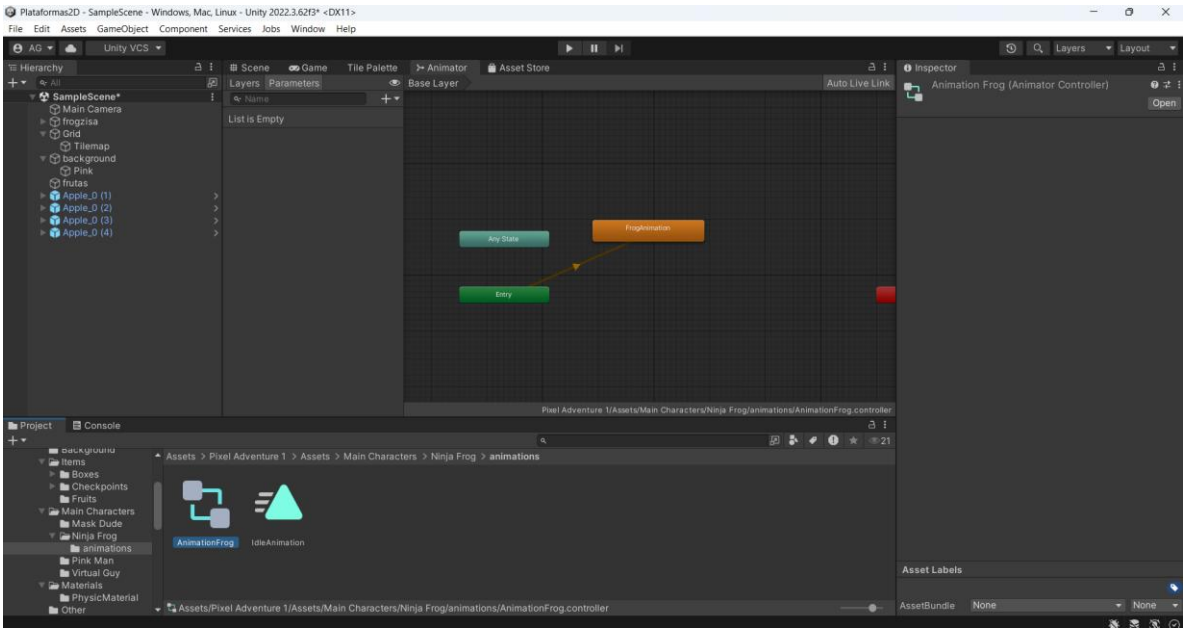
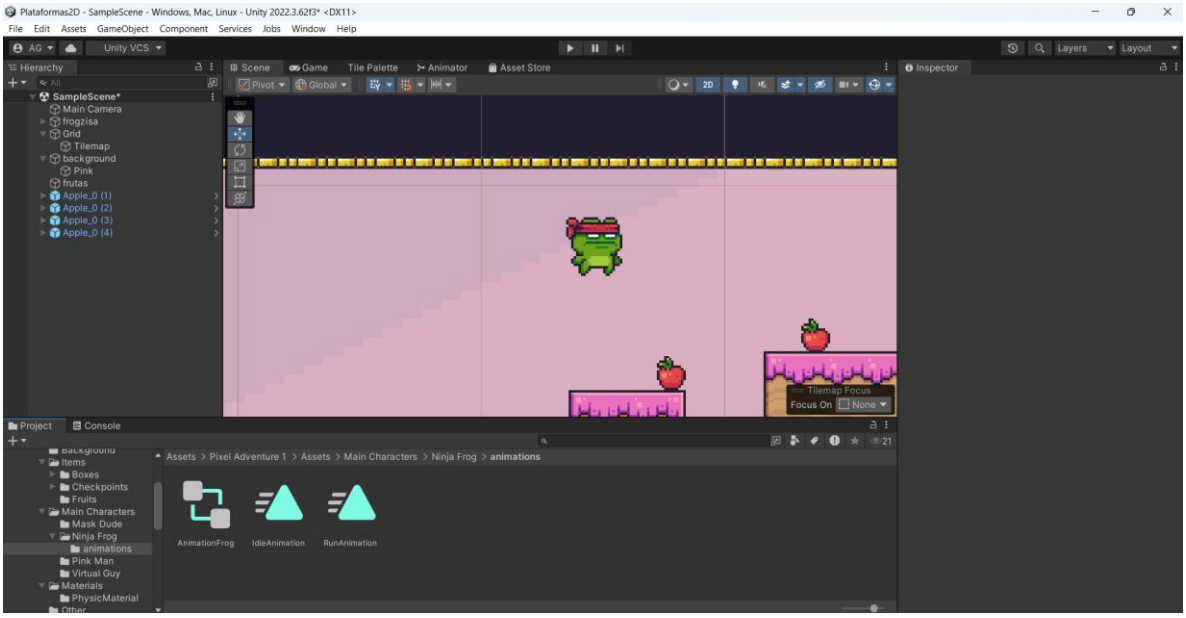
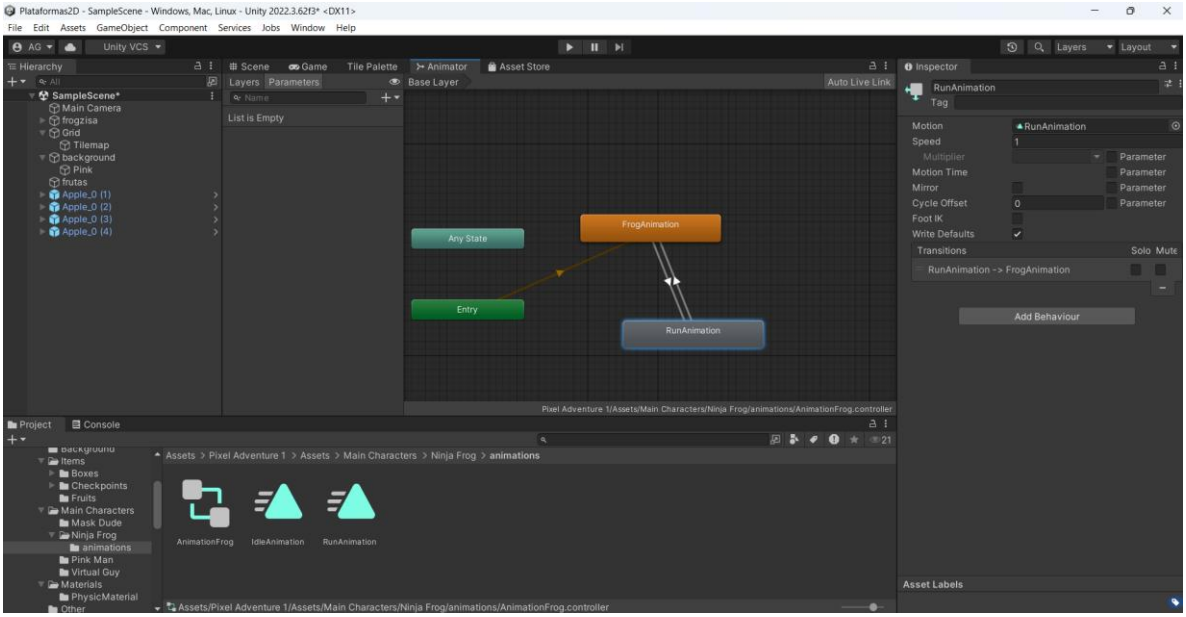
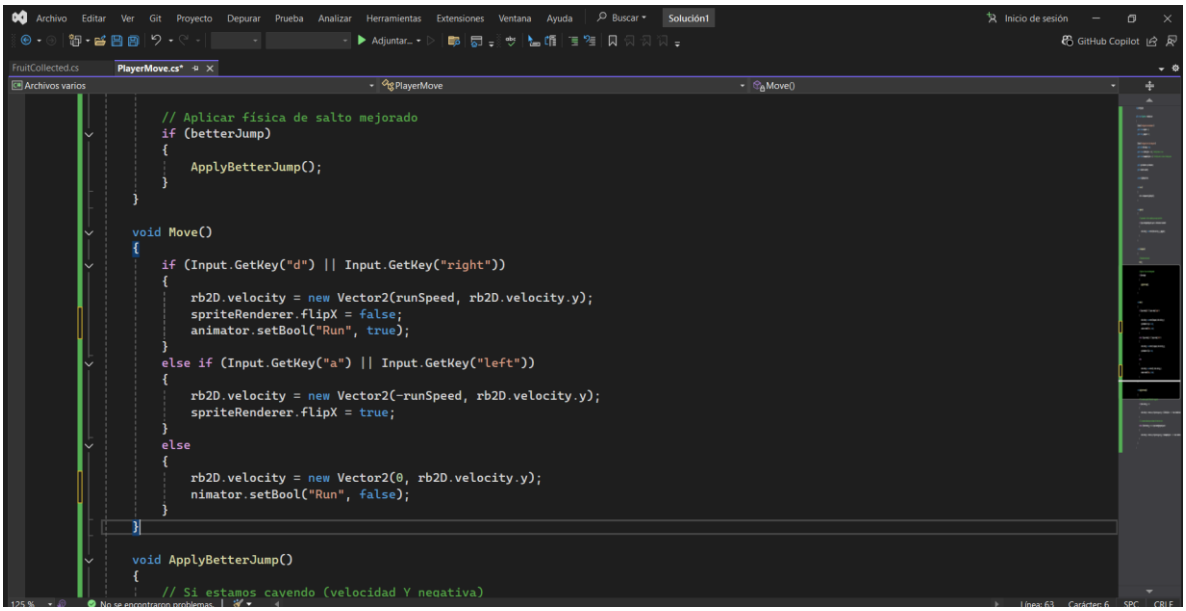



```
    }
}

void Move()
{
    if (Input.GetKey("d") || Input.GetKey("right"))
    {
        rb2D.velocity = new Vector2(runSpeed, rb2D.velocity.y);
        spriteRenderer.flipX = false;
    }
    else if (Input.GetKey("a") || Input.GetKey("left"))
    {
        rb2D.velocity = new Vector2(-runSpeed, rb2D.velocity.y);
        spriteRenderer.flipX = true;
    }
    else
    {
        rb2D.velocity = new Vector2(0, rb2D.velocity.y);
    }
}
```


Plataformas2D - SampleScene - Windows, Mac, Linux - Unity 2022.3.62f3* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
Scene Game Tile Palette Animator Asset Store
Inspector
SampleScene*
Main Camera
frogzisa
Grid
Tilemap
background
Pink
frutas
Apple_0 (1)
Apple_0 (2)
Apple_0 (3)
Apple_0 (4)
Tilemap Focus
Focus On None
Project Console
Assets > Pixel Adventure 1 > Assets > Main Characters > Ninja Frog > animations
AnimationFrog
IdleAnimation
RunAnimation
Items
Boxes
Checkpoints
Fruits
Main Characters
Mask Dude
Ninja Frog
animations
Pink Man
Virtual Guy
Materials
PhysicMaterial


Plataformas2D - SampleScene - Windows, Mac, Linux - Unity 2022.3.62f3* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
Scene Game Tile Palette Animator Asset Store
Layers Parameters
Base Layer
Auto Live Link
List is Empty
Any State
FrogAnimation
Entry
RunAnimation
Pixel Adventure 1/Assets/Main Characters/Ninja Frog/animations/AnimationFrog.controller
Inspector
RunAnimation
Tag
Motion RunAnimation
Speed 1
Multiplier Parameter
Motion Time Parameter
Mirror Parameter
Cycle Offset 0 Parameter
Foot IK
Write Defaults
Transitions Solo Mute
RunAnimation -> FrogAnimation
Add Behaviour
Asset Labels
Project Console
Assets > Pixel Adventure 1 > Assets > Main Characters > Ninja Frog > animations
AnimationFrog
IdleAnimation
RunAnimation
Assets/Pixel Adventure 1/Assets/Main Characters/Ninja Frog/animations/AnimationFrog.controller



```
        // Aplicar física de salto mejorado
        if (betterJump)
        {
            ApplyBetterJump();
        }
    }

    void Move()
    {
        if (Input.GetKey("d") || Input.GetKey("right"))
        {
            rb2D.velocity = new Vector2(runSpeed, rb2D.velocity.y);
            spriteRenderer.flipX = false;
            animator.setBool("Run", true);
        }
        else if (Input.GetKey("a") || Input.GetKey("left"))
        {
            rb2D.velocity = new Vector2(-runSpeed, rb2D.velocity.y);
            spriteRenderer.flipX = true;
        }
        else
        {
            rb2D.velocity = new Vector2(0, rb2D.velocity.y);
            nimator.setBool("Run", false);
        }
    }

    void ApplyBetterJump()
    {
        // Si estamos cayendo (velocidad Y negativa)
```