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

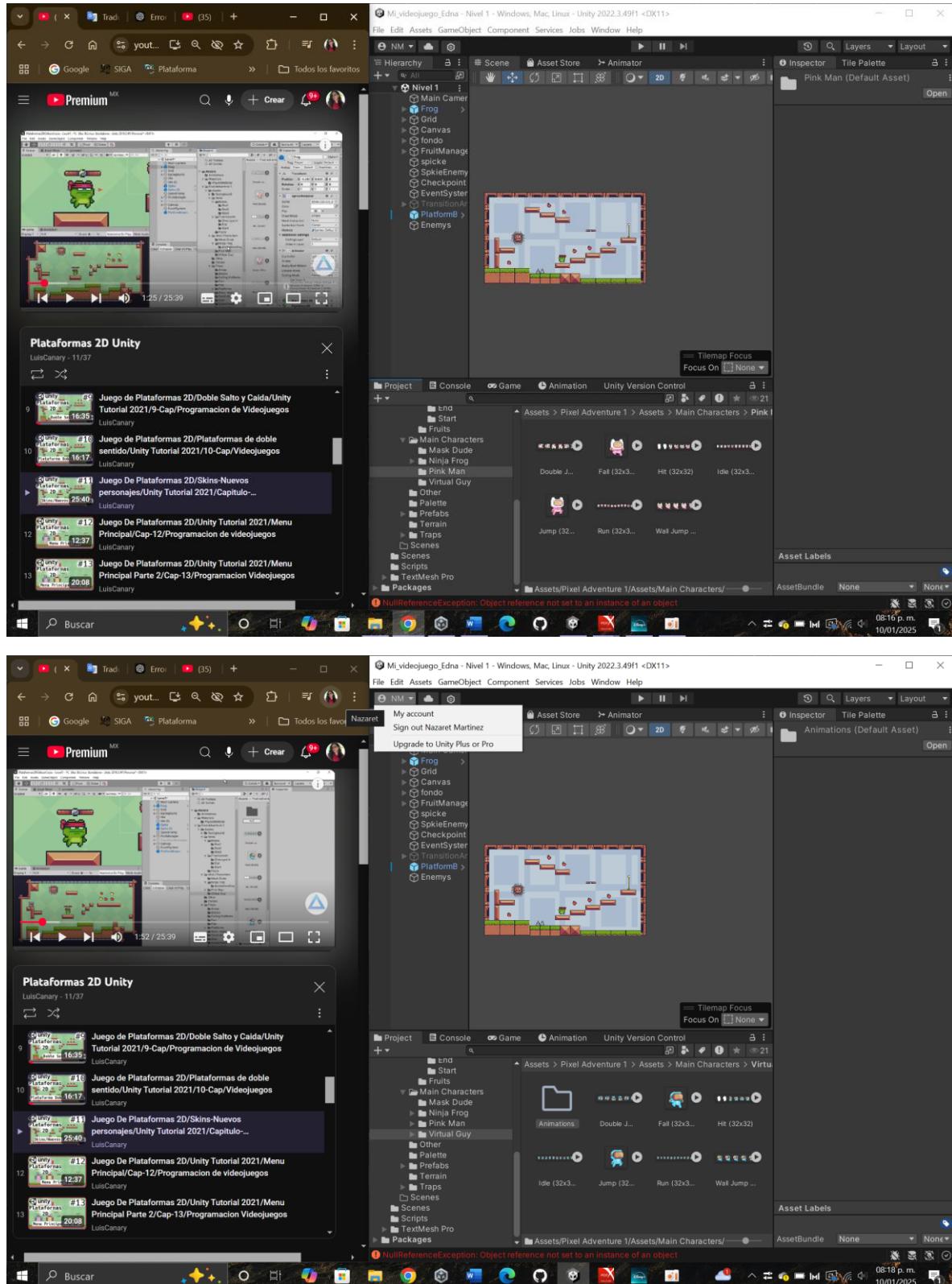
Creación de Video Juegos

***Unidad 2
Instrumento de Evaluación R2
Evidencias de Capítulo 11
GIDS4102***

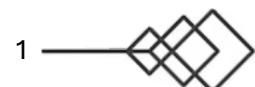
Edna Nazaret Martinez Prado

Unidad 2 R2

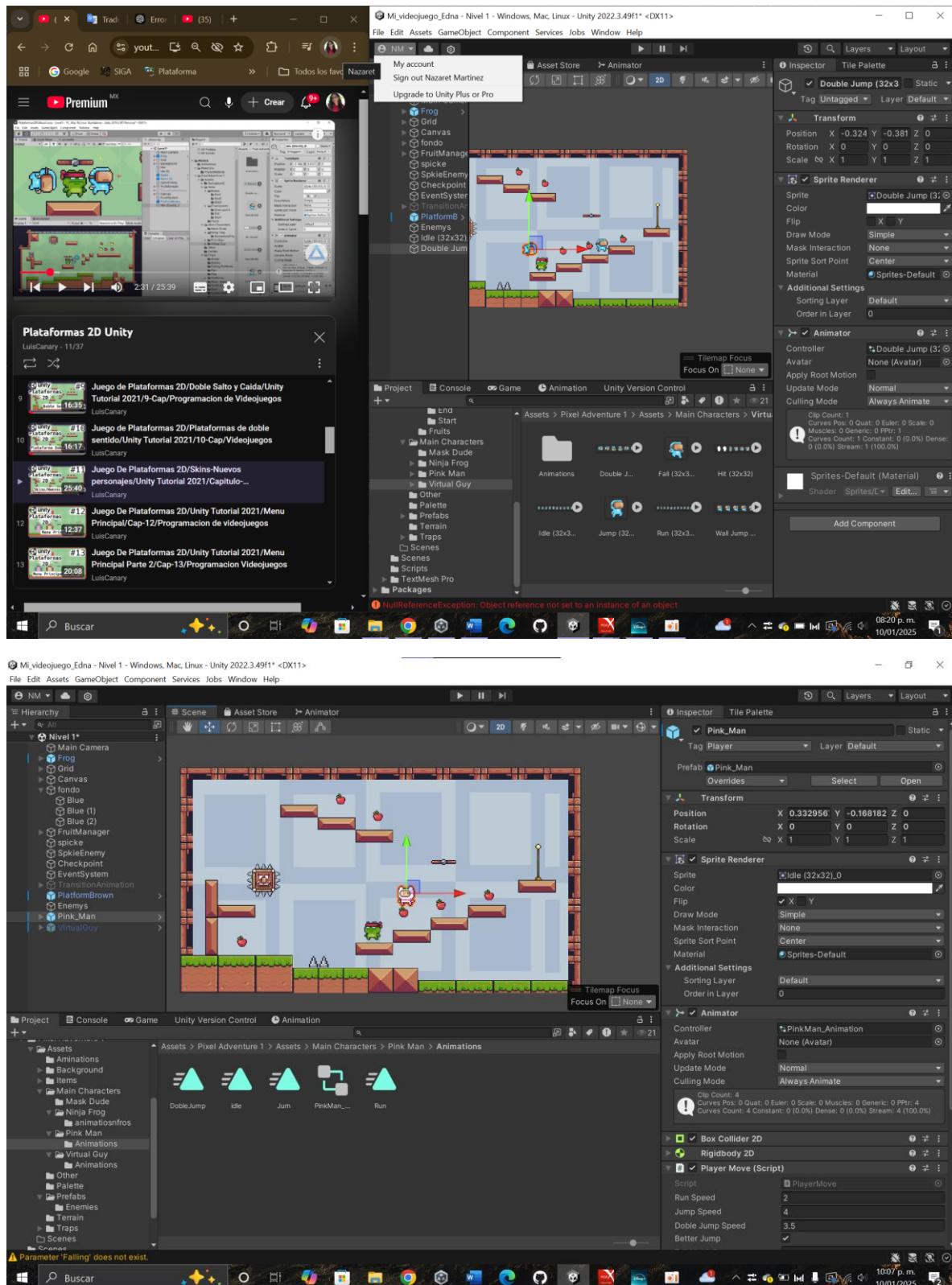
Evidencias de Autoría y fecha de Creación



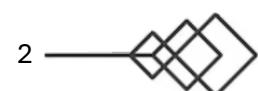
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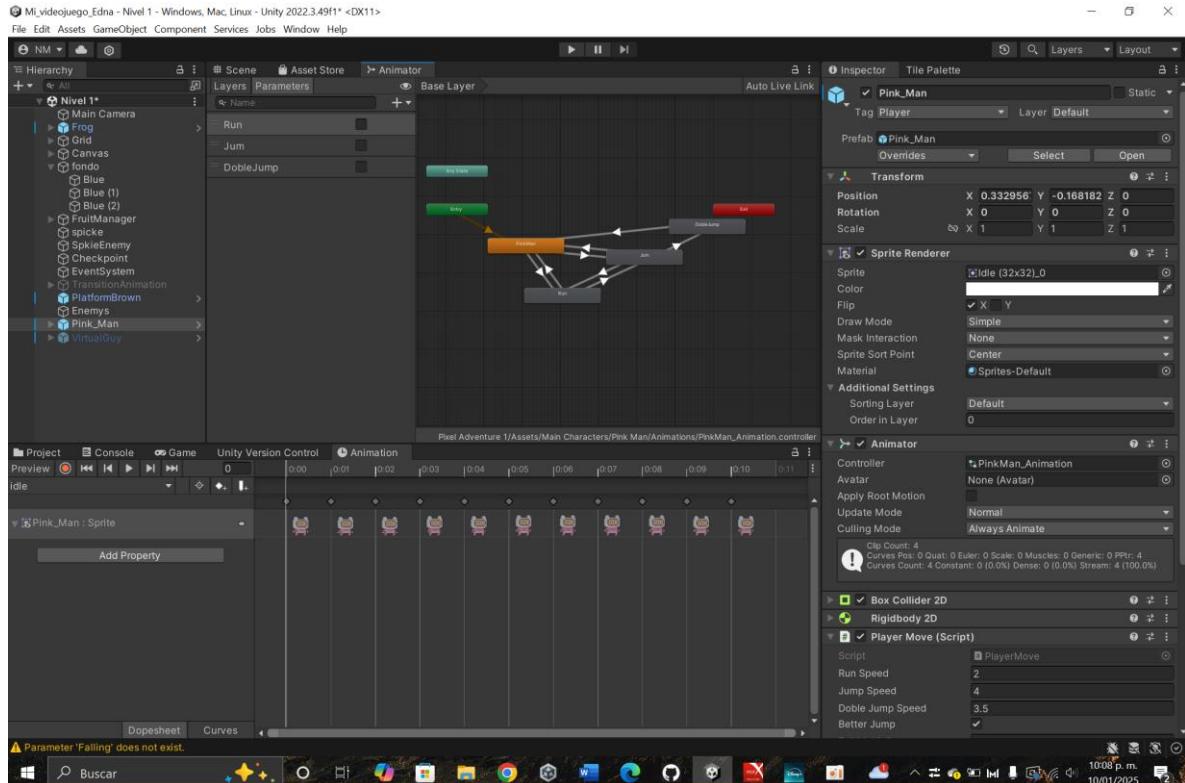
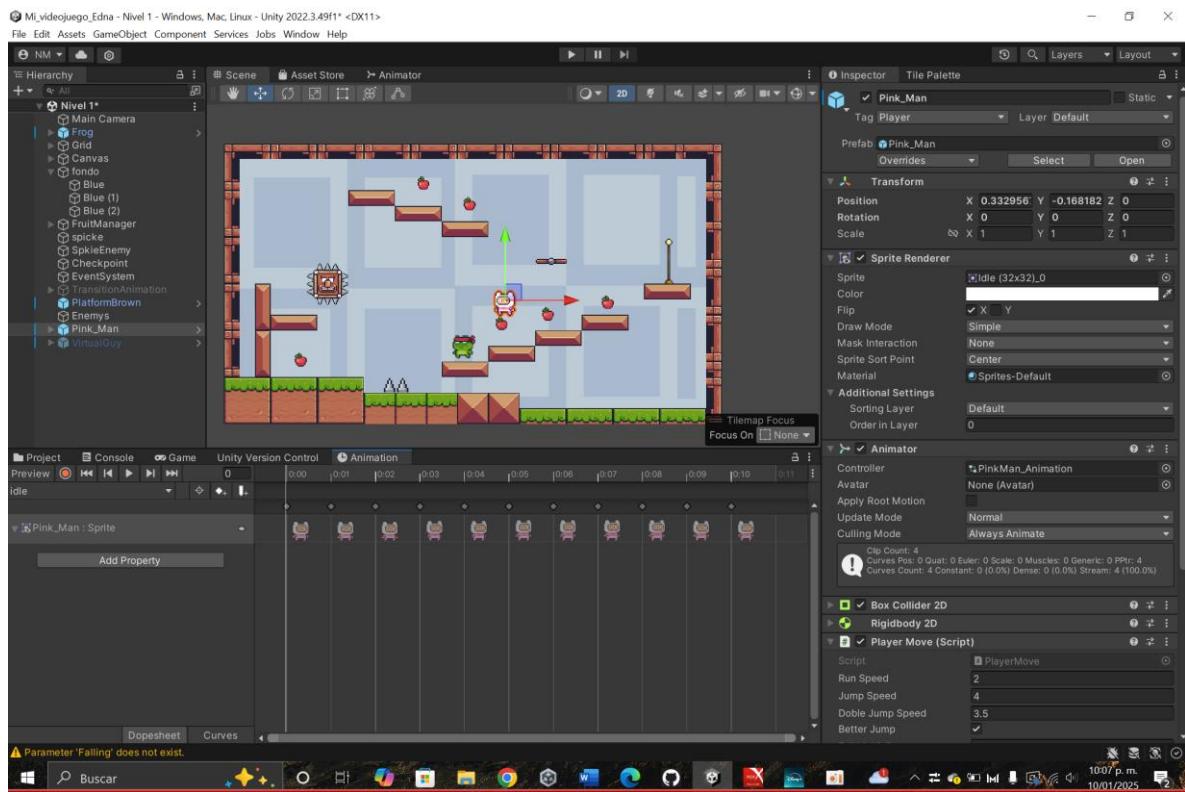
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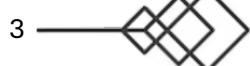
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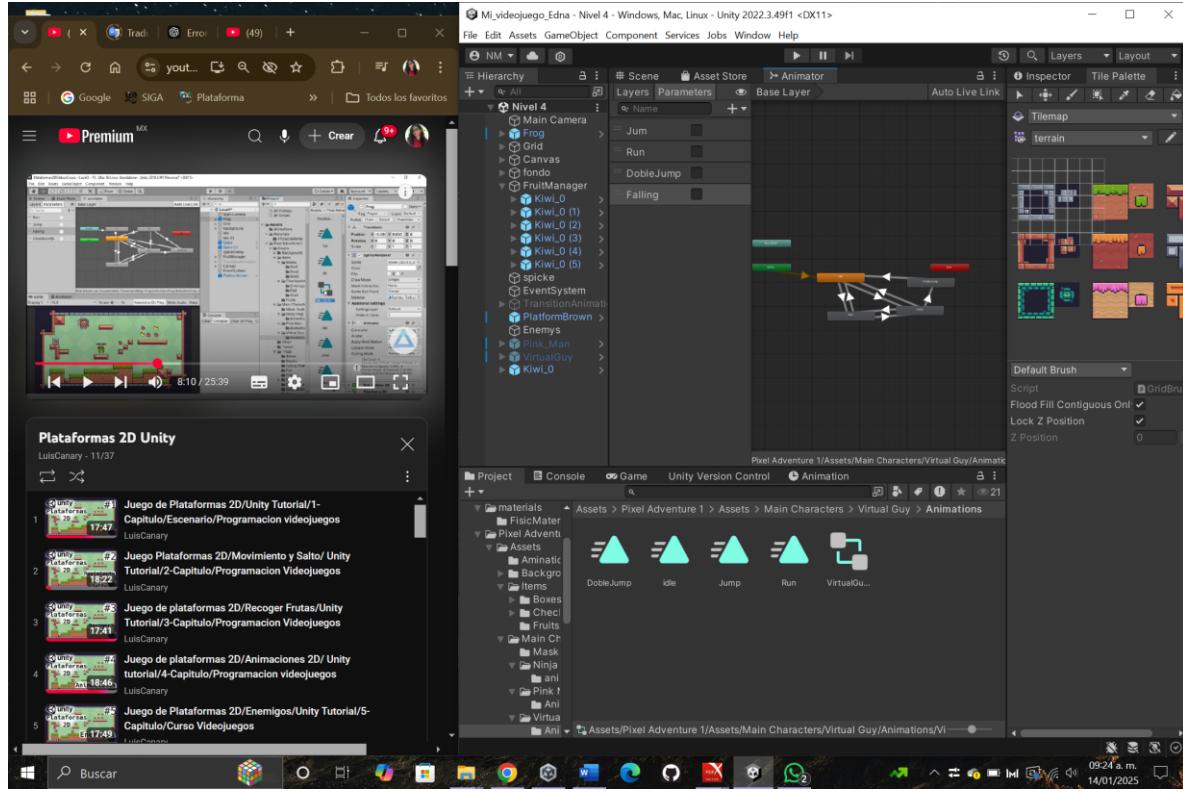
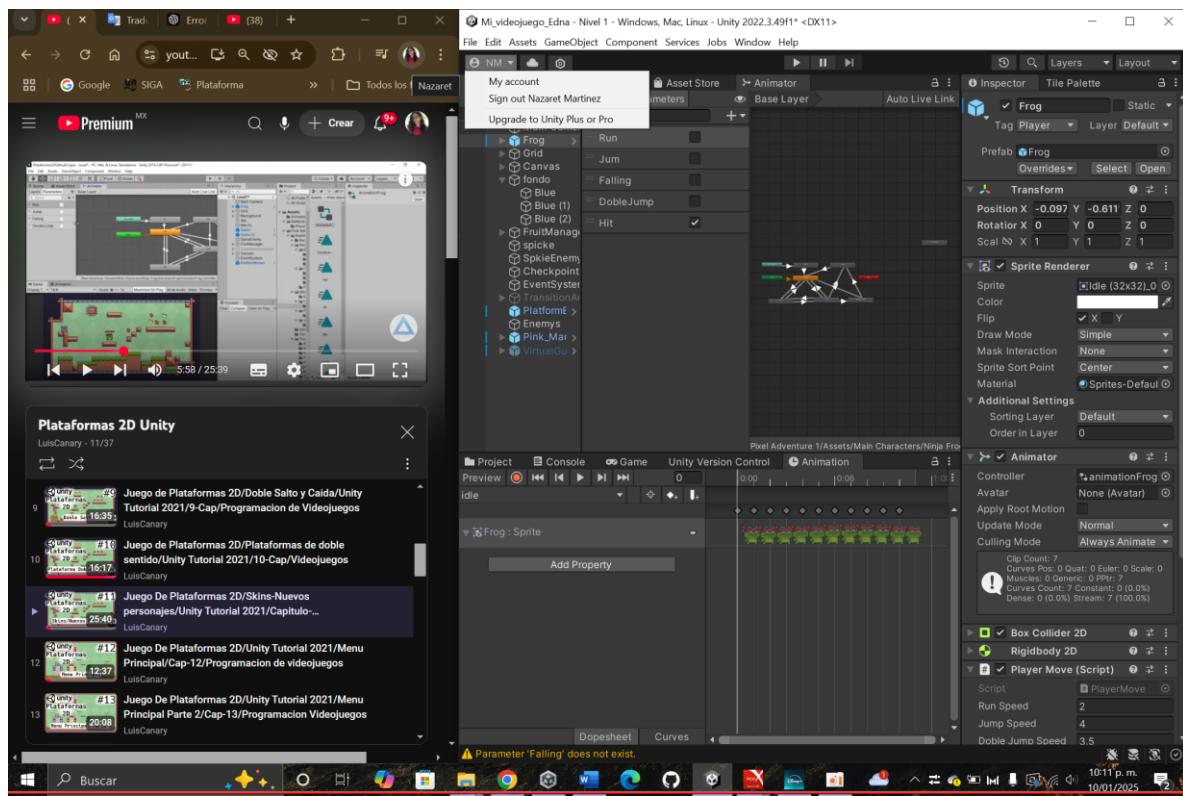
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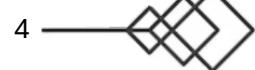
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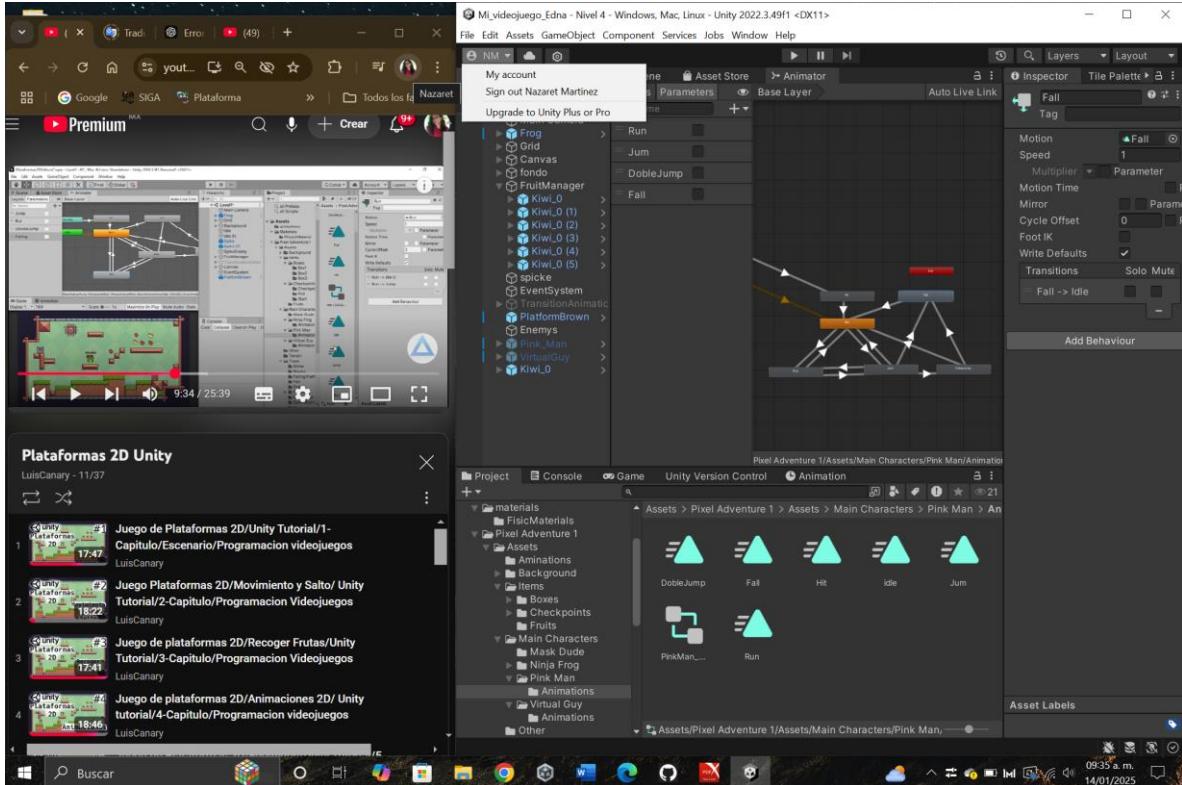
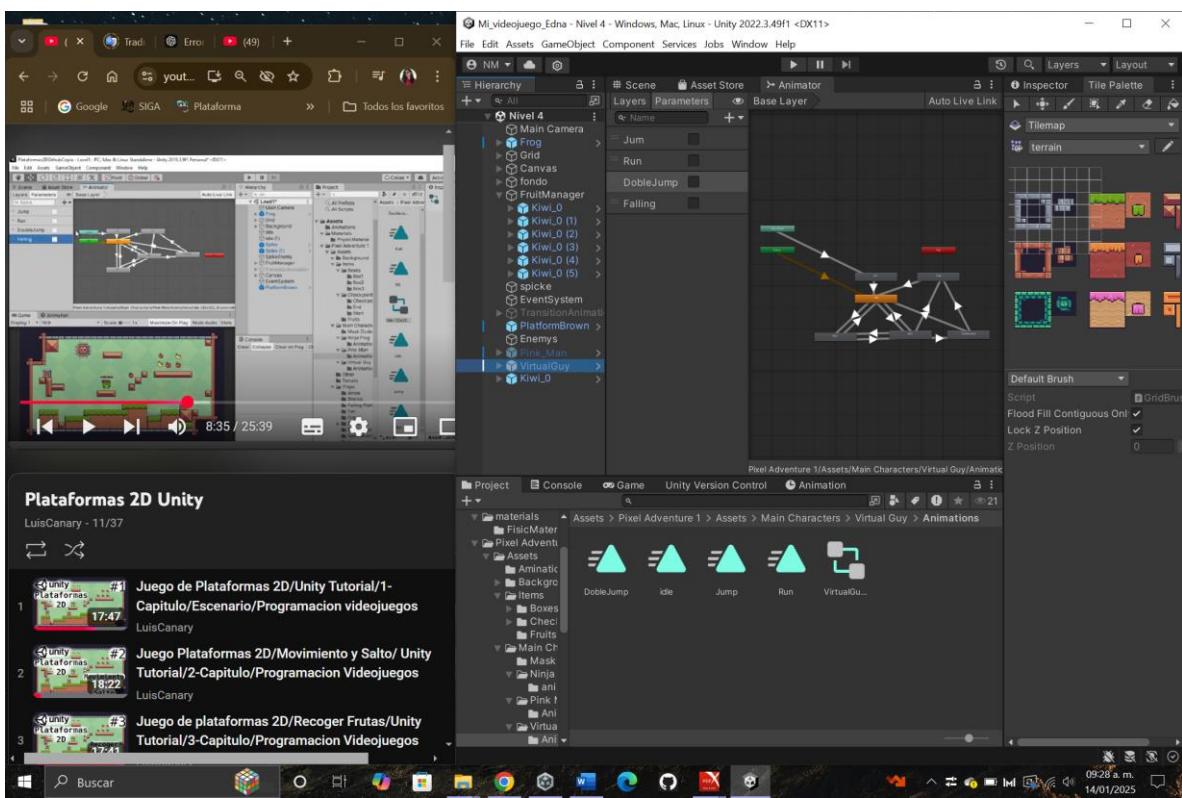
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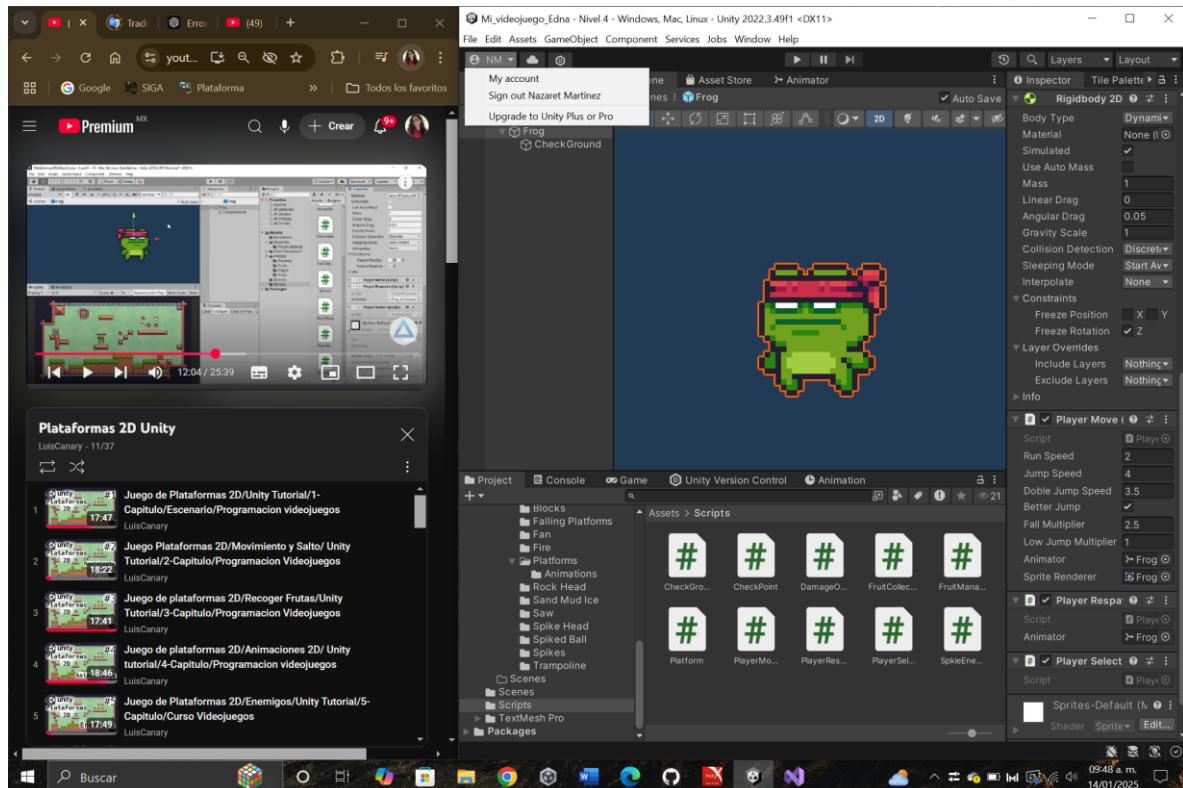
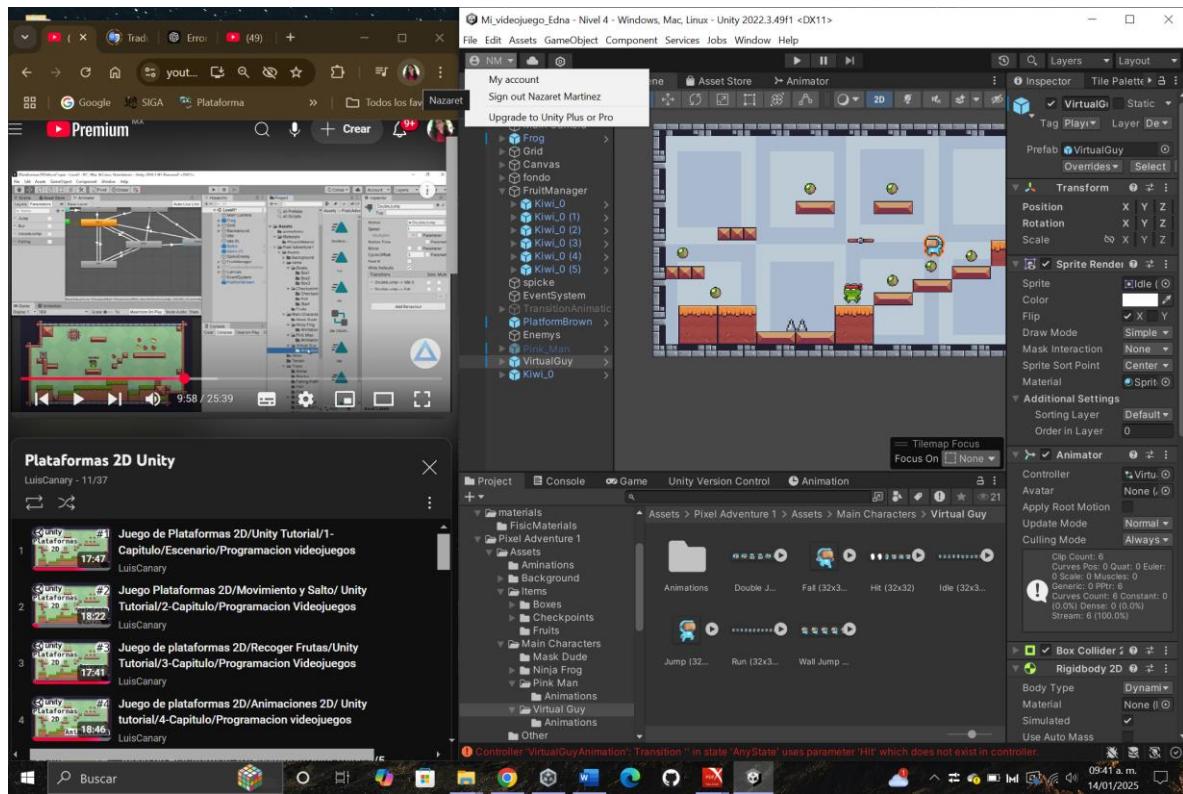


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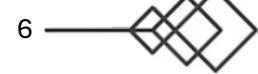


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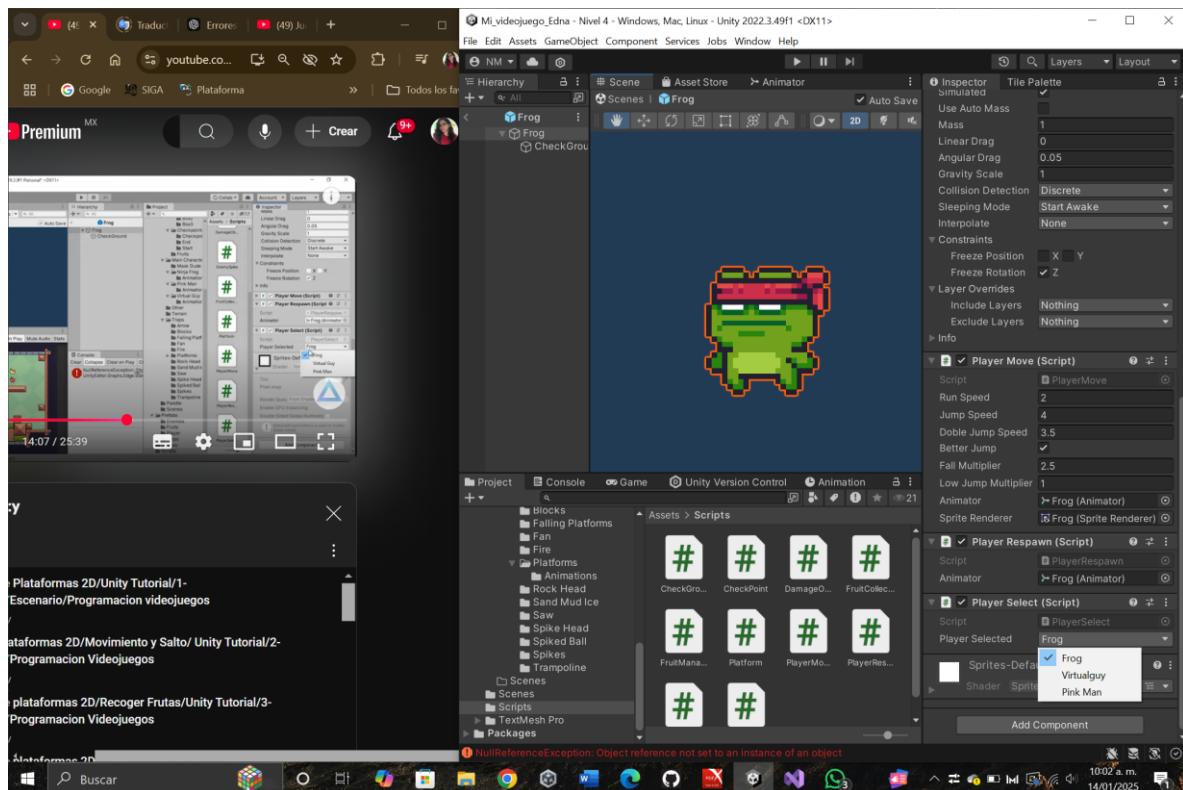
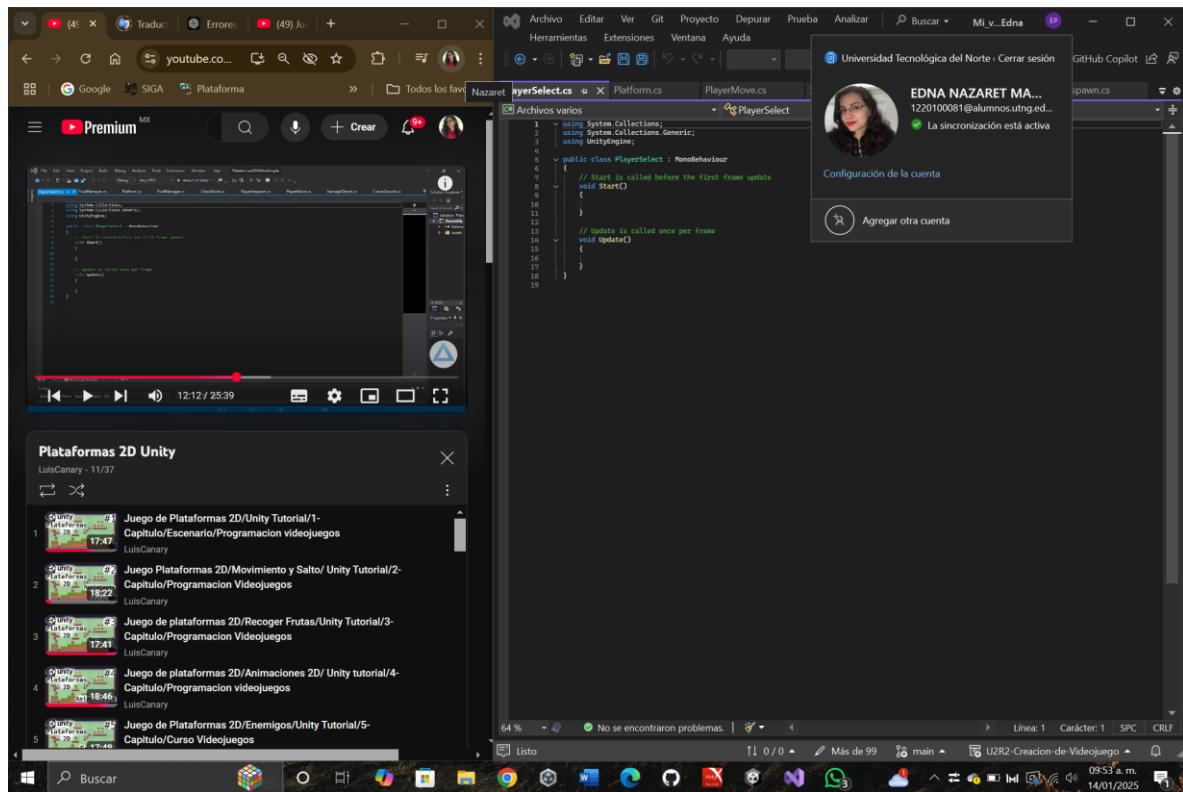
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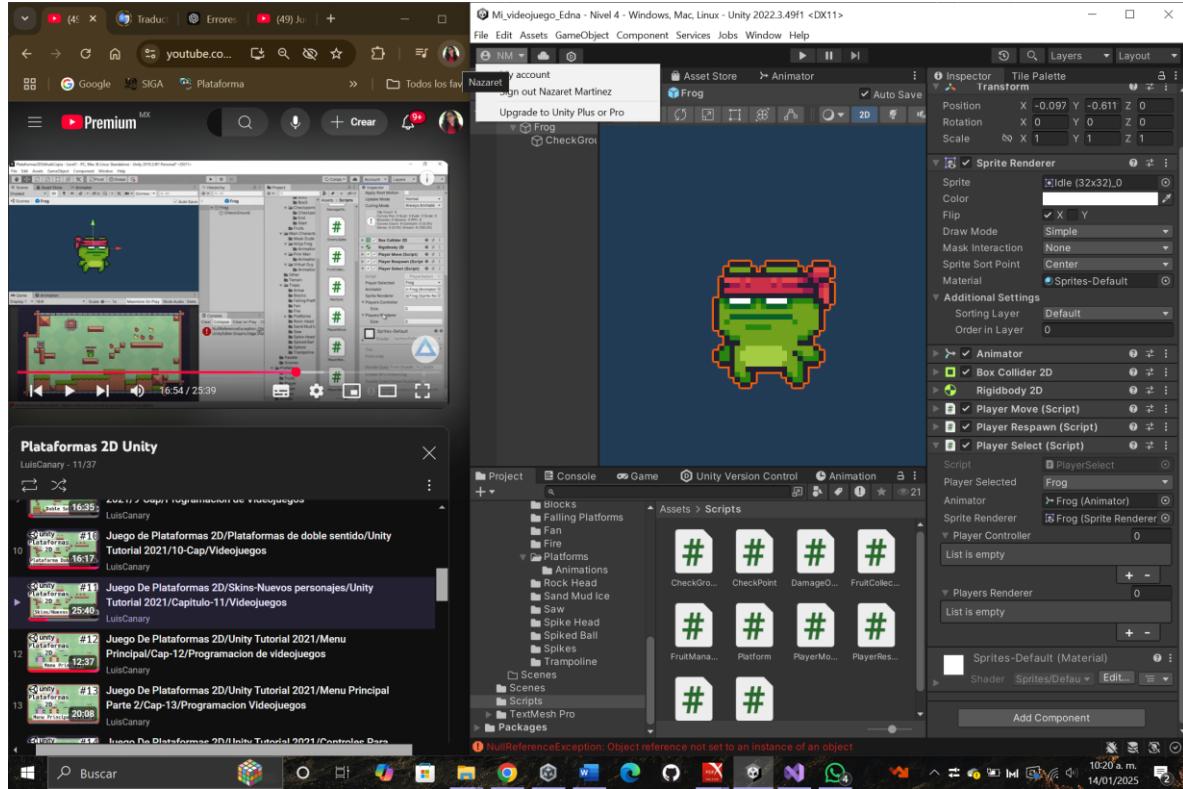
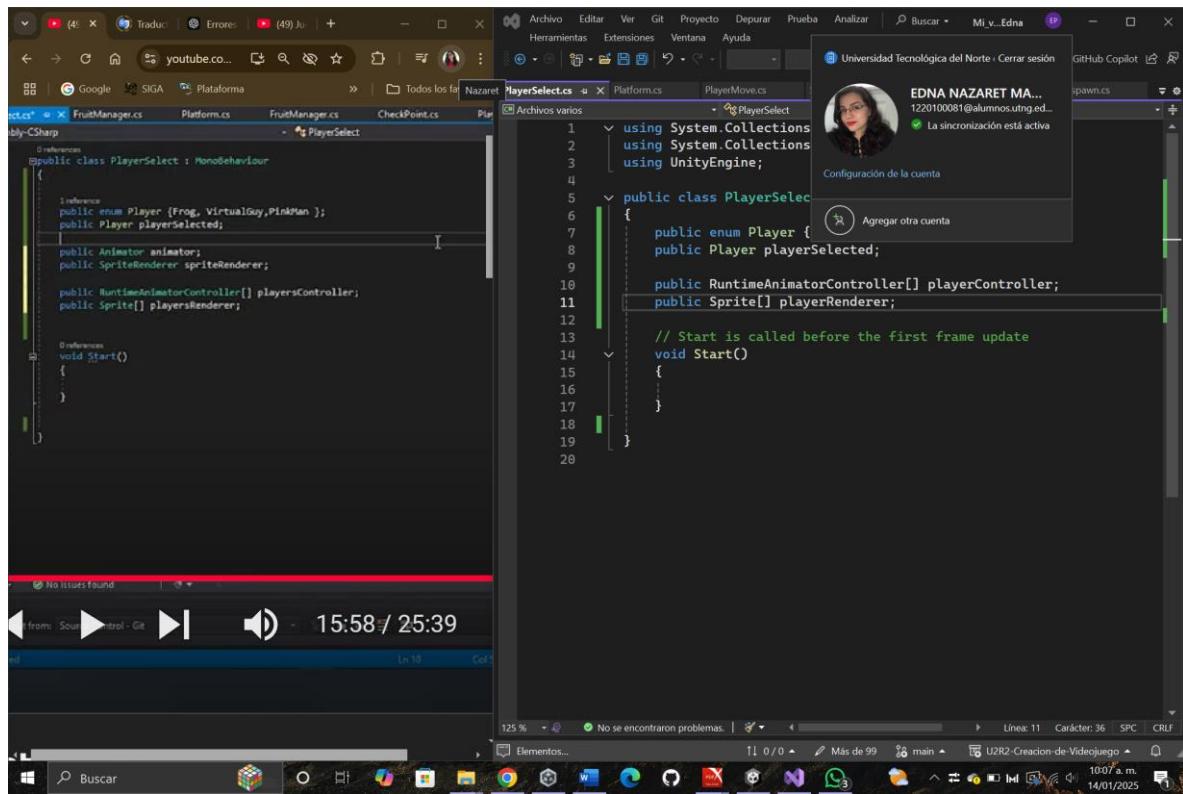
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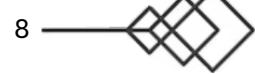
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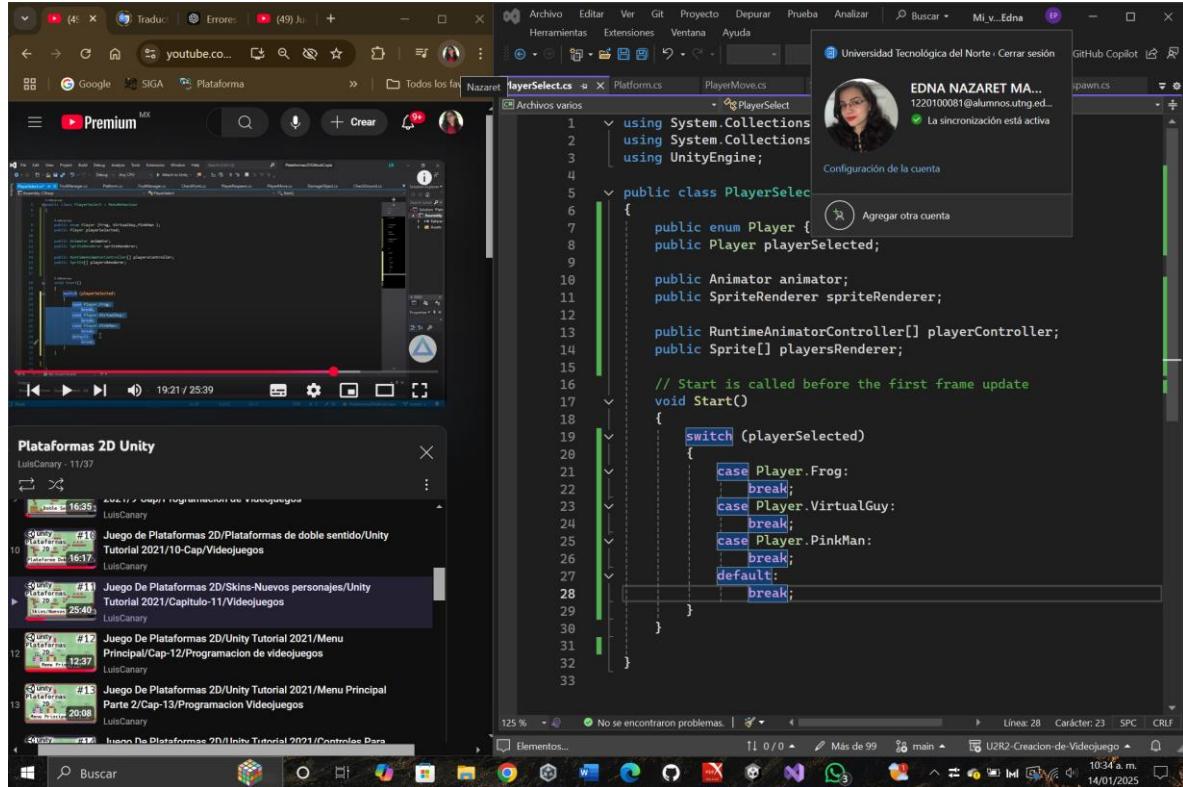
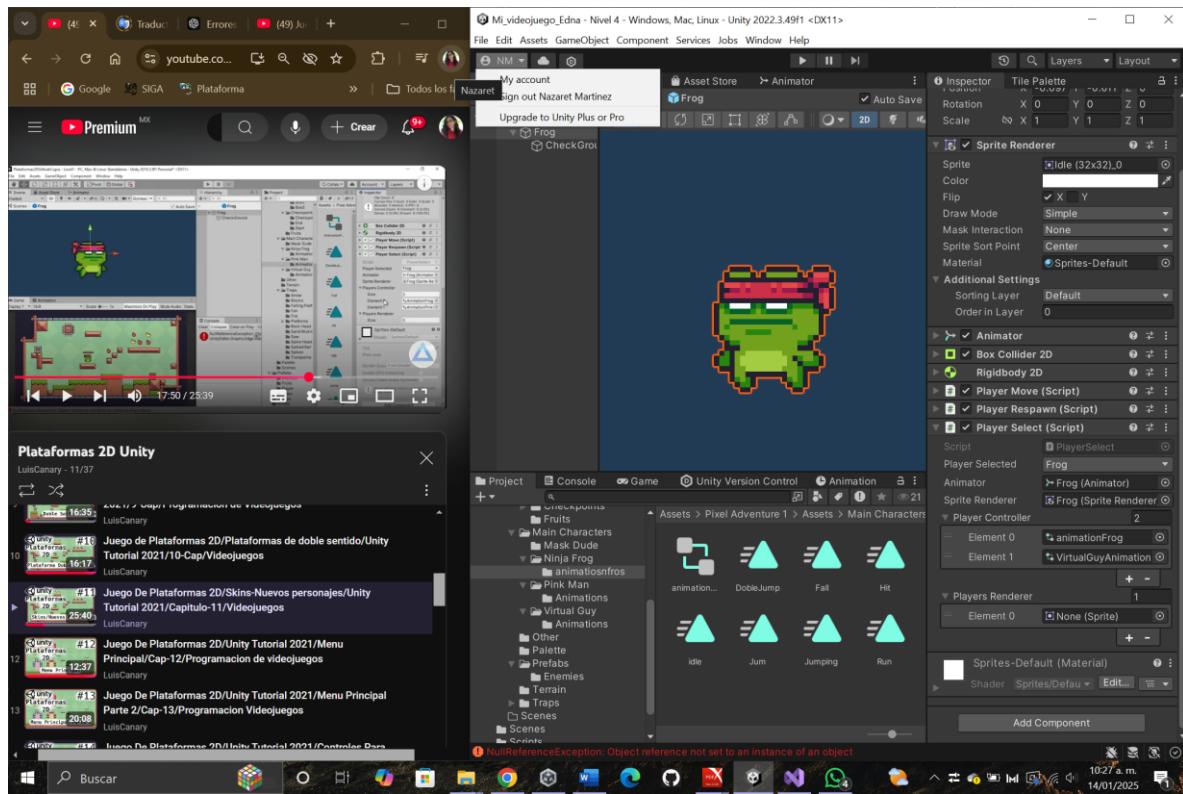
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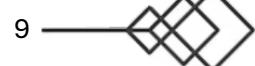
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```
public enum Player { Frog, VirtualGuy, PinkMan }

public class PlayerSelect : MonoBehaviour, IPlayerSelect
{
    public Player playerSelected;
    public Animator animator;
    public SpriteRenderer spriteRenderer;
    public RuntimeAnimatorController[] playerController;
    public Sprite[] playersRender;
}

void Start()
{
    switch (playerSelected)
    {
        case Player.Frog:
            spriteRenderer.sprite = playersRender[0];
            animator.runtimeAnimatorController = playerController[0];
            break;
        case Player.VirtualGuy:
            spriteRenderer.sprite = playersRender[1];
            animator.runtimeAnimatorController = playerController[1];
            break;
        case Player.PinkMan:
            spriteRenderer.sprite = playersRender[2];
            animator.runtimeAnimatorController = playerController[2];
            break;
        default:
            break;
    }
}
```

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            break;
        case Player.PinkMan:
            spriteRenderer.sprite = playersRender[2];
            animator.runtimeAnimatorController = playerController[2];
            break;
        default:
            break;
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}
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