
NICOLÁS DANIEL RUEDA ARAQUE

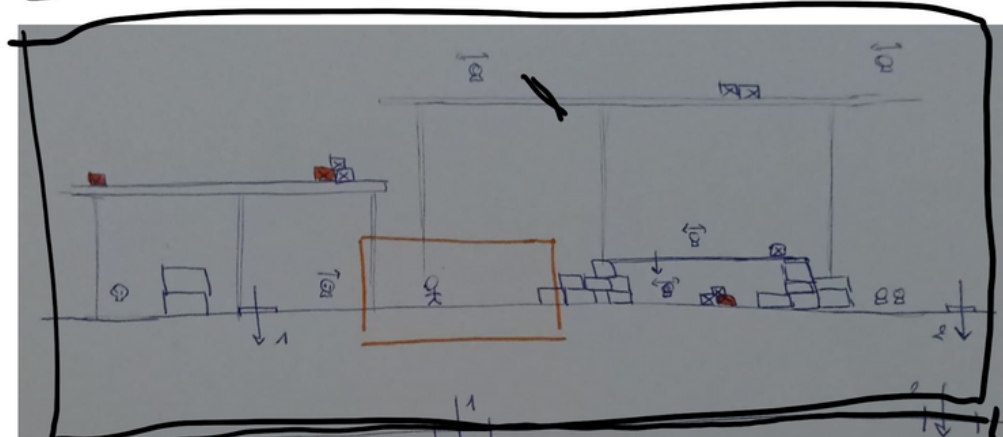


JUEGOS 2D Y 2.5D

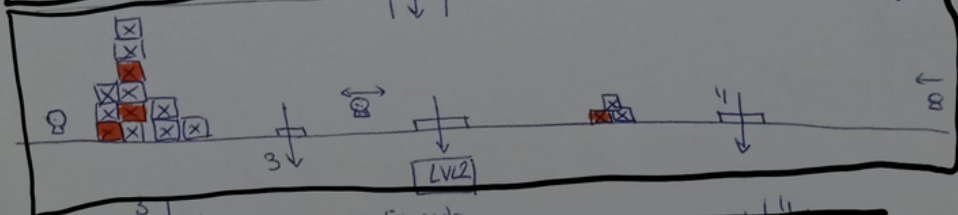
Nivel 1

Global -> escena autoload
[variables globales]

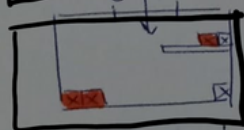
nivel 1.1



1.2

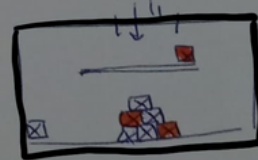


1.3



[retrato hasta meter a todos]

1.4



O ENEMIGOS
 E MOVILES
 X ROMPER
 ■ ENEMIGO INTERIOR

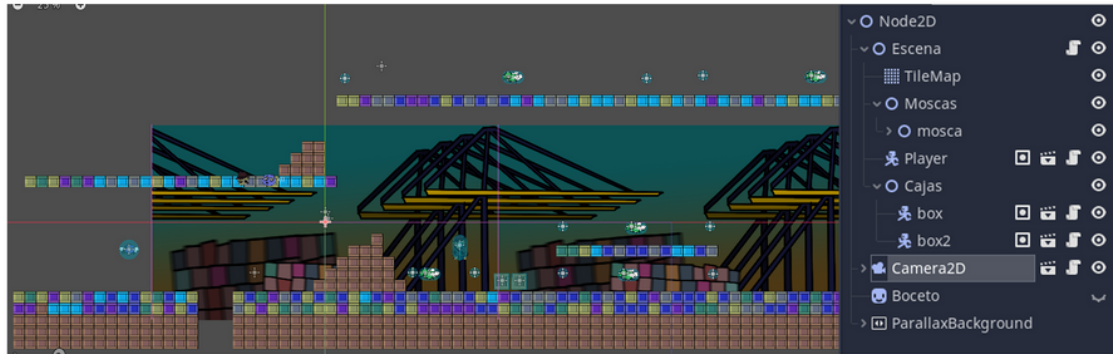
* el boss tambien rompe las cajas?

Nivel 2

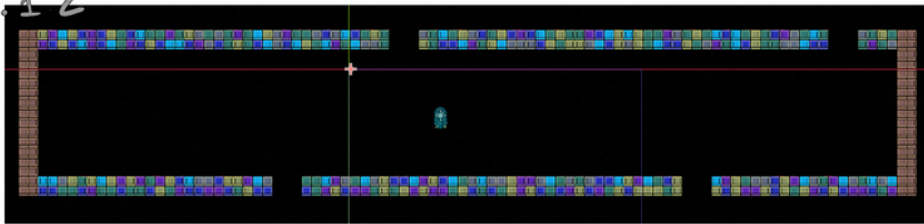
Nivel 1

Global -> escena autobad
└ variables globales

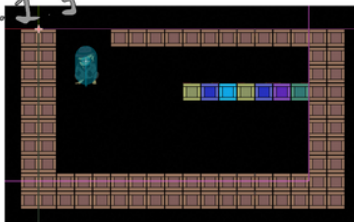
1.1



1.2



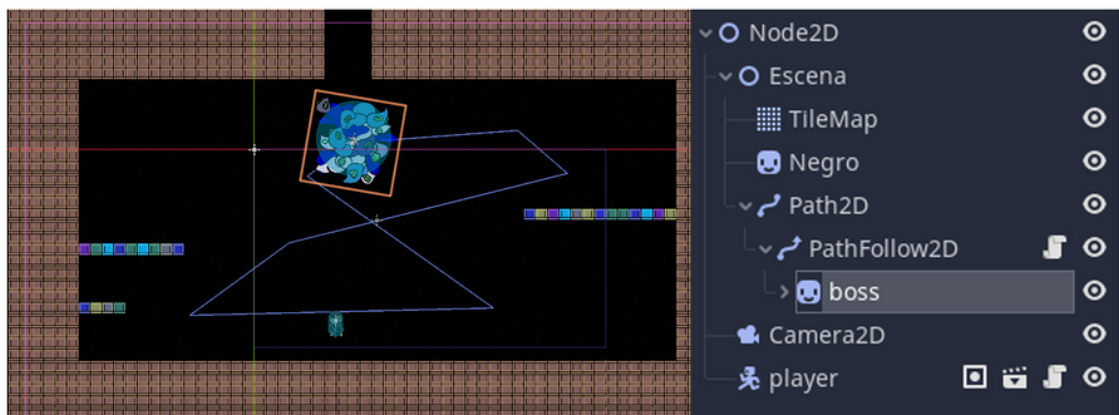
1.3



1.4



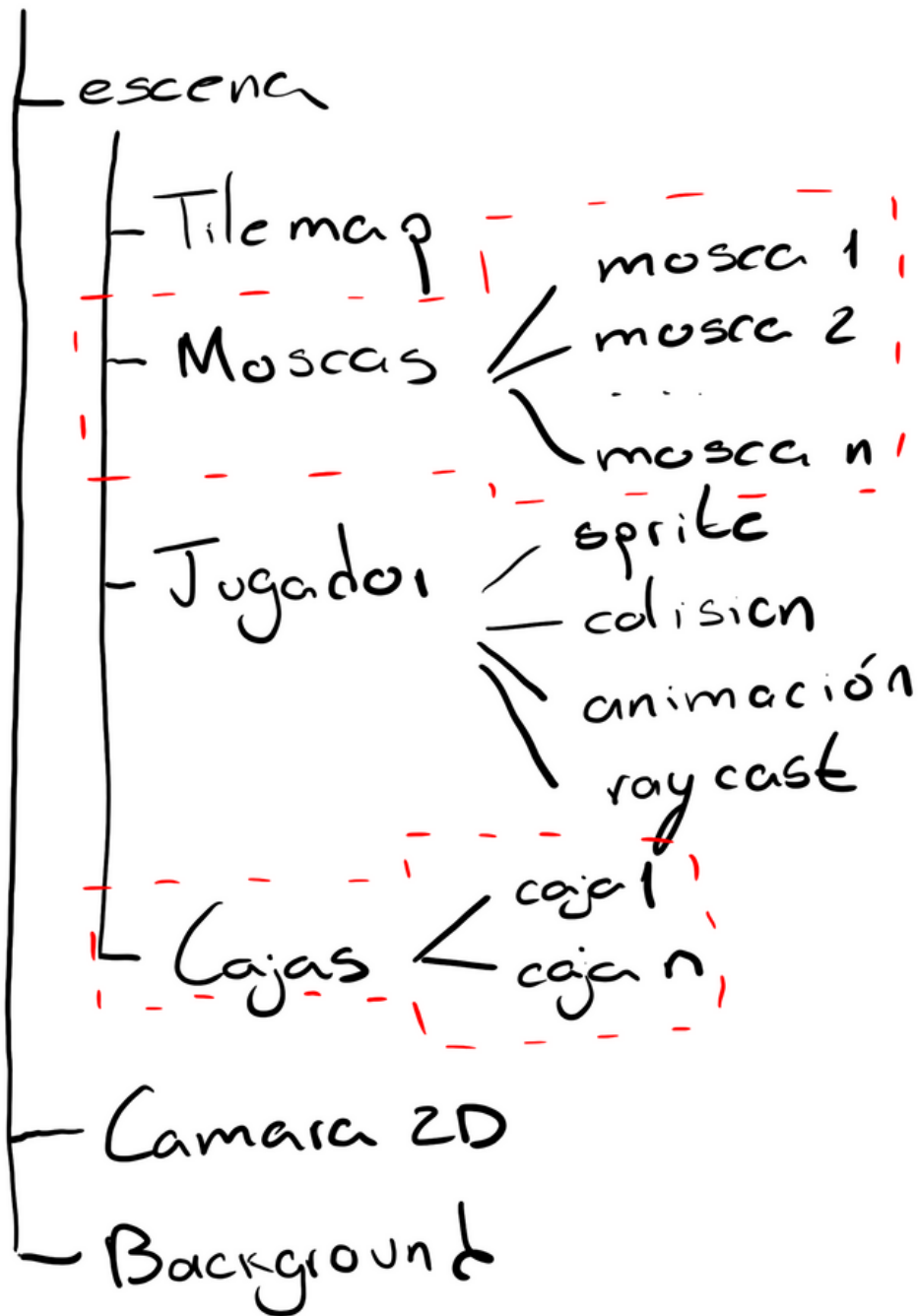
Nivel 2



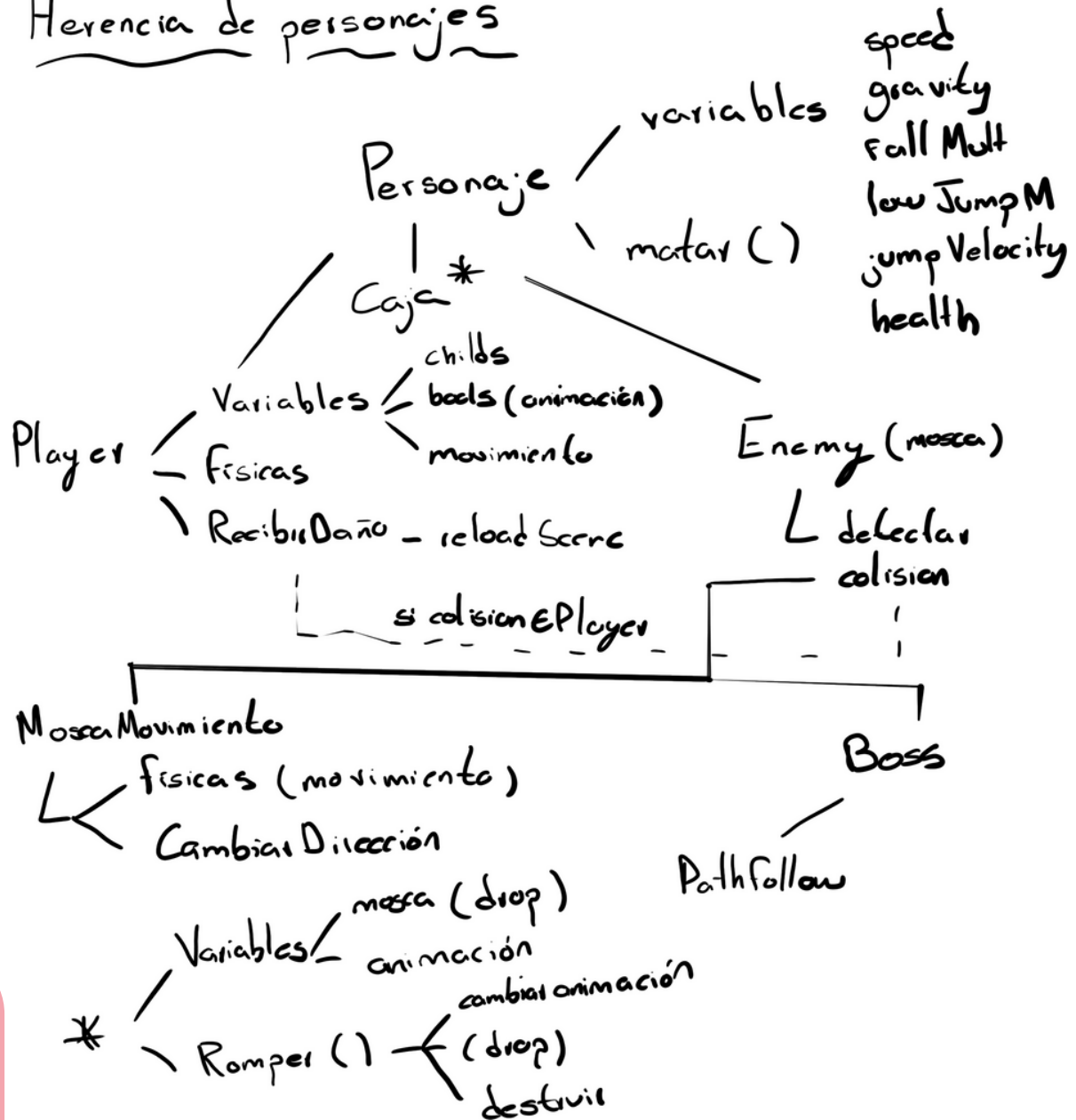
Jerarquía repetida en niveles

Nivel

si escena ≠ Lvl 2



Herencia de personajes





-> vidas y moscas restantes

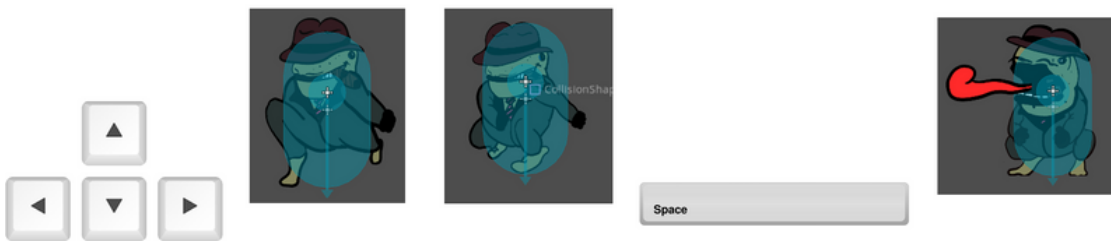


Script

detectar onGround

estados de animación

lengua -> cuando ataca



cambiar dirección (7L)

