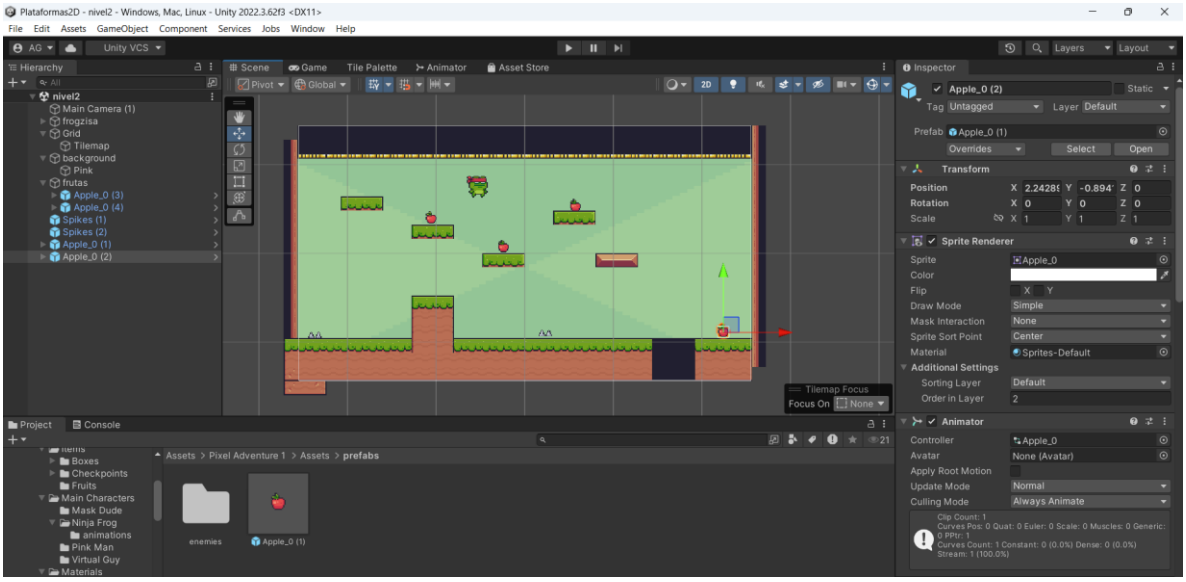
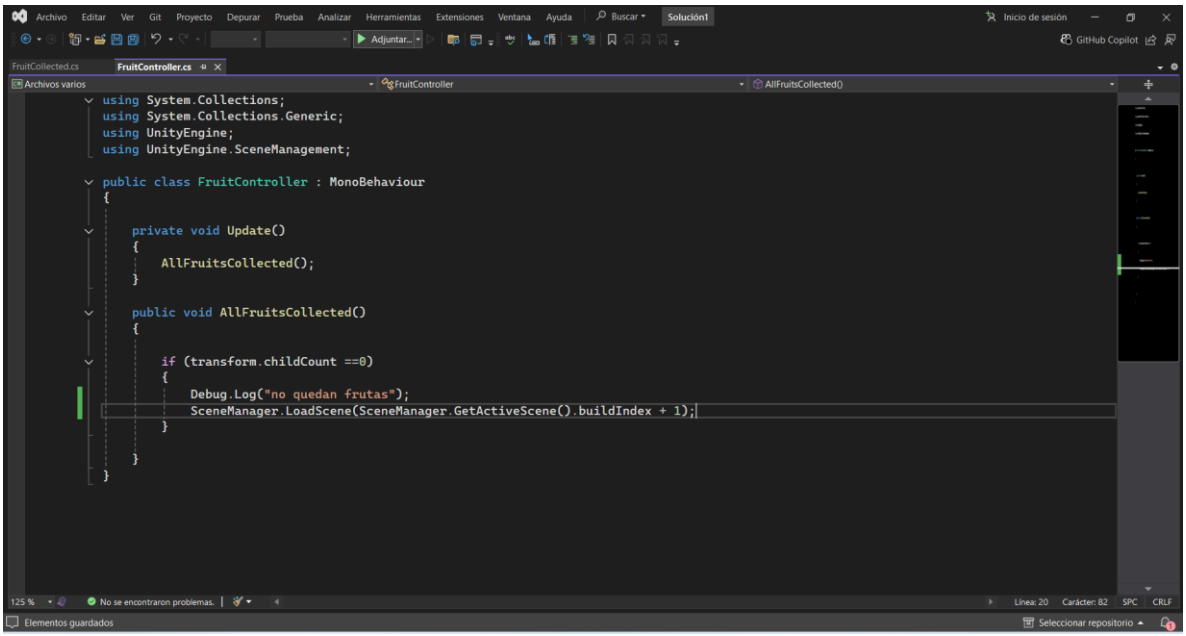
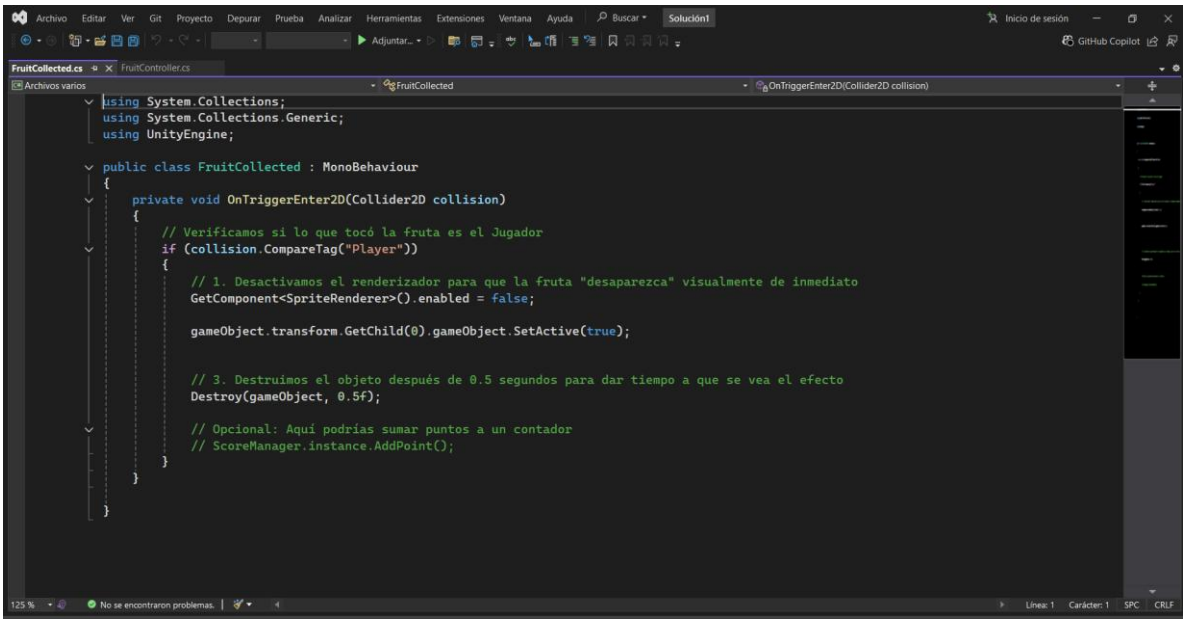
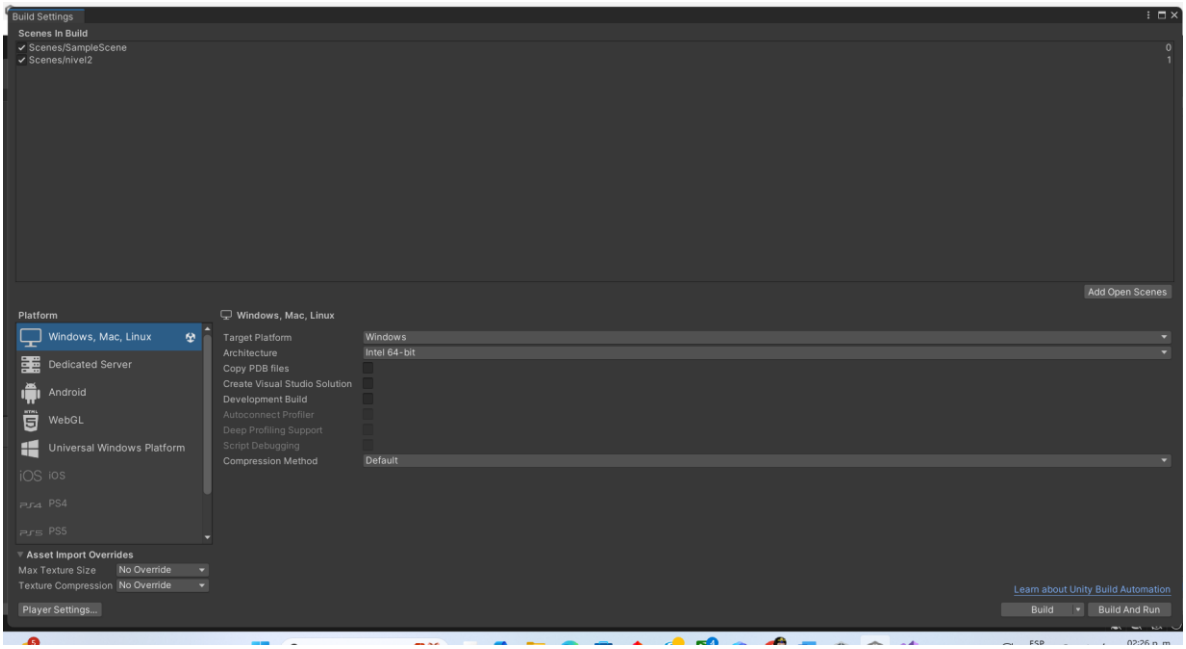
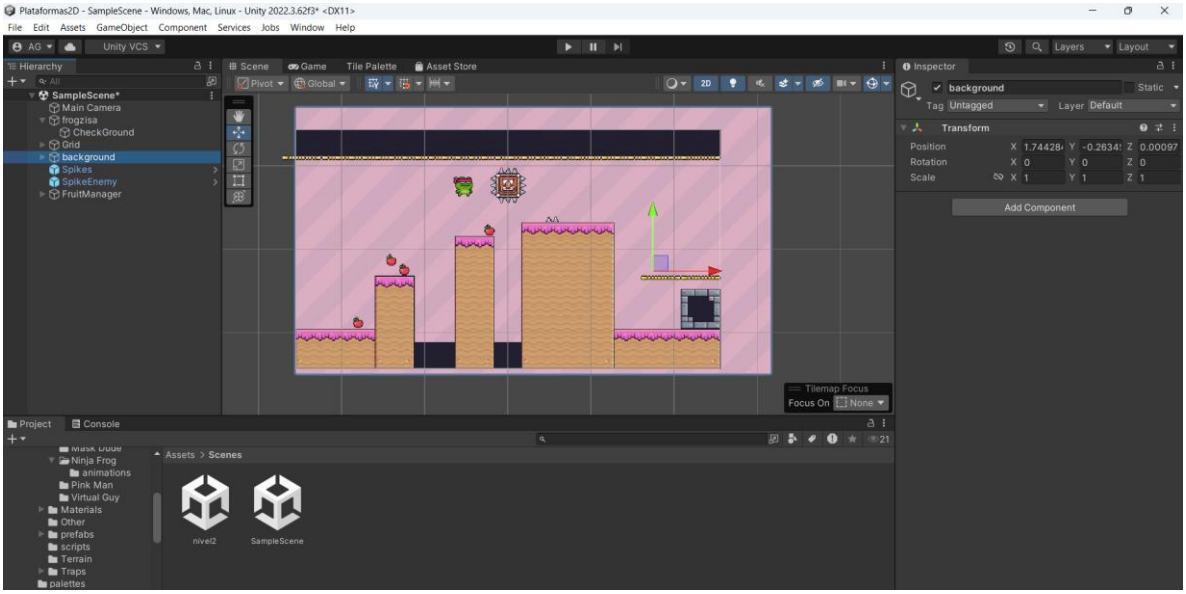
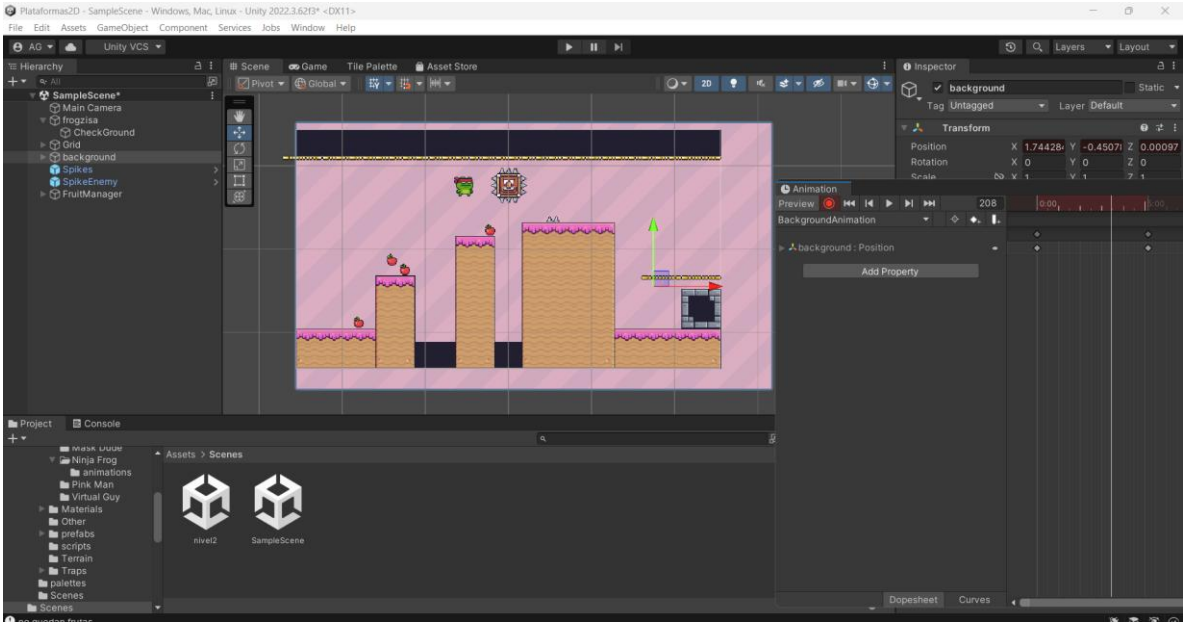

Plataformas2D - nivel2 - Windows, Mac, Linux - Unity 2022.3.62f3 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
nivel2
Main Camera (1)
frogzisa
Grid
Tilemap
background
Pink
frutas
Apple_0 (3)
Apple_0 (4)
Spikes (1)
Spikes (2)
Apple_0 (1)
Apple_0 (2)
Scene
Game
Tile Palette
Animator
Asset Store
Inspector
Apple_0 (2)
Tag Untagged
Layer Default
Prefab Apple_0 (1)
Transform
Position
Rotation
Scale
Sprite Renderer
Sprite Apple_0
Color
Flip
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
Tilemap Focus
Focus On None
Project
Console
Assets > Pixel Adventure 1 > Assets > prefabs
Boxes
Checkpoints
Fruits
Main Characters
Mask Dude
Ninja Frog
animations
Pink Man
Virtual Guy
Materials
enemies
Apple_0 (1)

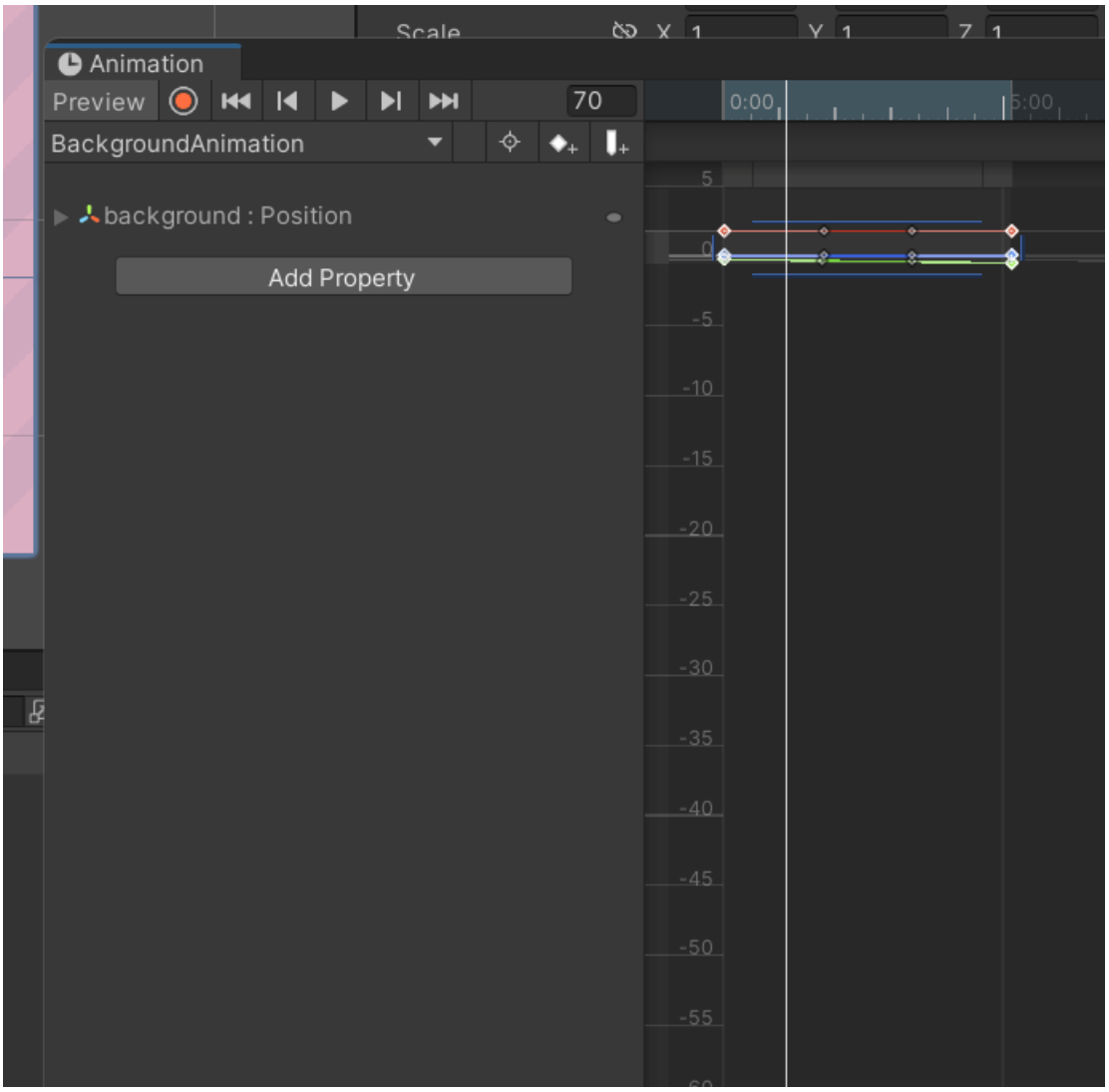

Archivo Editar Ver Git Proyecto Depurar Prueba Analizar Herramientas Extensiones Ventana Ayuda
Solución1
Inicio de sesión
GitHub Copilot
FruitCollected.cs
FruitController.cs
Archivos varios
FruitController
AllFruitsCollected()
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
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


Archivo Editar Ver Git Proyecto Depurar Prueba Analizar Herramientas Extensiones Ventana Ayuda
Buscar
Solución1
Inicio de sesión
GitHub Copilot
Adjuntar...
FruitCollected.cs
FruitController.cs
Archivos varios
FruitCollected
OnTriggerEnter2D(Collider2D collision)
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();
}
}
}
125 %
No se encontraron problemas.
Línea: 1
Carácter: 1
SPC
CRLF


Build Settings
Scenes In Build
Scenes/SampleScene
Scenes/nivel2
Add Open Scenes
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
Learn about Unity Build Automation
Player Settings...
Build
Build And Run


Plataformas2D - SampleScene - Windows, Mac, Linux - Unity 2022.3.62f3* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
SampleScene*
Main Camera
frogzisa
CheckGround
Grid
background
Spikes
SpikeEnemy
FruitManager
Scene
Game
Tile Palette
Asset Store
Inspector
background
Tag Untagged
Layer Default
Transform
Position
Rotation
Scale
Add Component
Tilemap Focus
Focus On None
Project
Console
Assets > Scenes
nivel2
SampleScene
Ninja Frog
animations
Pink Man
Virtual Guy
Materials
Other
prefabs
scripts
Terrain
Traps
palettes


Plataformas2D - SampleScene - Windows, Mac, Linux - Unity 2022.3.62f3* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
SampleScene*
Main Camera
frogzisa
CheckGround
Grid
background
Spikes
SpikeEnemy
FruitManager
Scene
Game
Tile Palette
Asset Store
Inspector
background
Tag Untagged
Layer Default
Transform
Position
Rotation
Animation
Preview
BackgroundAnimation
background : Position
Add Property
Dopesheet
Curves
Project
Console
Assets > Scenes
nivel2
SampleScene
Ninja Frog
animations
Pink Man
Virtual Guy
Materials
Other
prefabs
scripts
Terrain
Traps
palettes
Scenes


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