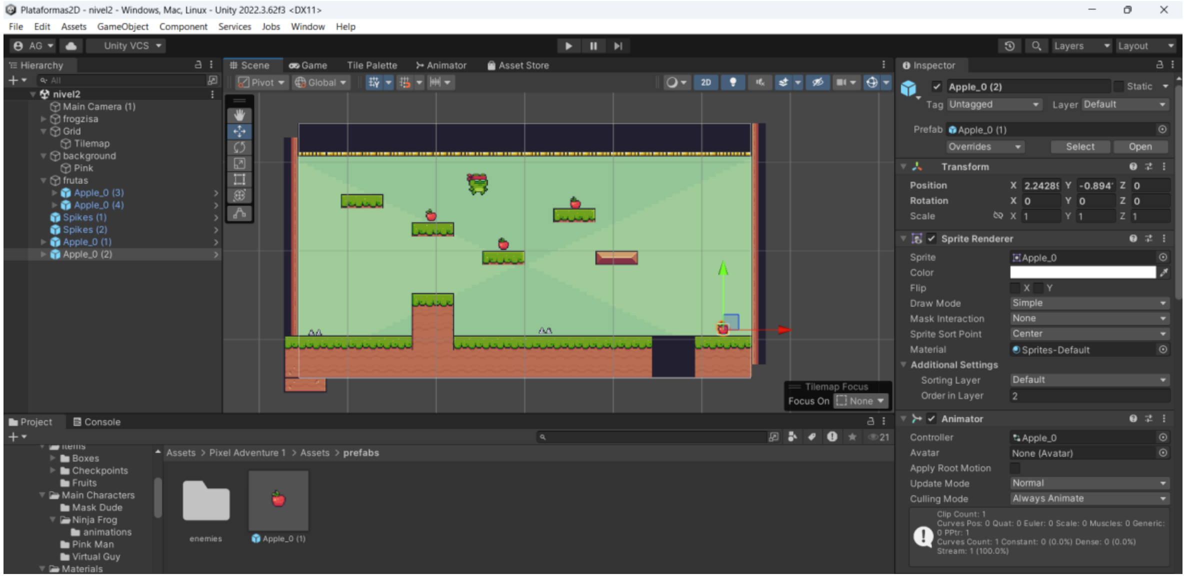


Plataformas2D - nivel2 - Windows, Mac, Linux - Unity 2022.3.62f3 <DX11>

```
nivel2
    Main Camera (1)
    frogzisa
    Grid
        Tilemap
    background
        Pink
    frutas
        Apple_0 (3)
        Apple_0 (4)
    Spikes (1)
    Spikes (2)
    Apple_0 (1)
    Apple_0 (2)
```

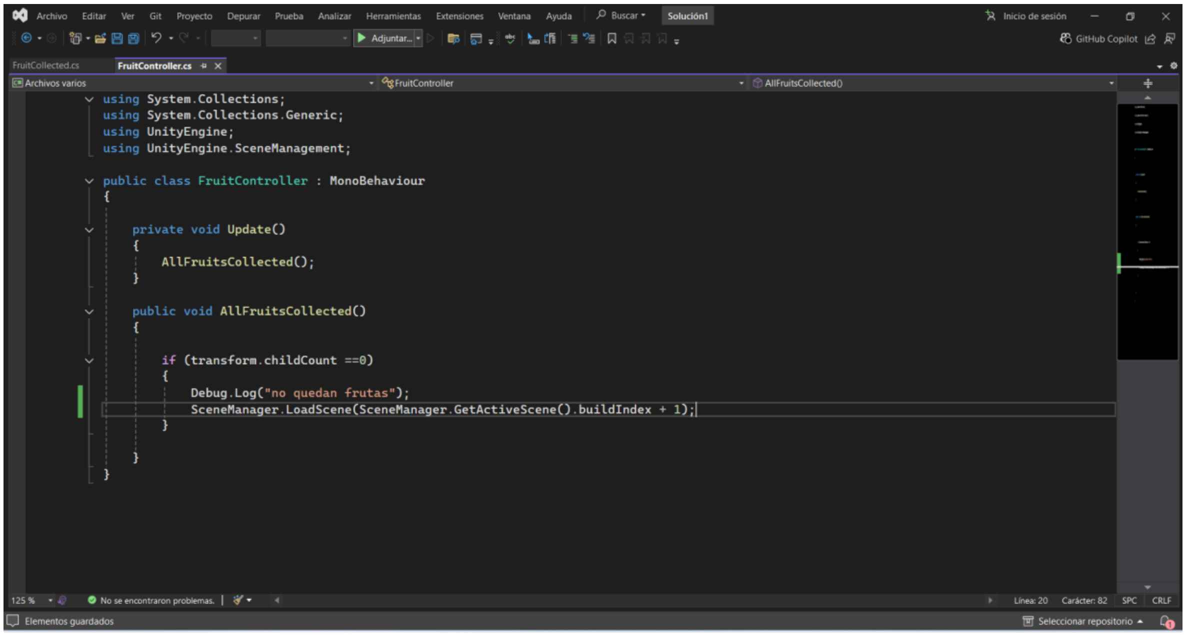
Apple_0 (2) Static
Tag Untagged Layer Default
Prefab Apple_0 (1)
Overrides Select Open

Transform
Position X 2.24289 Y -0.894 Z 0
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1

Sprite Renderer
Sprite Apple_0
Color
Flip X Y
Draw Mode Simple
Mask Interaction None
Sprite Sort Point Center
Material Sprites-Default
Additional Settings
Sorting Layer Default
Order in Layer 2

Animator
Controller Apple_0
Avatar None (Avatar)
Apply Root Motion
Update Mode Normal
Culling Mode Always Animate

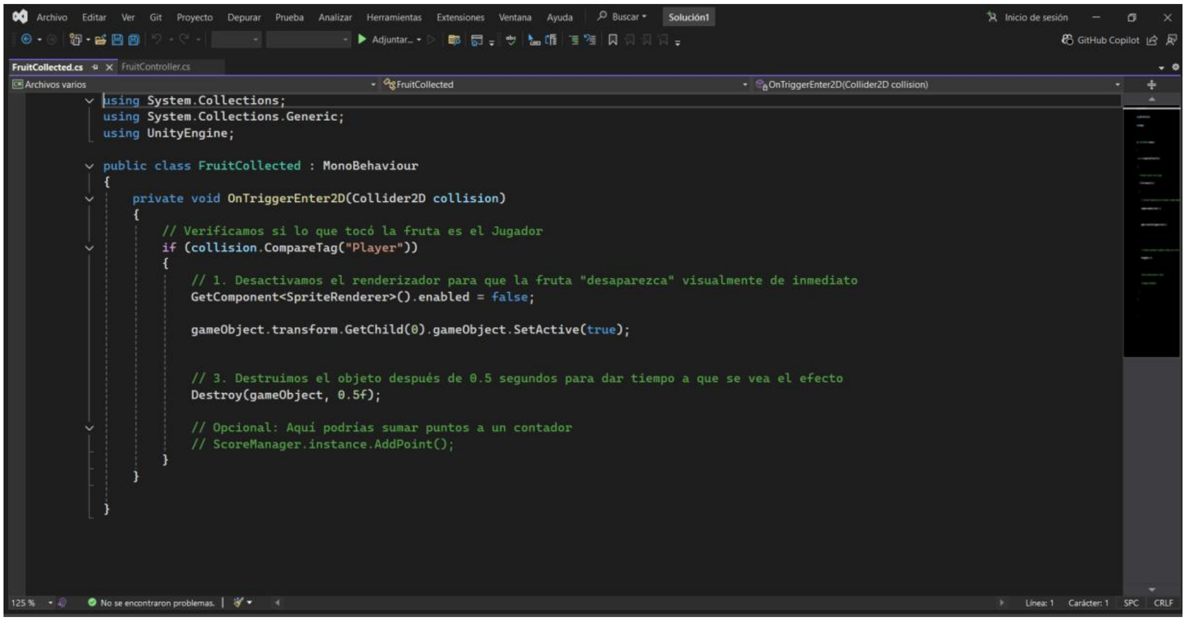
Clip Count: 1
Curves Pos: 0 Quat: 0 Euler: 0 Scale: 0 Muscles: 0 Generic: 0 PPtr: 1
Curves Count: 1 Constant: 0 (0.0%) Dense: 0 (0.0%)
Stream: 1 (100.0%)



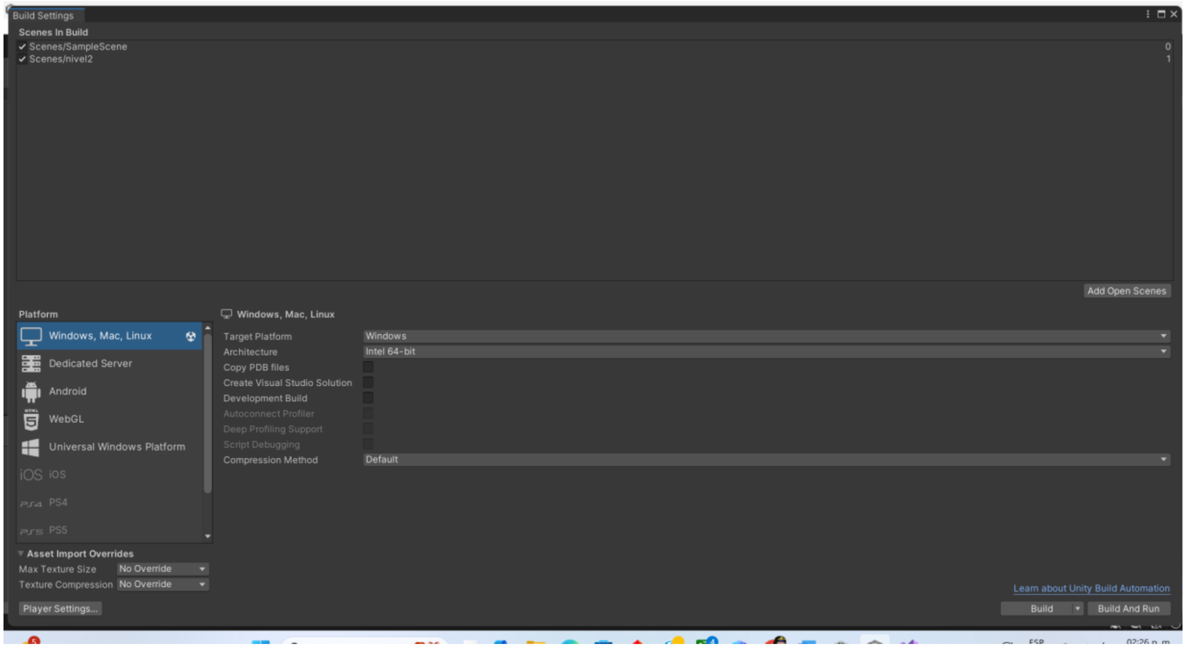
```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using UnityEngine.SceneManagement;

public class FruitController : MonoBehaviour
{

    private void Update()
    {
        AllFruitsCollected();
    }

    public void AllFruitsCollected()
    {

        if (transform.childCount ==0)
        {
            Debug.Log("no quedan frutas");
            SceneManager.LoadScene(SceneManager.GetActiveScene().buildIndex + 1);
        }

    }
}
```

125 % No se encontraron problemas. Línea: 20 Carácter: 82 SPC CRLF

Elementos guardados Seleccionar repositorio



```csharp
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class FruitCollected : MonoBehaviour
{
    private void OnTriggerEnter2D(Collider2D collision)
    {
        // Verificamos si lo que tocó la fruta es el Jugador
        if (collision.CompareTag("Player"))
        {
            // 1. Desactivamos el renderizador para que la fruta "desaparezca" visualmente de inmediato
            GetComponent<SpriteRenderer>().enabled = false;

            gameObject.transform.GetChild(0).gameObject.SetActive(true);


            // 3. Destruimos el objeto después de 0.5 segundos para dar tiempo a que se vea el efecto
            Destroy(gameObject, 0.5f);

            // Opcional: Aquí podrías sumar puntos a un contador
            // ScoreManager.instance.AddPoint();
        }
    }

}
```



Scenes In Build

✓ Scenes/SampleScene 0
✓ Scenes/nivel2 1

Platform

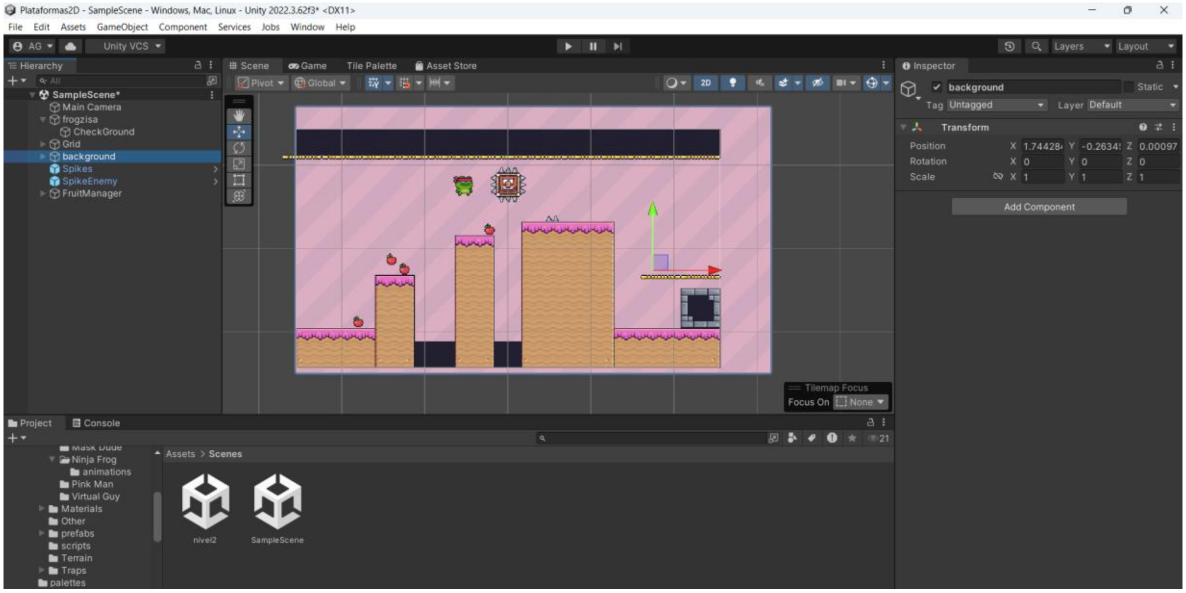
- Windows, Mac, Linux
- Dedicated Server
- Android
- WebGL
- Universal Windows Platform
- iOS
- PS4
- PS5

Windows, Mac, Linux

Target Platform	Windows
Architecture	Intel 64-bit
Copy PDB files	□
Create Visual Studio Solution	□
Development Build	□
Autoconnect Profiler	□
Deep Profiling Support	□
Script Debugging	□
Compression Method	Default

Asset Import Overrides

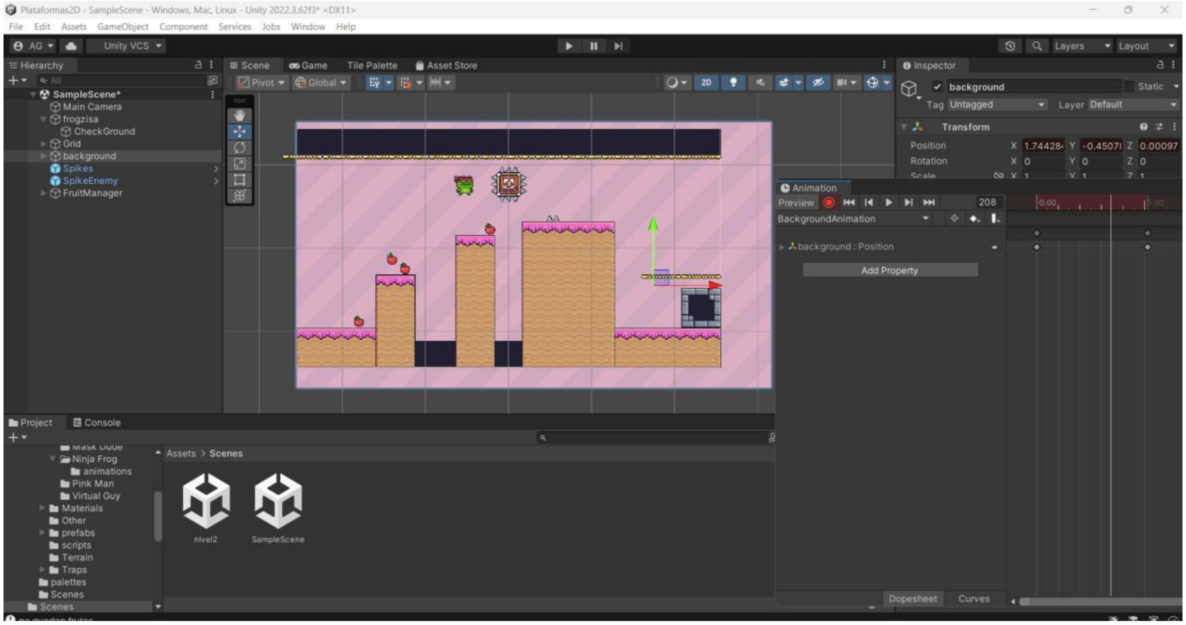
Max Texture Size	No Override
Texture Compression	No Override



background

Tag Untagged Layer Default

	X	Y	Z
Position	1.74428	-0.2634	0.00097
Rotation	0	0	0
Scale	1	1	1



background

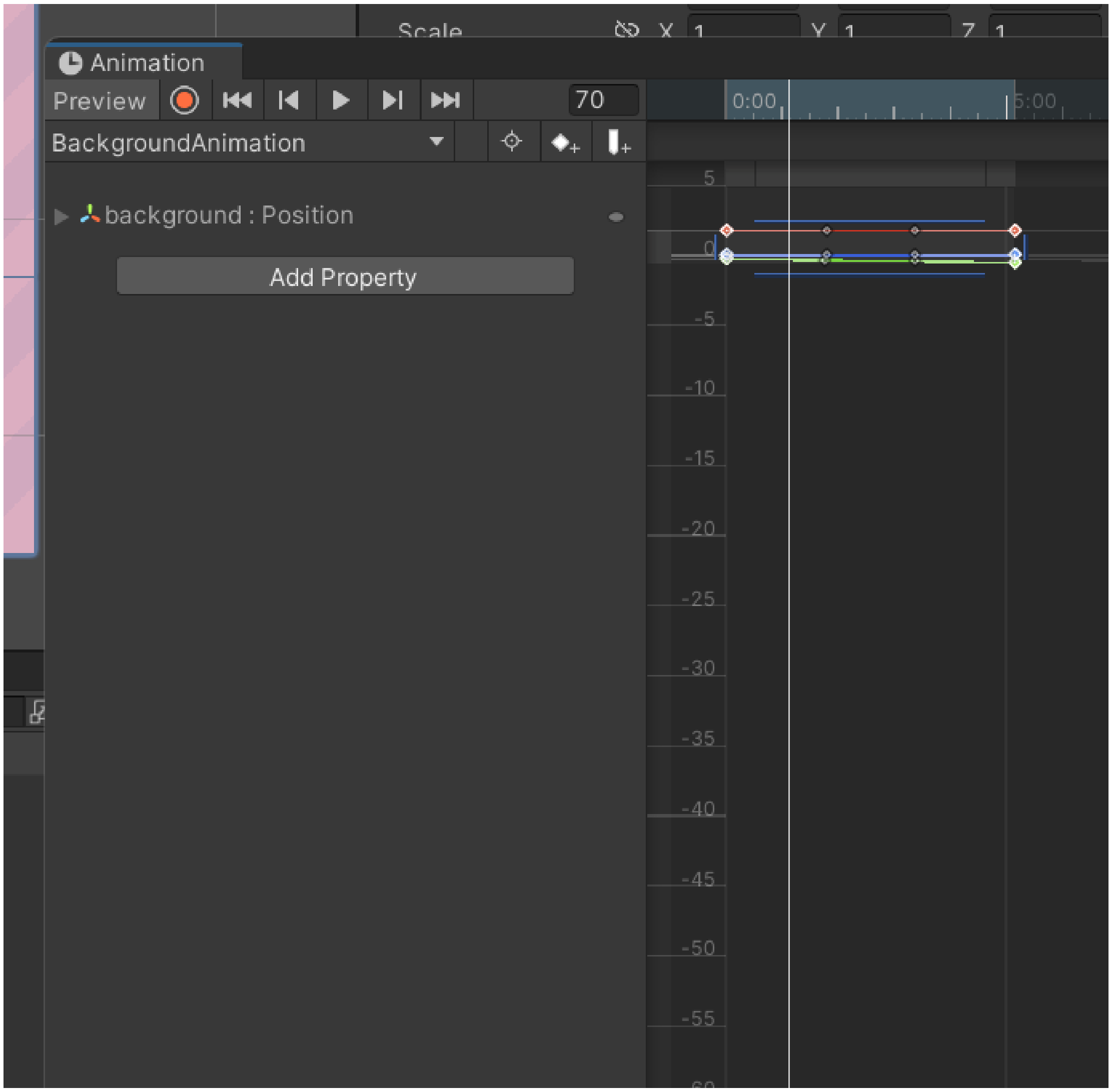
Tag Untagged Layer Default

	X	Y	Z
Position	1.74428	-0.4507	0.00097
Rotation	0	0	0

BackgroundAnimation

background : Position

no quedan frutas


Scale X 1 Y 1 Z 1
Animation
Preview
70
0:00
5:00
BackgroundAnimation
background : Position
Add Property
5
0
-5
-10
-15
-20
-25
-30
-35
-40
-45
-50
-55