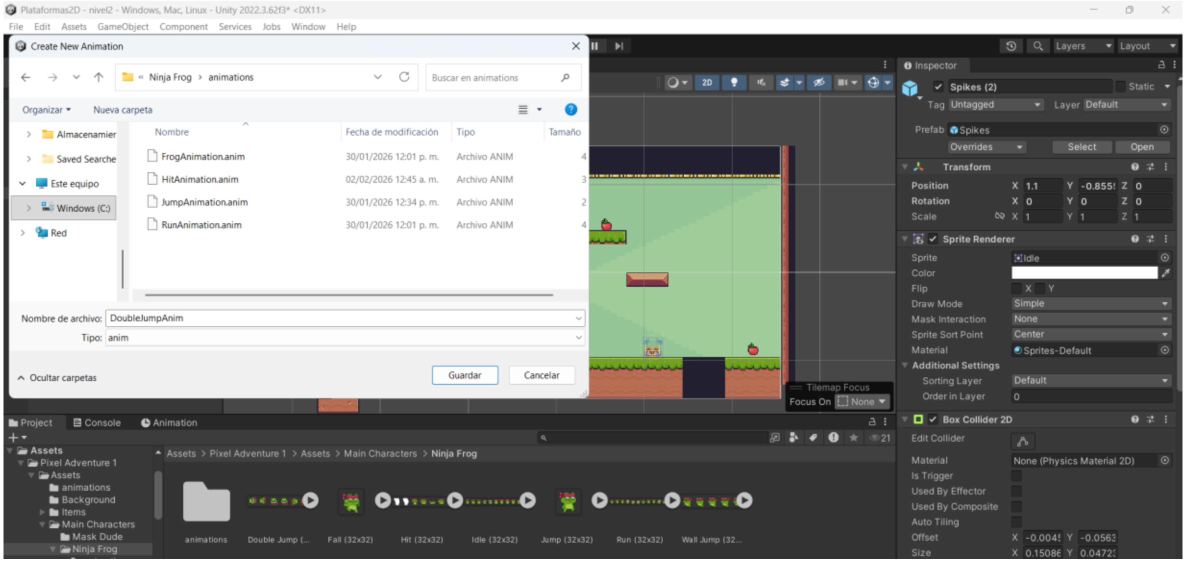


Nombre	Fecha de modificación	Tipo	Tamaño
FrogAnimation.anim	30/01/2026 12:01 p. m.	Archivo ANIM	4
HitAnimation.anim	02/02/2026 12:45 a. m.	Archivo ANIM	3
JumpAnimation.anim	30/01/2026 12:34 p. m.	Archivo ANIM	2
RunAnimation.anim	30/01/2026 12:01 p. m.	Archivo ANIM	4

Nombre de archivo: DoubleJumpAnim

Tipo: anim

Spikes (2) □ Static

Tag Untagged Layer Default

Prefab Spikes

Overrides Select Open

Transform

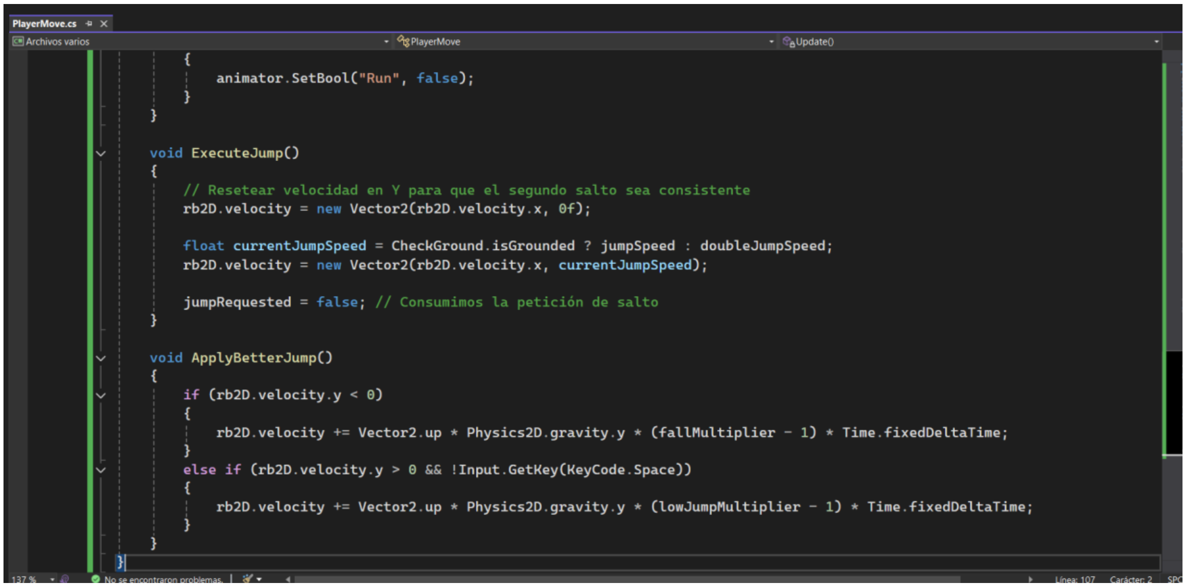
	X	Y	Z
Position	1.1	-0.855!	0
Rotation	0	0	0
Scale	1	1	1

Sprite Renderer

Sprite	Idle
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	0

Box Collider 2D

Edit Collider	
Material	None (Physics Material 2D)
Is Trigger	□
Used By Effector	□
Used By Composite	□
Auto Tiling	□
Offset	X -0.004! Y -0.0563
Size	X 0.15086 Y 0.0472:



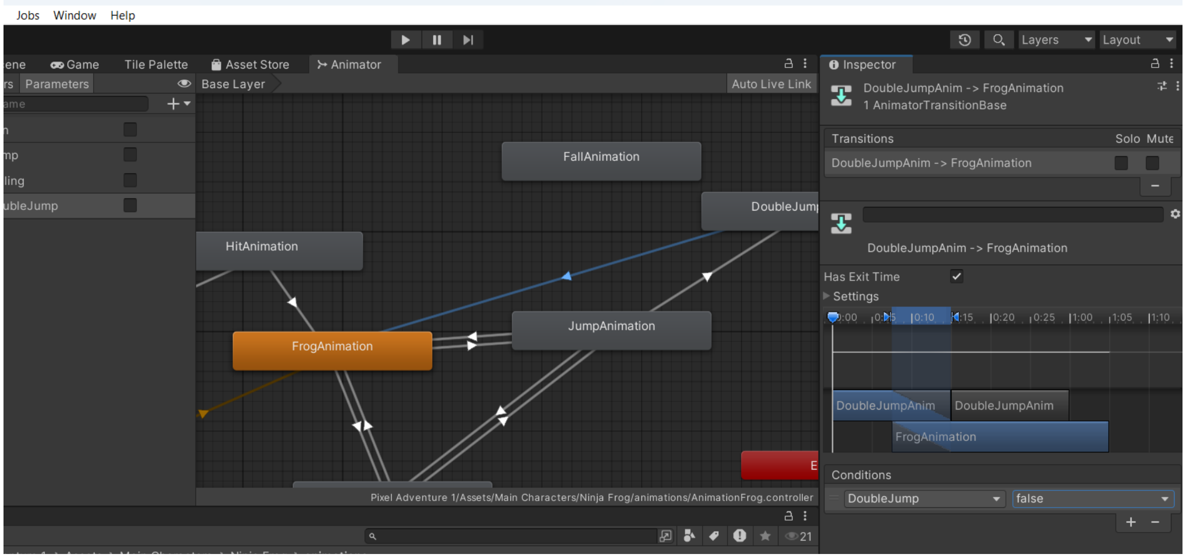
```csharp
            {
                animator.SetBool("Run", false);
            }
        }

        void ExecuteJump()
        {
            // Resetear velocidad en Y para que el segundo salto sea consistente
            rb2D.velocity = new Vector2(rb2D.velocity.x, 0f);

            float currentJumpSpeed = CheckGround.isGrounded ? jumpSpeed : doubleJumpSpeed;
            rb2D.velocity = new Vector2(rb2D.velocity.x, currentJumpSpeed);

            jumpRequested = false; // Consumimos la petición de salto
        }

        void ApplyBetterJump()
        {
            if (rb2D.velocity.y < 0)
            {
                rb2D.velocity += Vector2.up * Physics2D.gravity.y * (fallMultiplier - 1) * Time.fixedDeltaTime;
            }
            else if (rb2D.velocity.y > 0 && !Input.GetKey(KeyCode.Space))
            {
                rb2D.velocity += Vector2.up * Physics2D.gravity.y * (lowJumpMultiplier - 1) * Time.fixedDeltaTime;
            }
        }
    }
```



Pixel Adventure 1/Assets/Main Characters/Ninja Frog/animations/AnimationFrog.controller

DoubleJumpAnim -> FrogAnimation
1 AnimatorTransitionBase

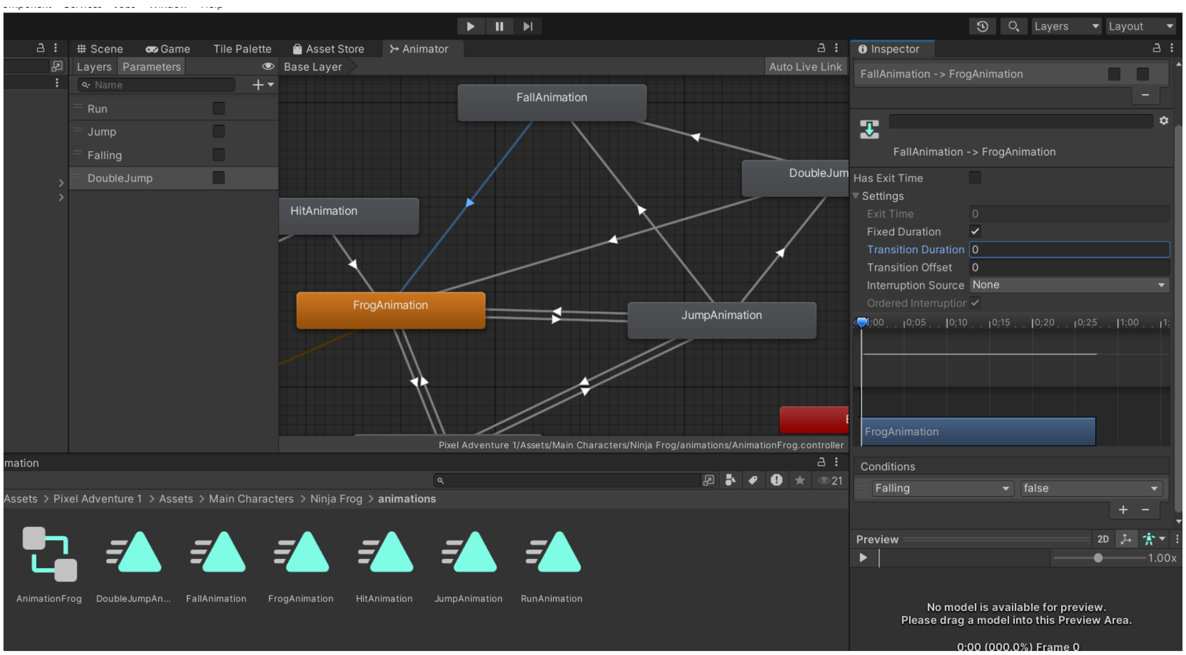
DoubleJumpAnim -> FrogAnimation

DoubleJumpAnim -> FrogAnimation

Has Exit Time ✓

Conditions

DoubleJump false



Pixel Adventure 1/Assets/Main Characters/Ninja Frog/animations/AnimationFrog.controller

Assets > Pixel Adventure 1 > Assets > Main Characters > Ninja Frog > **animations**

FallAnimation -> FrogAnimation

FallAnimation -> FrogAnimation

Has Exit Time □

Settings

Exit Time 0

Fixed Duration ✓

Transition Duration 0

Transition Offset 0

Interruption Source None

Ordered Interruption ✓

Conditions

Falling false

No model is available for preview.
Please drag a model into this Preview Area.

0:00 (000.0%) Frame 0