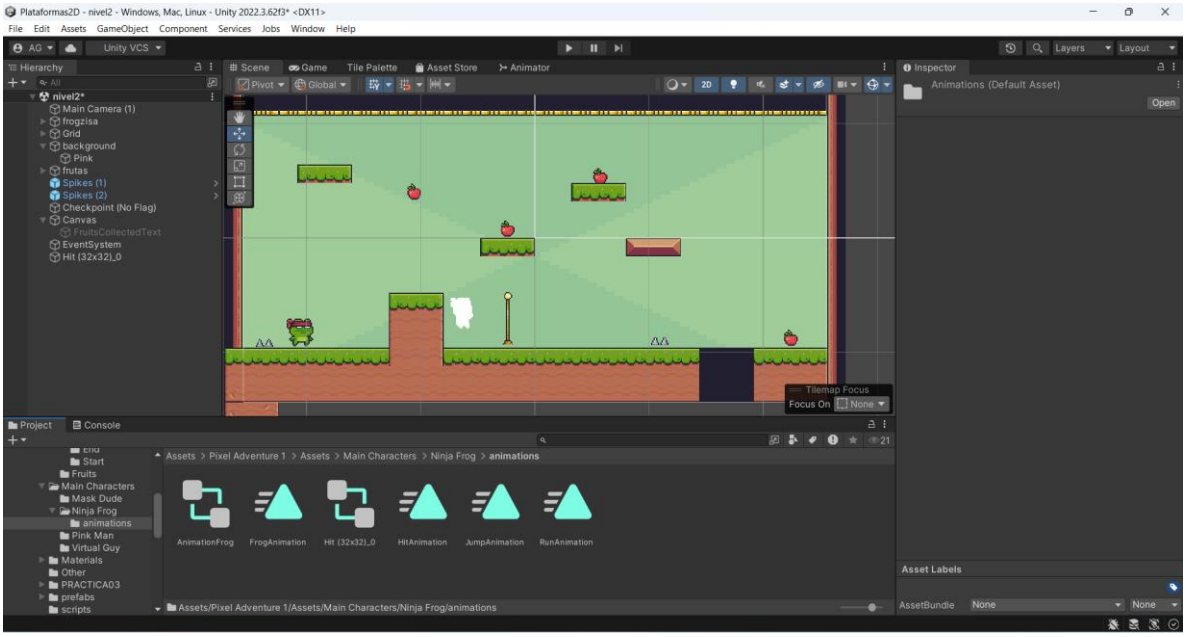
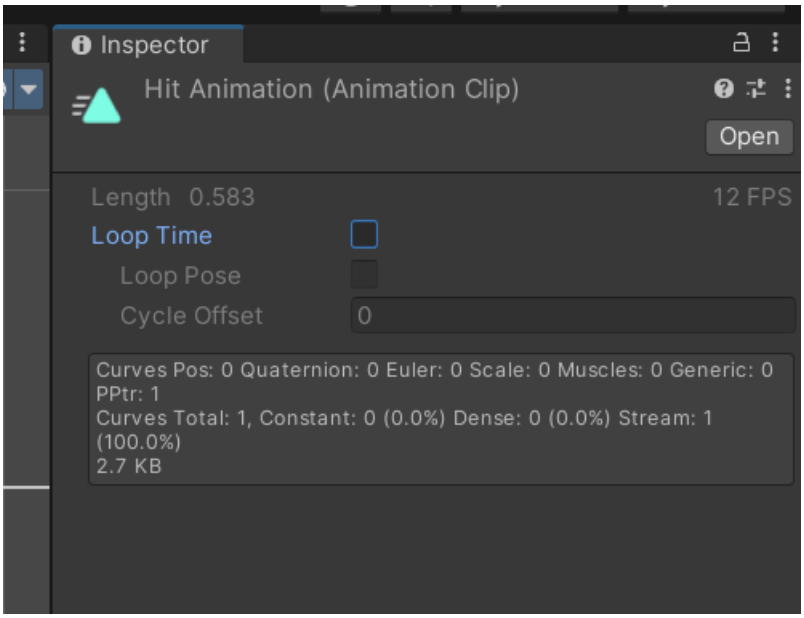
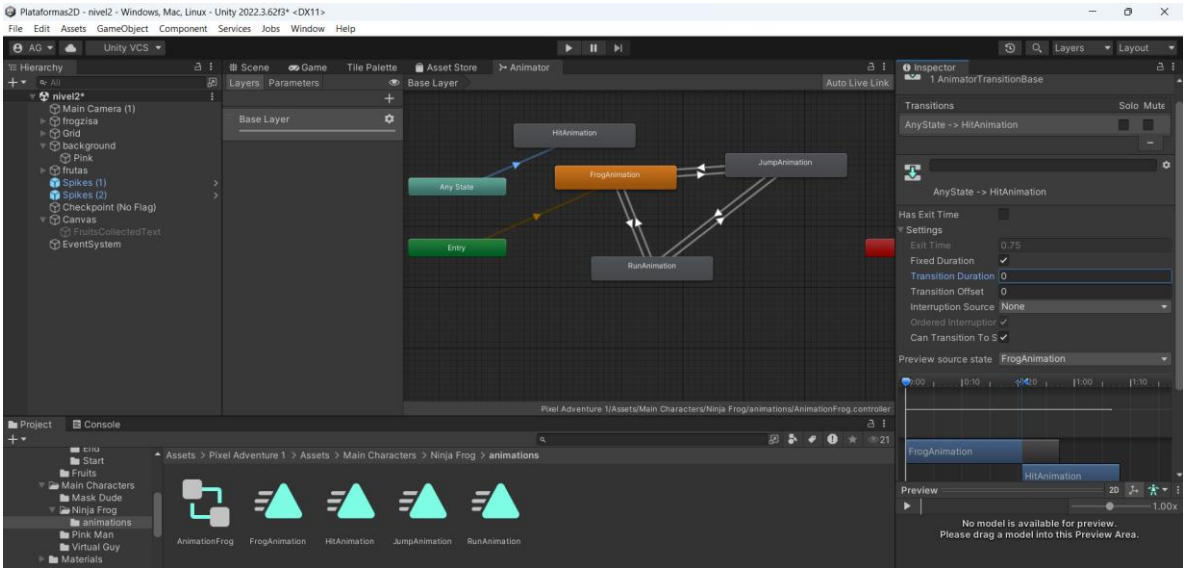

Plataformas2D - nivel2 - Windows, Mac, Linux - Unity 2022.3.62f3* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
nivel2*
Main Camera (1)
frogzisa
Grid
background
Pink
frutas
Spikes (1)
Spikes (2)
Checkpoint (No Flag)
Canvas
FruitsCollectedText
EventSystem
Hit (32x32)_0
Scene
Game
Tile Palette
Asset Store
Animator
Inspector
Animations (Default Asset)
Open
Tilemap Focus
Focus On None
Project
Console
Assets > Pixel Adventure 1 > Assets > Main Characters > Ninja Frog > animations
Start
Fruits
Main Characters
Mask Dude
Ninja Frog
animations
Pink Man
Virtual Guy
Materials
Other
PRACTICA03
prefabs
scripts
AnimationFrog
FrogAnimation
Hit (32x32)_0
HitAnimation
JumpAnimation
RunAnimation
Asset Labels
AssetBundle None None
Assets/Pixel Adventure 1/Assets/Main Characters/Ninja Frog/animations


Inspector
Hit Animation (Animation Clip)
Open
Length 0.583
12 FPS
Loop Time
Loop Pose
Cycle Offset
0
Curves Pos: 0 Quaternion: 0 Euler: 0 Scale: 0 Muscles: 0 Generic: 0 PPtr: 1
Curves Total: 1, Constant: 0 (0.0%) Dense: 0 (0.0%) Stream: 1 (100.0%)
2.7 KB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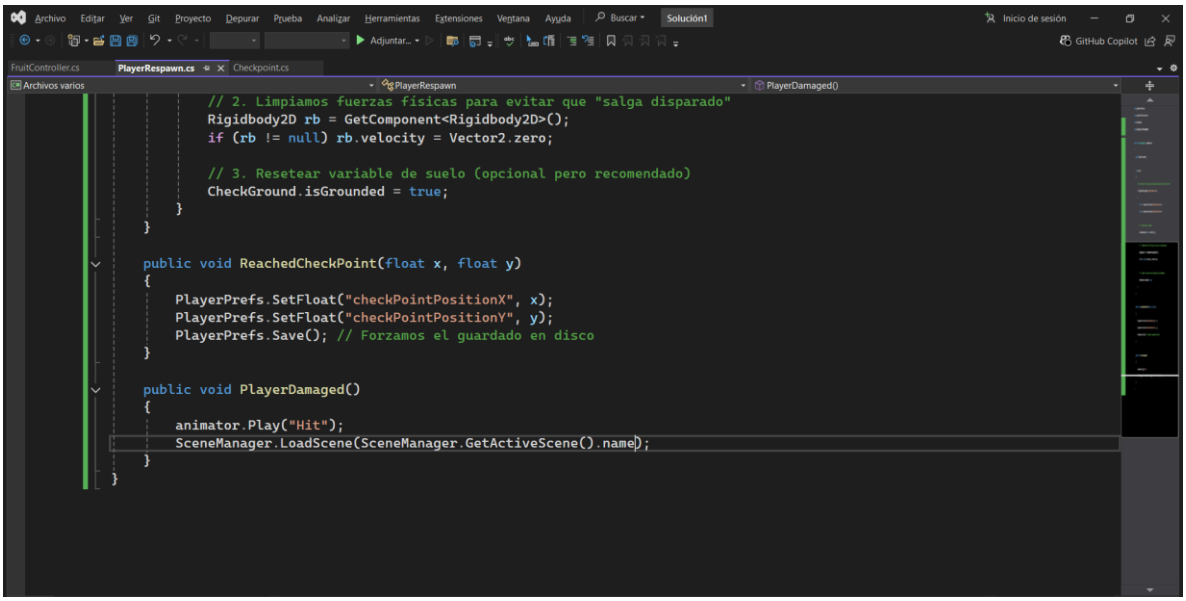
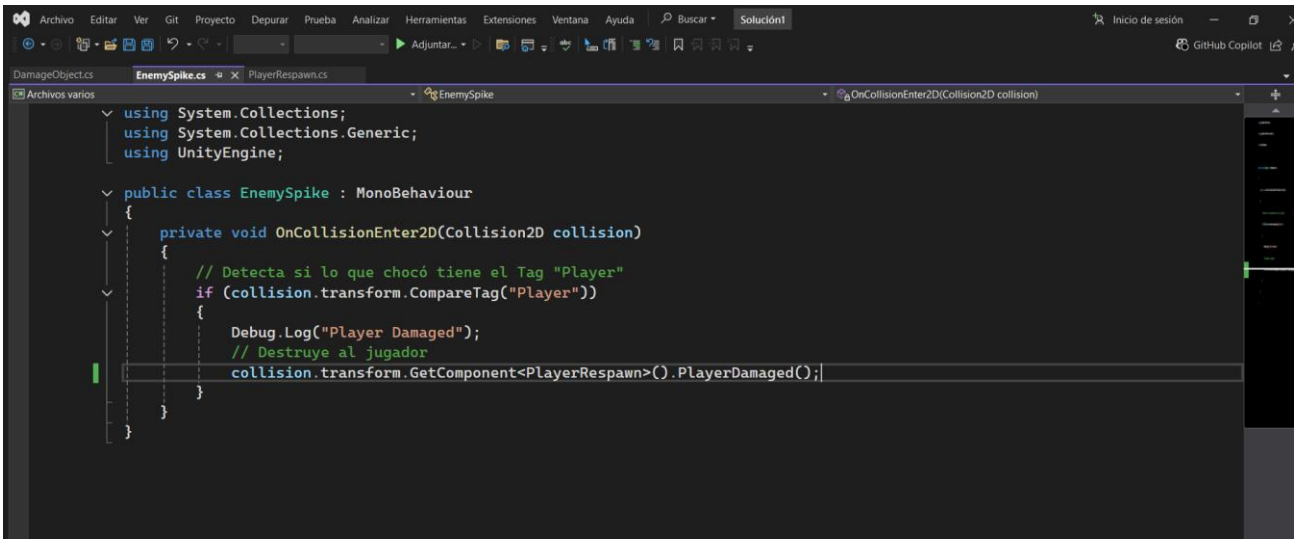
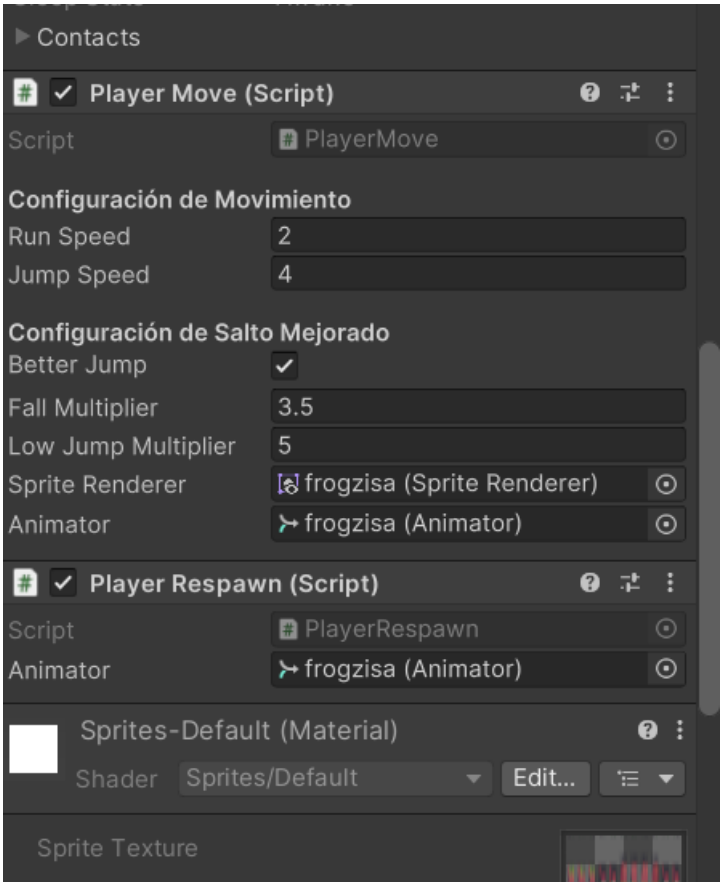
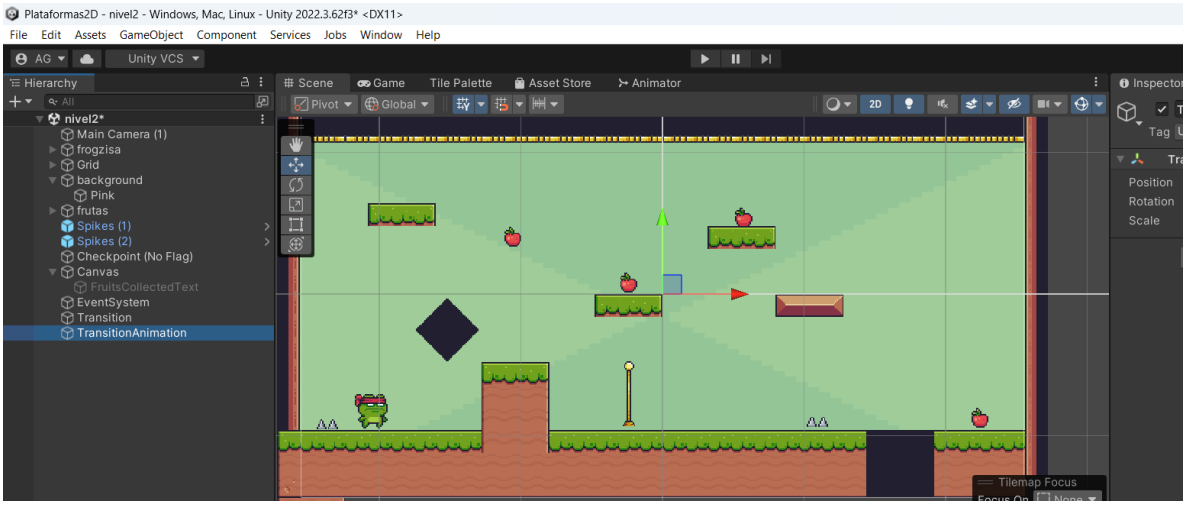
Canvas
FruitsCollectedText
EventSystem
Scene Game Tile Palette Asset Store Animator
Layers Parameters
Base Layer
Auto Live Link
HitAnimation
FrogAnimation
JumpAnimation
Any State
Entry
RunAnimation
Inspector
1 AnimatorTransitionBase
Transitions
AnyState -> HitAnimation
Has Exit Time
Settings
Exit Time 0.75
Fixed Duration
Transition Duration 0
Transition Offset 0
Interruption Source None
Ordered Interruption
Can Transition To S
Preview source state FrogAnimation
Pixel Adventure 1/Assets/Main Characters/Ninja Frog/animations/AnimationFrog.controller
Project Console
Assets > Pixel Adventure 1 > Assets > Main Characters > Ninja Frog > animations
Start
Fruits
Main Characters
Mask Dude
Ninja Frog
animations
Pink Man
Virtual Guy
Materials
AnimationFrog
FrogAnimation
HitAnimation
JumpAnimation
RunAnimation
Preview
No model is available for preview.
Please drag a model into this Preview Area.


Archivo Editar Ver Git Proyecto Depurar Prueba Analizar Herramientas Extensiones Ventana Ayuda
Buscar
Solución1
Inicio de sesión
GitHub Copilot
FruitController.cs
PlayerRespawn.cs
Checkpoint.cs
Archivos varios
PlayerRespawn
PlayerDamaged()
// 2. Limpiamos fuerzas fisicas para evitar que "salga disparado"
Rigidbody2D rb = GetComponent<Rigidbody2D>();
if (rb != null) rb.velocity = Vector2.zero;
// 3. Resetear variable de suelo (opcional pero recomendado)
CheckGround.isGrounded = true;
}
}
public void ReachedCheckPoint(float x, float y)
{
PlayerPrefs.SetFloat("checkPointPositionX", x);
PlayerPrefs.SetFloat("checkPointPositionY", y);
PlayerPrefs.Save(); // Forzamos el guardado en disco
}
public void PlayerDamaged()
{
animator.Play("Hit");
SceneManager.LoadScene(SceneManager.GetActiveScene().name);
}
}


Archivo Editar Ver Git Proyecto Depurar Prueba Analizar Herramientas Extensiones Ventana Ayuda Buscar Solución1 Inicio de sesión
Adjuntar... GitHub Copilot
DamageObject.cs EnemySpike.cs PlayerRespawn.cs
Archivos varios EnemySpike OnCollisionEnter2D(Collision2D collision)
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
public class EnemySpike : MonoBehaviour
{
private void OnCollisionEnter2D(Collision2D collision)
{
// Detecta si lo que chocó tiene el Tag "Player"
if (collision.transform.CompareTag("Player"))
{
Debug.Log("Player Damaged");
// Destruye al jugador
collision.transform.GetComponent<PlayerRespawn>().PlayerDamaged();
}
}
}


Contacts
Player Move (Script)
Script PlayerMove
Configuración de Movimiento
Run Speed 2
Jump Speed 4
Configuración de Salto Mejorado
Better Jump
Fall Multiplier 3.5
Low Jump Multiplier 5
Sprite Renderer frogzisa (Sprite Renderer)
Animator frogzisa (Animator)
Player Respawn (Script)
Script PlayerRespawn
Animator frogzisa (Animator)
Sprites-Default (Material)
Shader Sprites/Default Edit...
Sprite Texture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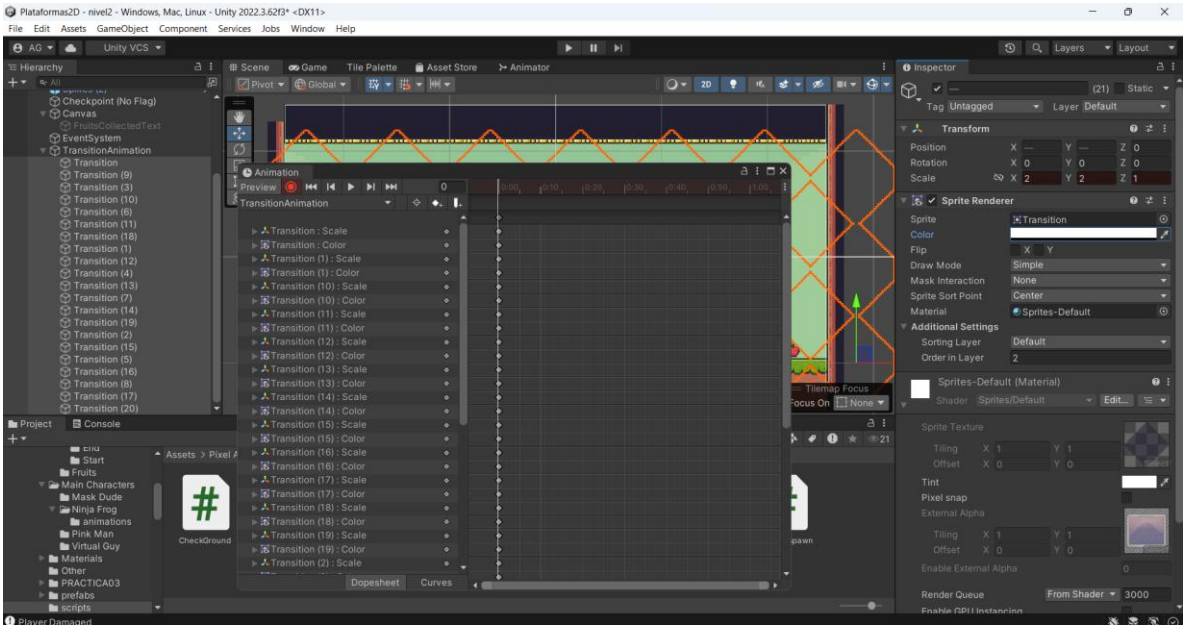
Animator
Tilemap Focus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Inspector
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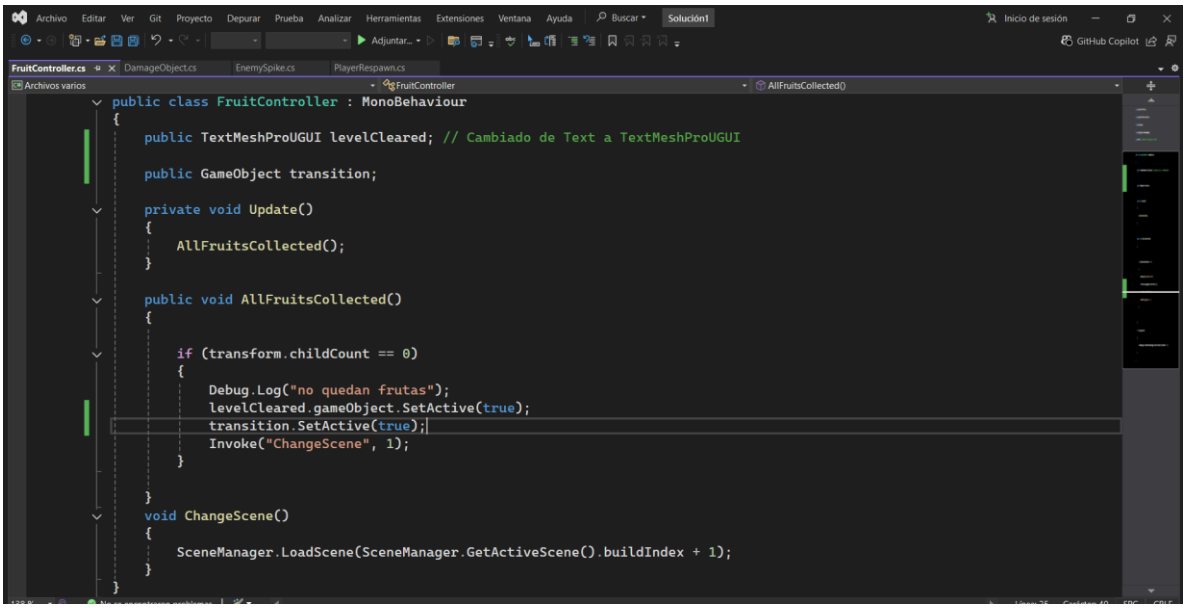
TransitionAnimation
Transform
Sprite Renderer
Project
Console
Dopesheet
Curves


Archivo Editar Ver Git Proyecto Depurar Prueba Analizar Herramientas Extensiones Ventana Ayuda Buscar Solución1 Inicio de sesión
Adjuntar... GitHub Copilot
FruitController.cs DamageObject.cs EnemySpike.cs PlayerRespawn.cs
Archivos varios FruitController AllFruitsCollected()
public class FruitController : MonoBehaviour
{
public TextMeshProUGUI levelCleared; // Cambiado de Text a TextMeshProUGUI
public GameObject transition;
private void Update()
{
AllFruitsCollected();
}
public void AllFruitsCollected()
{
if (transform.childCount == 0)
{
Debug.Log("no quedan frutas");
levelCleared.gameObject.SetActive(true);
transition.SetActive(true);
Invoke("ChangeScene", 1);
}
}
void ChangeScene()
{
SceneManager.LoadScene(SceneManager.GetActiveScene().buildIndex + 1);
}
}