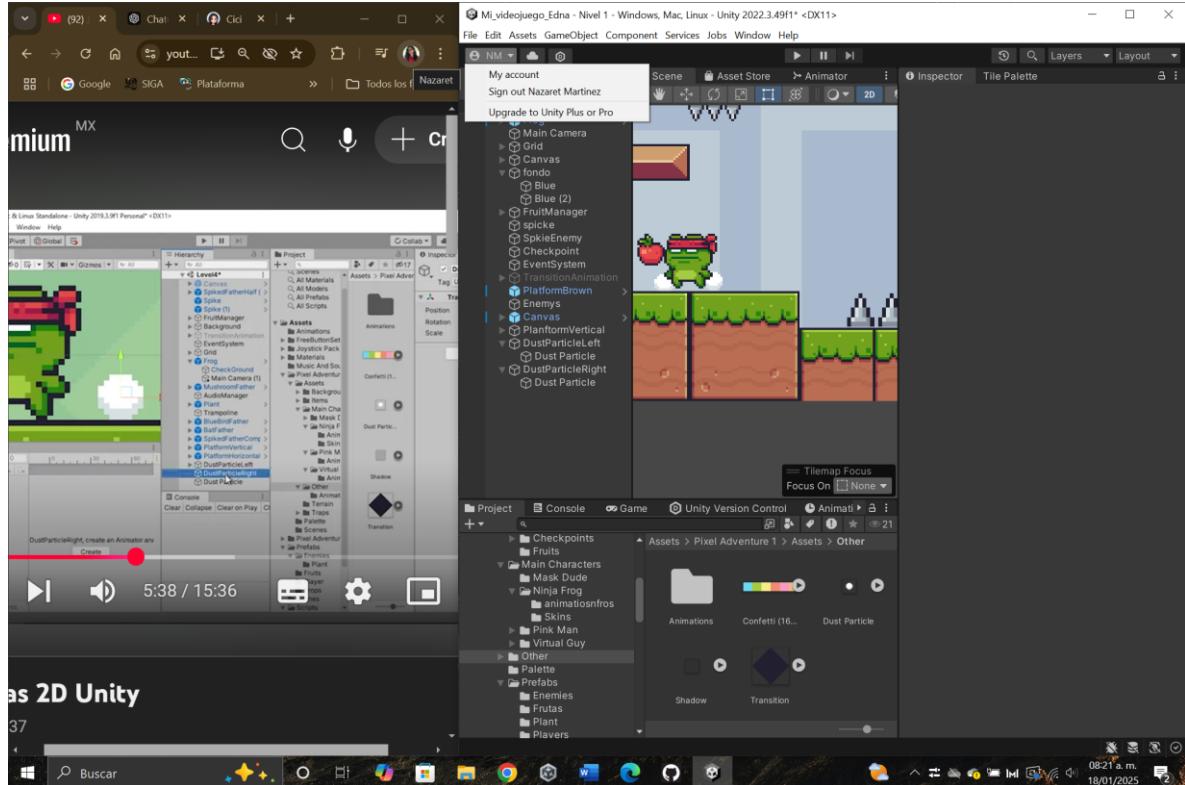
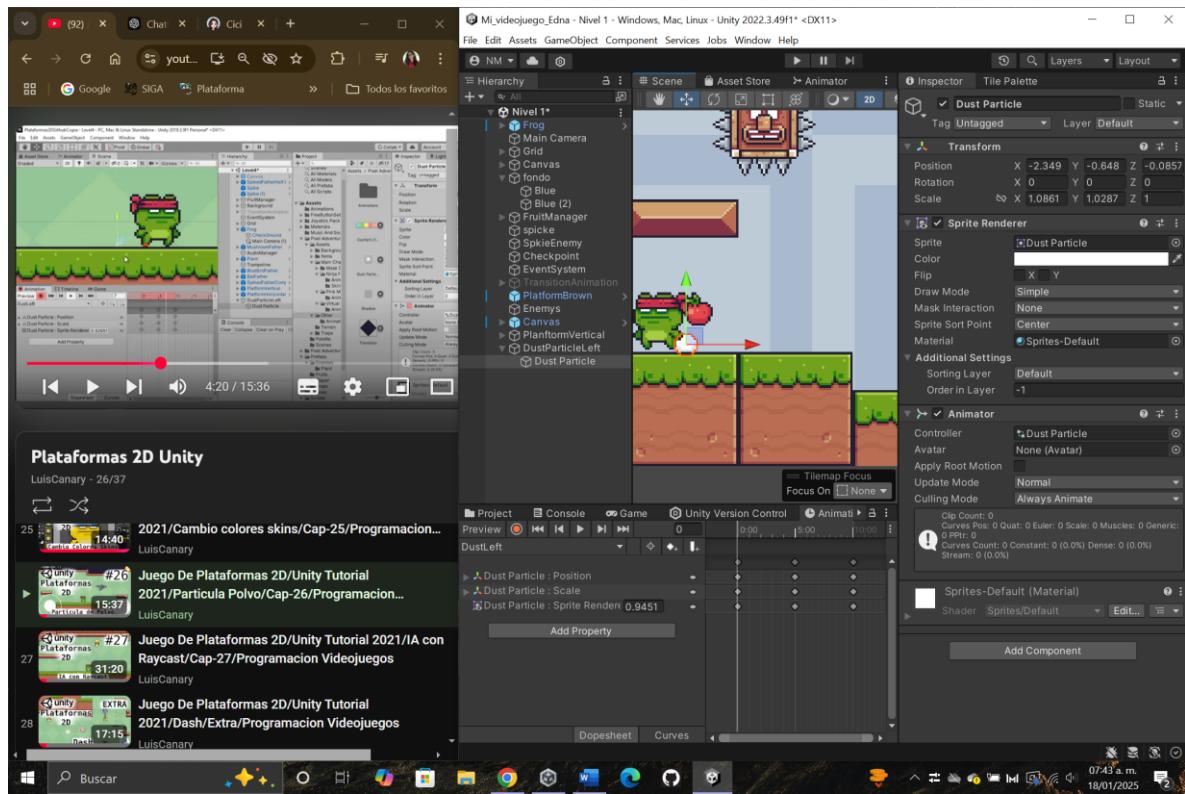
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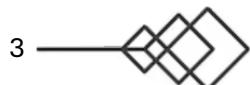
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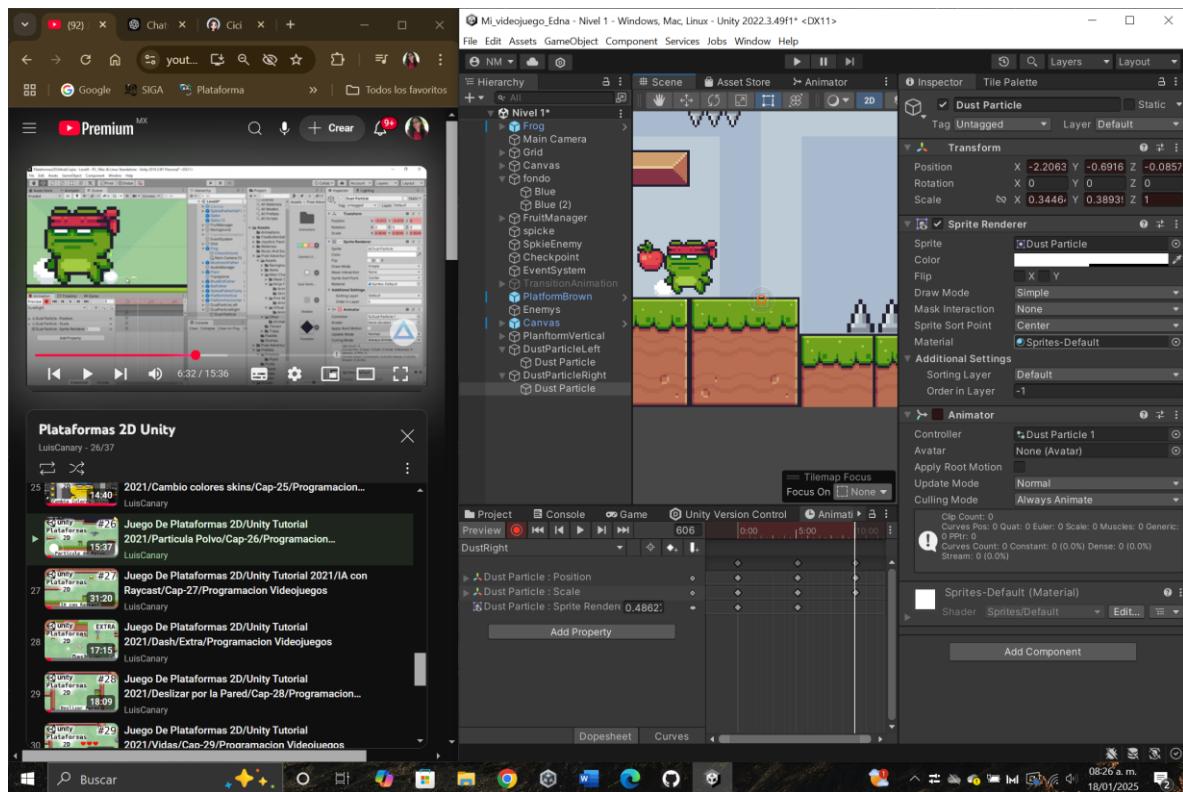
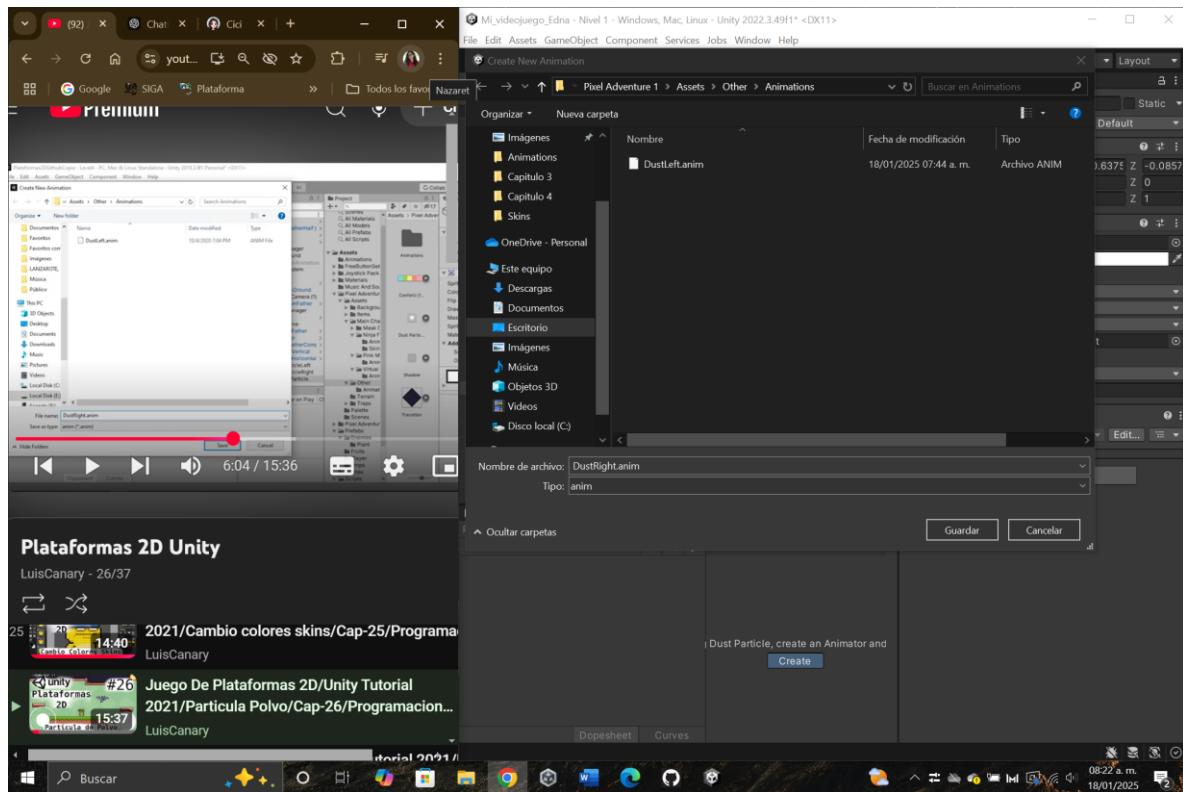
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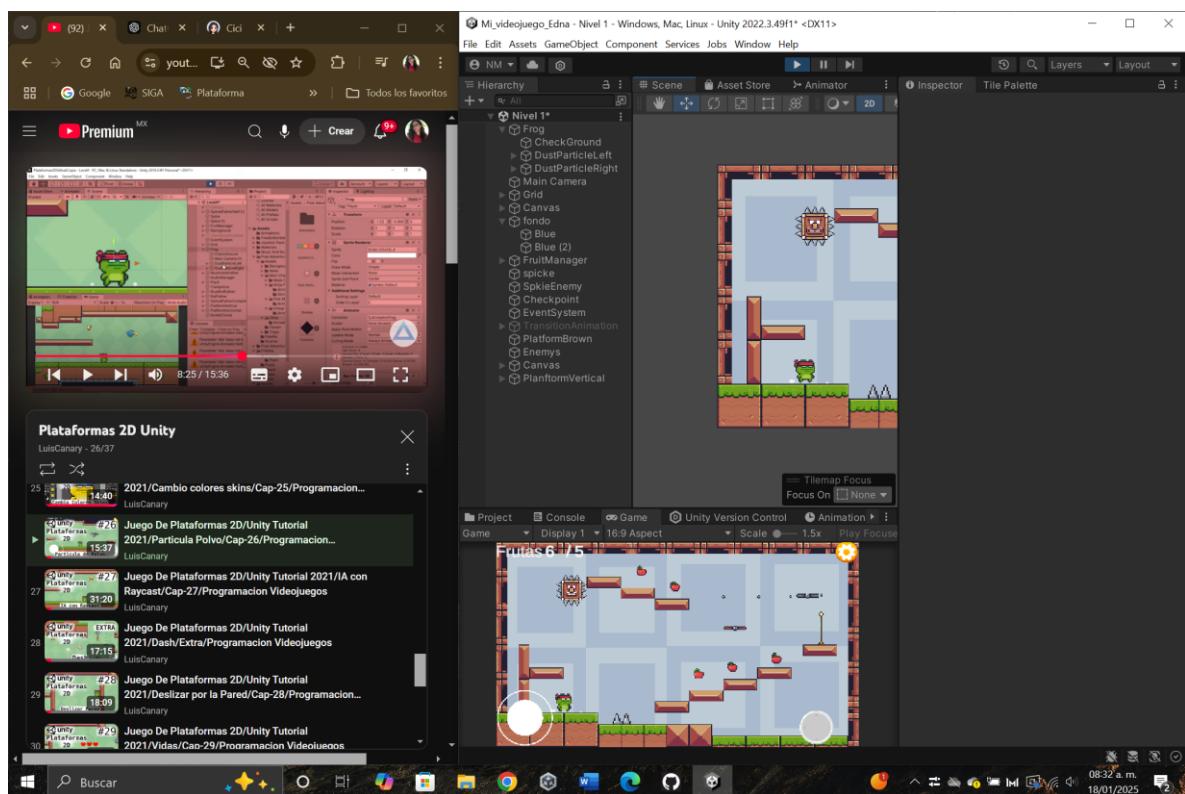
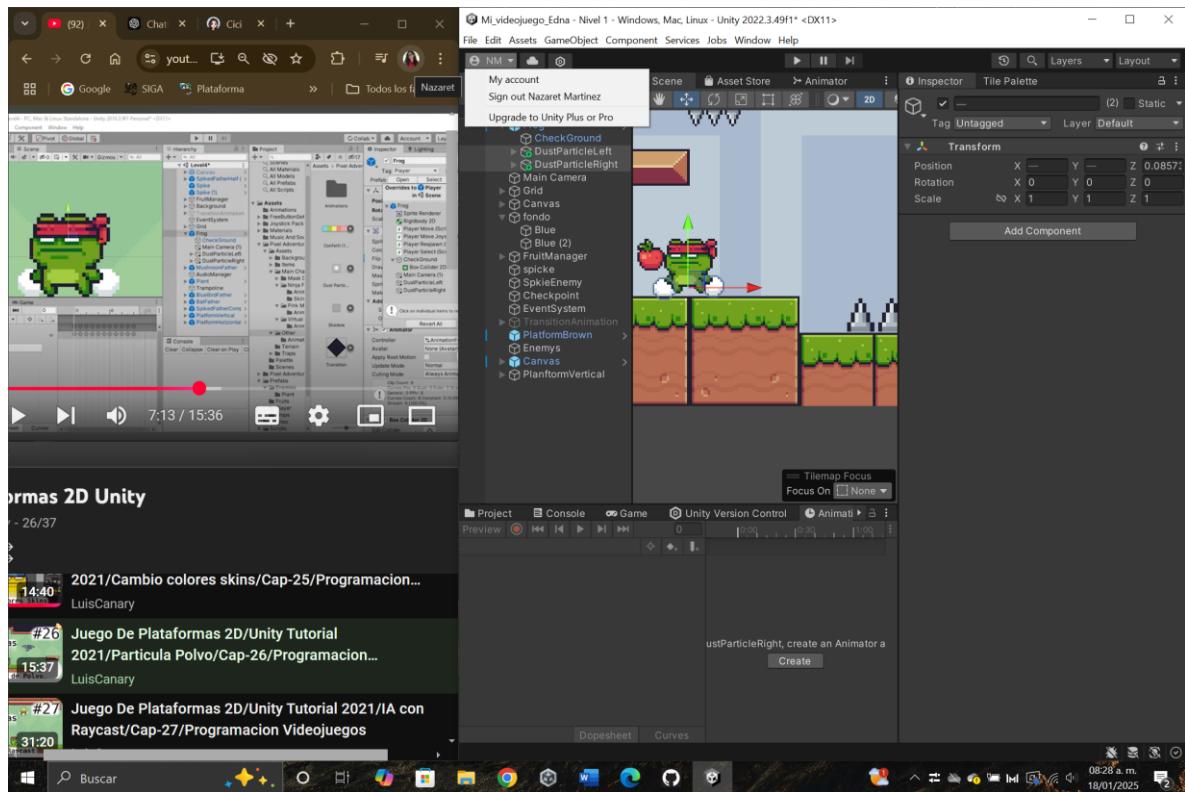
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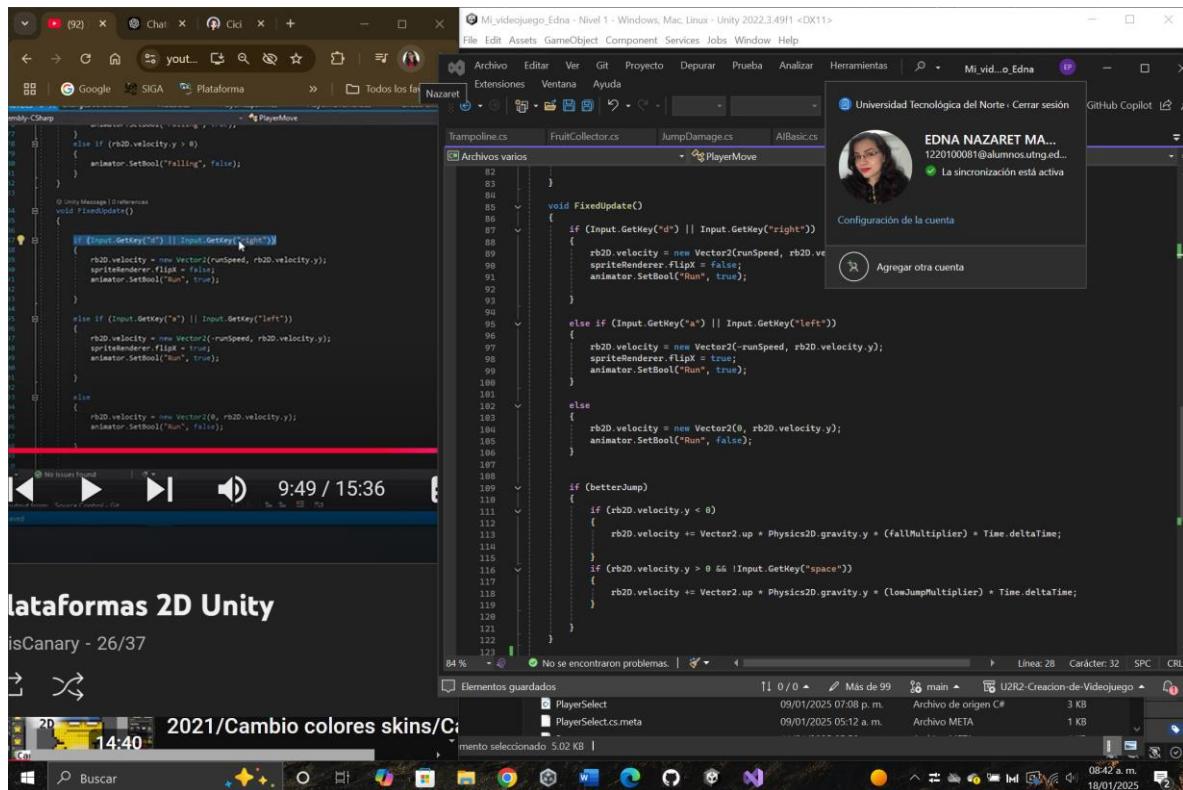


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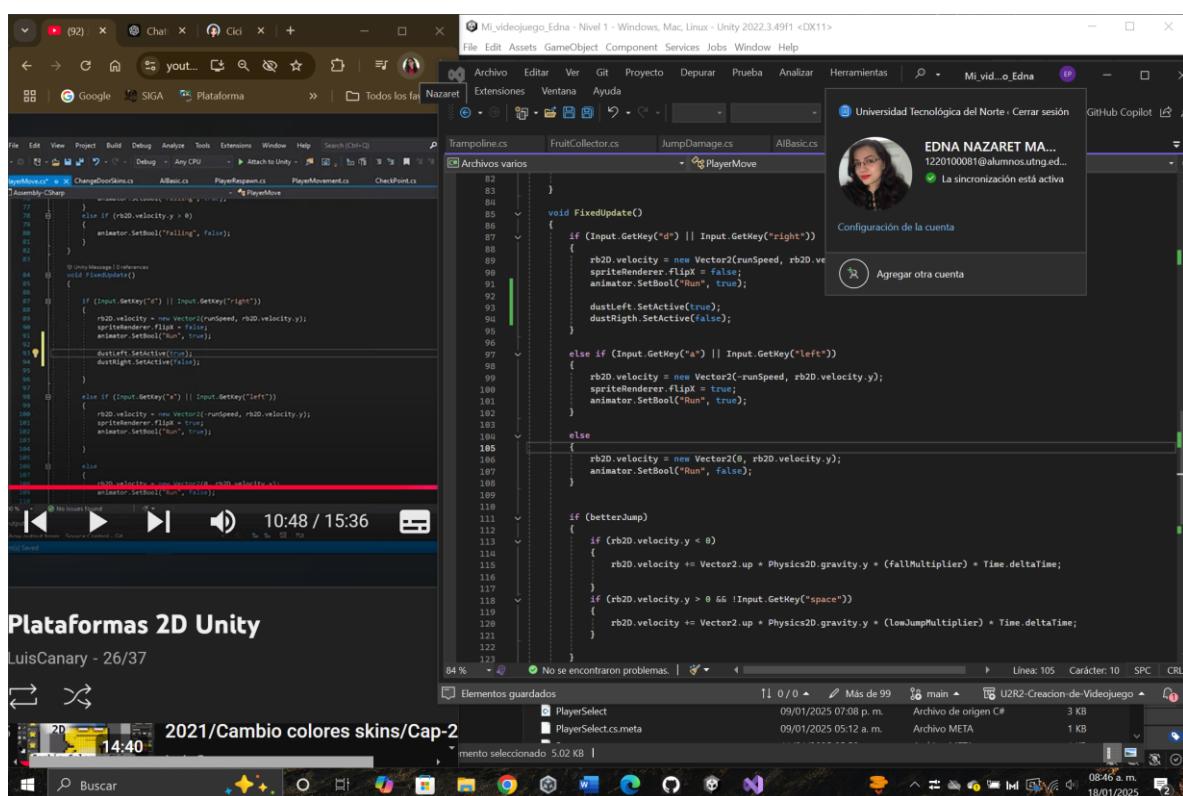


The screenshot shows the Unity Editor interface with the PlayerMove.cs script open in the code editor. The script contains logic for character movement based on input keys (right, left, up) and a jump mechanism using the space bar. A configuration window for GitHub Copilot is visible on the right side of the screen.

```
Assembly-CSharp
82 void FixedUpdate()
83 {
84     if (Input.GetKey("d") || Input.GetKey("right"))
85     {
86         rb2D.velocity = new Vector2(crunSpeed, rb2D.velocity.y);
87         spriteRenderer.flipX = false;
88         animator.SetBool("Run", true);
89     }
90     else if (Input.GetKey("a") || Input.GetKey("left"))
91     {
92         rb2D.velocity = new Vector2(-runSpeed, rb2D.velocity.y);
93         spriteRenderer.flipX = true;
94         animator.SetBool("Run", true);
95     }
96     else
97     {
98         rb2D.velocity = new Vector2(0, rb2D.velocity.y);
99         animator.SetBool("Run", false);
100    }
101
102    if (rb2D.velocity.y < 0)
103    {
104        rb2D.velocity += Vector2.up * Physics2D.gravity.y * (fallMultiplier) * Time.deltaTime;
105    }
106    if (rb2D.velocity.y > 0 && !Input.GetKey("space"))
107    {
108        rb2D.velocity += Vector2.up * Physics2D.gravity.y * (lowJumpMultiplier) * Time.deltaTime;
109    }
110 }
111
112 void dustLeftSetActive(bool value)
113 {
114     dustLeft.SetActive(value);
115 }
116
117 void dustRightSetActive(bool value)
118 {
119     dustRight.SetActive(value);
120 }
```

Plataformas 2D Unity

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The screenshot shows the Unity Editor interface with the PlayerMove.cs script open in the code editor. The script is identical to the one in the previous screenshot, containing movement logic and a jump mechanism. A configuration window for GitHub Copilot is visible on the right side of the screen.

```
Assembly-CSharp
82 void FixedUpdate()
83 {
84     if (Input.GetKey("d") || Input.GetKey("right"))
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```

Plataformas 2D Unity

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Unidad 2 R2

