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NICOLÁS DANIEL RUEDA ARAQUE



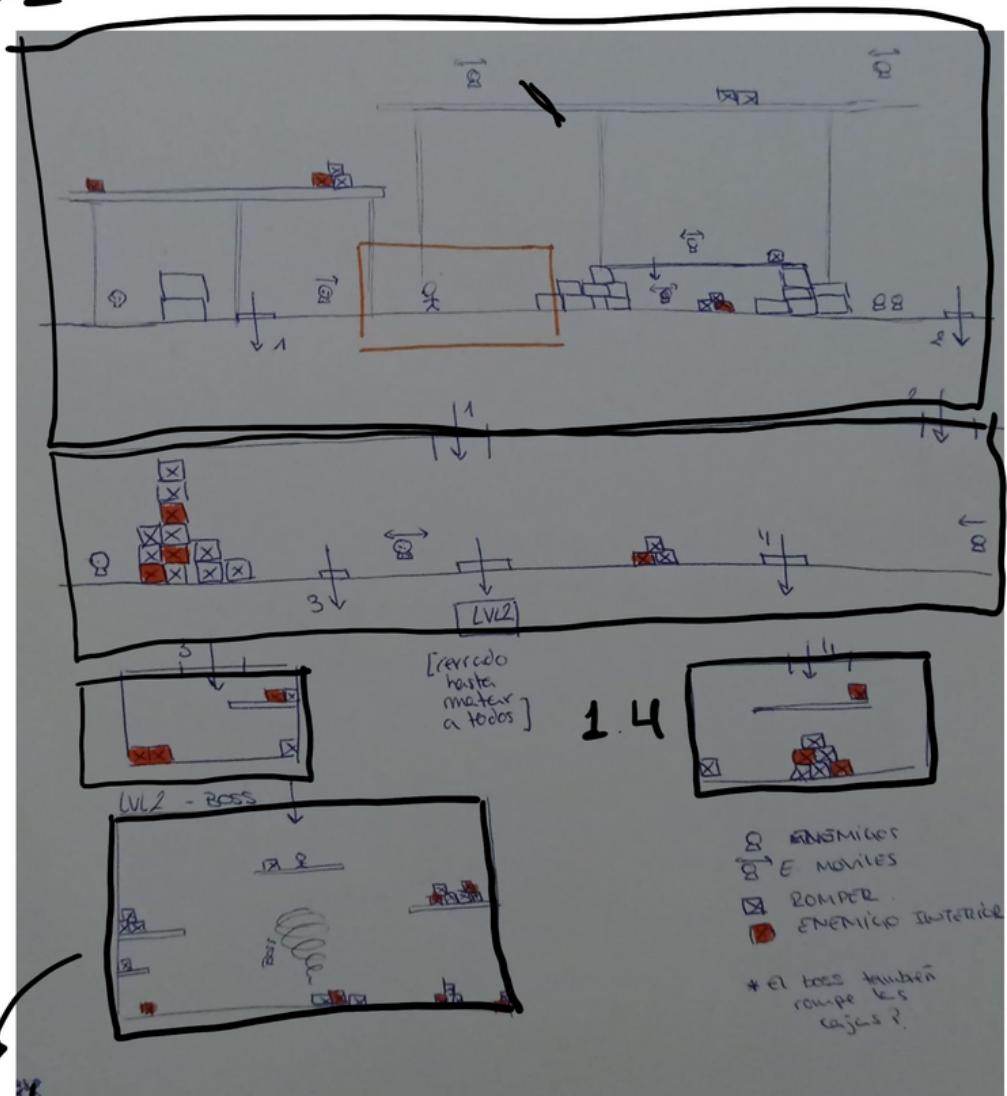
JUEGOS 2D Y 2.5D

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# Nivel 1

[ Global -> escena autoload!  
variables globales ]

## nivel 1.1

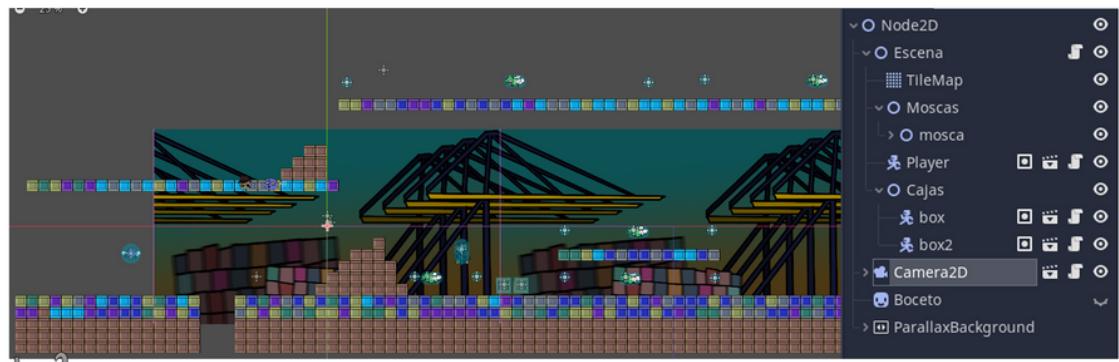


## Nivel 2

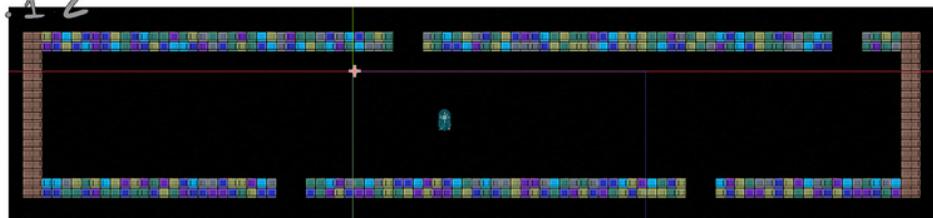
## Nivel 1

Global -> escena autoload  
variables globales

. 1.1



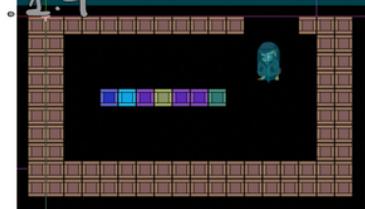
. 1.2



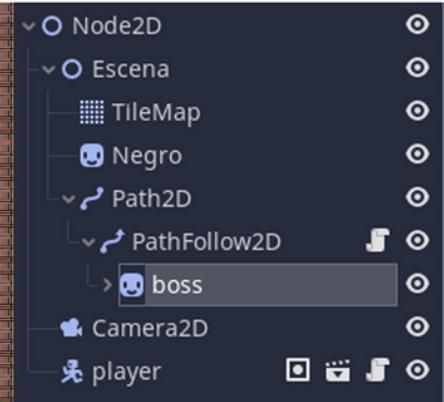
. 1.3



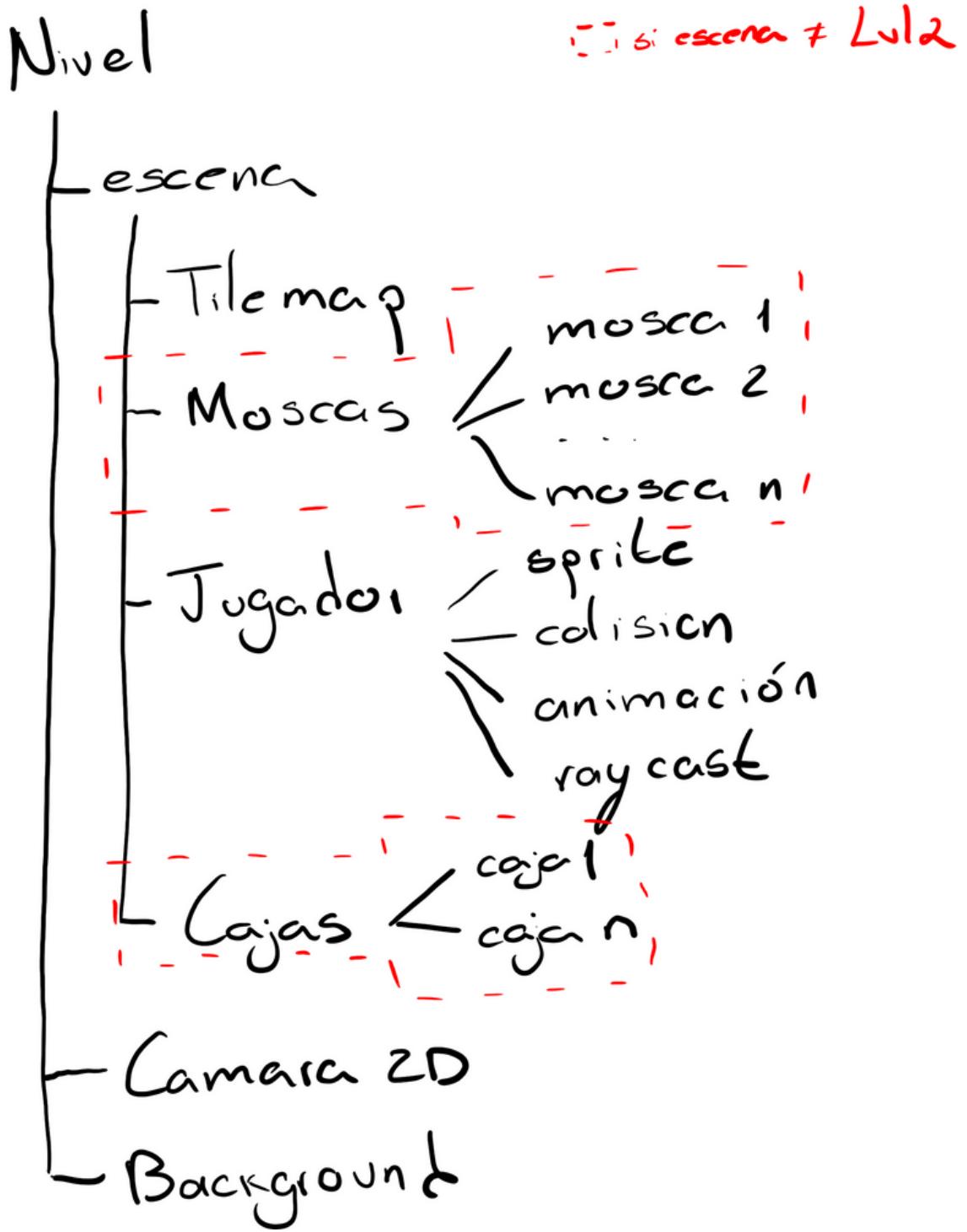
. 1.4



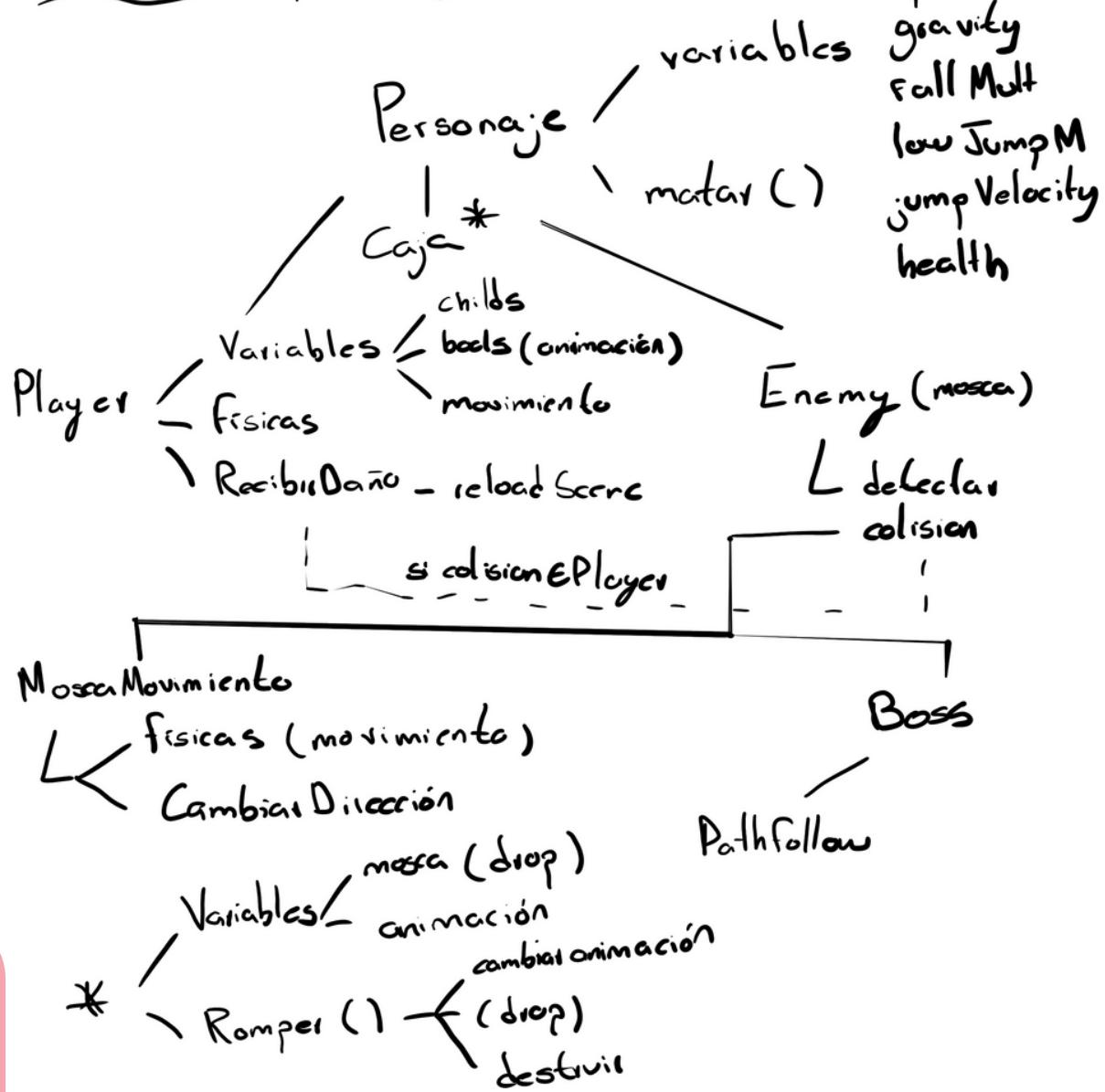
## Nivel 2



## Jerarquía repetida en niveles



## Herencia de personajes





→ vidas y moscas restantes

Script



detectar onGround

estados de animación

lengua -> cuando ataca



→ cambiar dirección (L)

