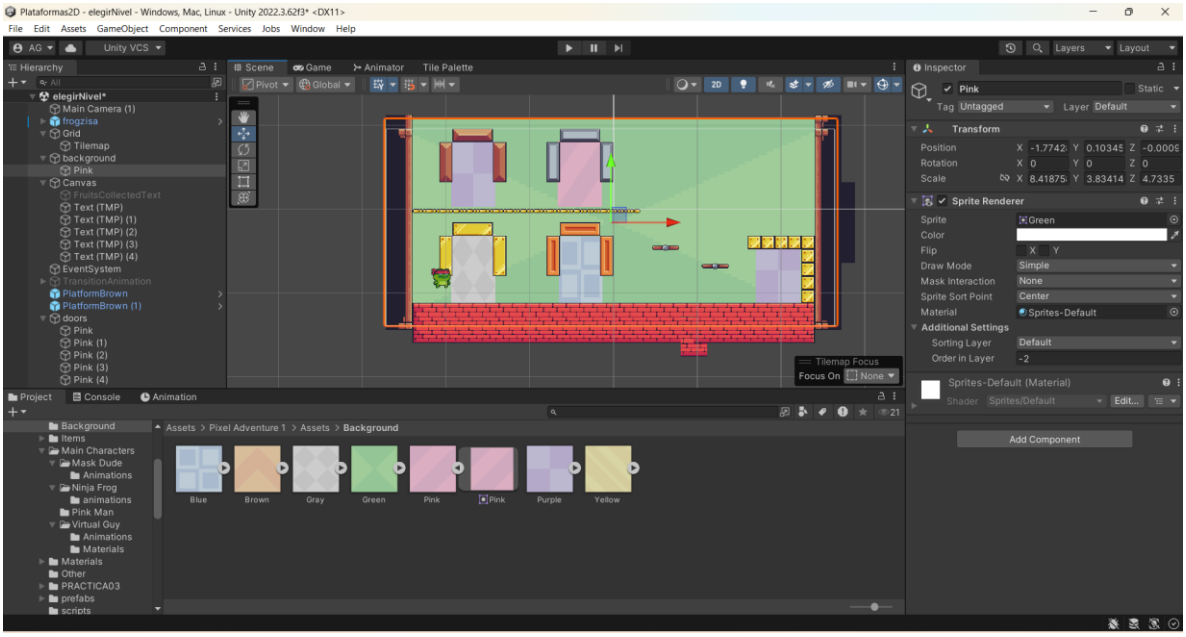
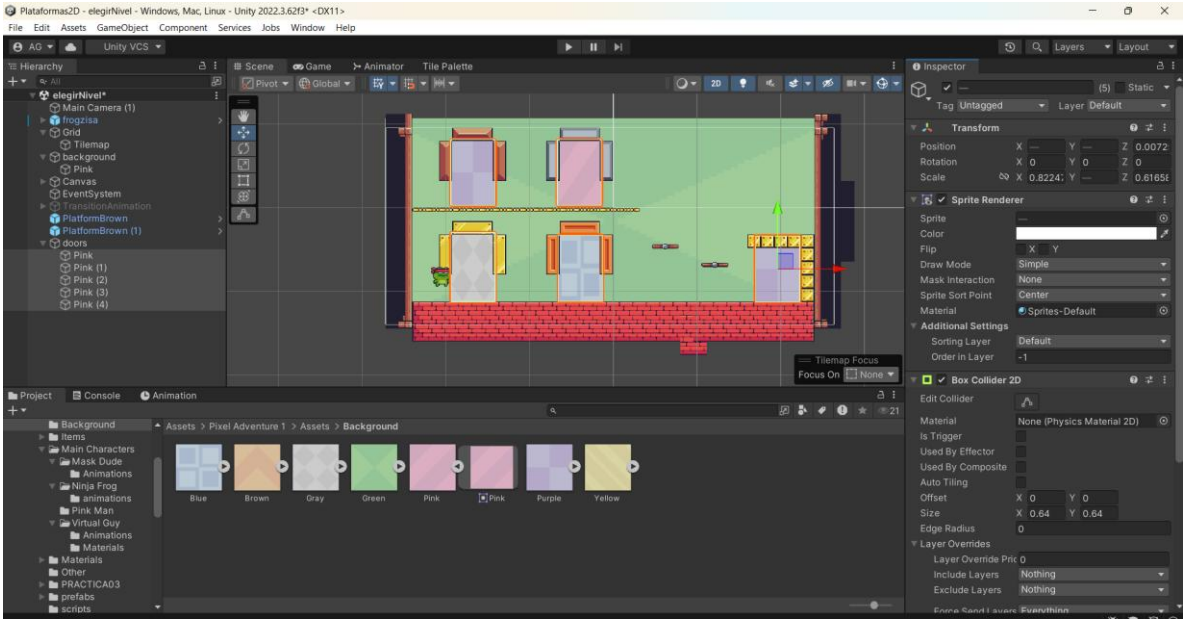

Plataformas2D - elegirNivel - Windows, Mac, Linux - Unity 2022.3.62f3* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
Scene
Game
Animator
Tile Palette
Inspector
Project
Console
Animation
Assets > Pixel Adventure 1 > Assets > Background
Blue
Brown
Gray
Green
Pink
Pink
Purple
Yellow
Add Component


Plataformas2D - elegirNivel - Windows, Mac, Linux - Unity 2022.3.62f3* <DX11>
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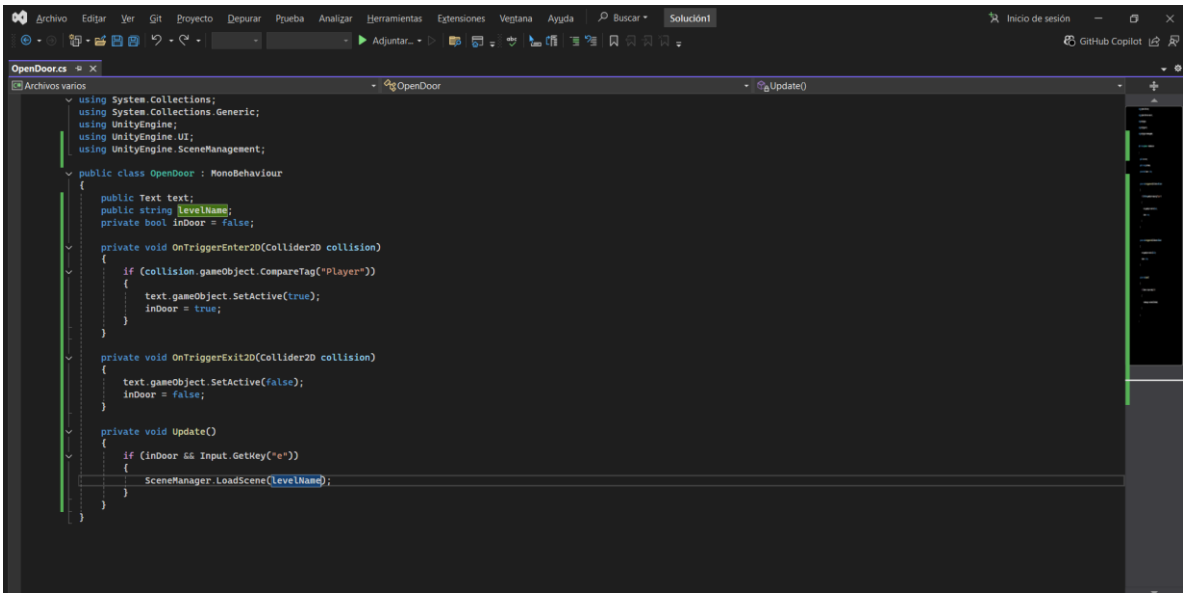
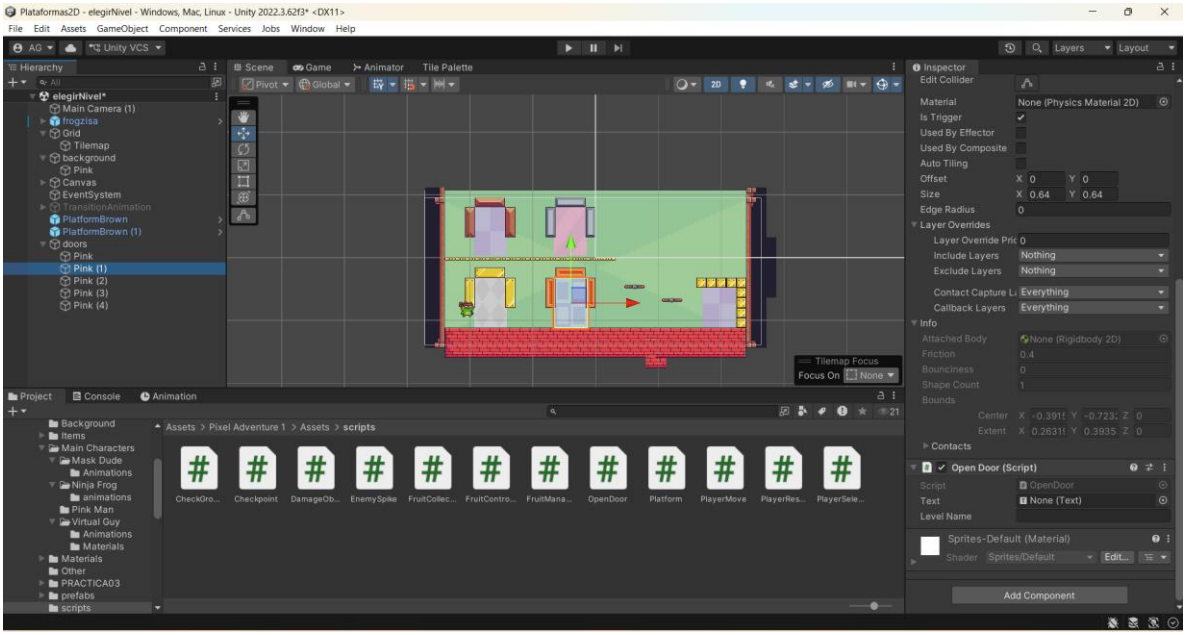
Console
Animation
Assets > Pixel Adventure 1 > Assets > Background
Blue
Brown
Gray
Green
Pink
Pink
Purple
Yellow
Box Collider 2D


Archivo Editar Ver Git Proyecto Depurar Prueba Analizar Herramientas Extensiones Ventana Ayuda Buscar Solución1 Inicio de sesión
GitHub Copilot
OpenDoor.cs
Archivos varios
OpenDoor
Update()
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using UnityEngine.UI;
using UnityEngine.SceneManagement;
public class OpenDoor : MonoBehaviour
{
public Text text;
public string LevelName;
private bool inDoor = false;
private void OnTriggerEnter2D(Collider2D collision)
{
if (collision.gameObject.CompareTag("Player"))
{
text.gameObject.SetActive(true);
inDoor = true;
}
}
private void OnTriggerExit2D(Collider2D collision)
{
text.gameObject.SetActive(false);
inDoor = false;
}
private void Update()
{
if (inDoor && Input.GetKey("e"))
{
SceneManager.LoadScene(LevelName);
}
}
}


Plataformas2D - elegirNivel - Windows, Mac, Linux - Unity 2022.3.62f3* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
Scene Game Animator Tile Palette
Inspector
elegirNivel*
Main Camera (1)
frogzisa
Grid
Tilemap
background
Pink
Canvas
EventSystem
PlatformBrown
PlatformBrown (1)
doors
Pink (1)
Pink (2)
Pink (3)
Pink (4)
Tilemap Focus
Focus On None
Project Console Animation
Assets > Pixel Adventure 1 > Assets > scripts
Edit Collider
Material None (Physics Material 2D)
Is Trigger
Used By Effector
Used By Composite
Auto Tiling
Offset
Size
Edge Radius
Layer Overrides
Include Layers Nothing
Exclude Layers Nothing
Contact Capture Li Everything
Callback Layers Everything
Info
Attached Body None (Rigidbody 2D)
Friction
Bounciness
Shape Count
Bounds
Contacts
Open Door (Script)
Script OpenDoor
Text None (Text)
Level Name
Sprites-Default (Material)
Shader Sprites/Default
Add Component