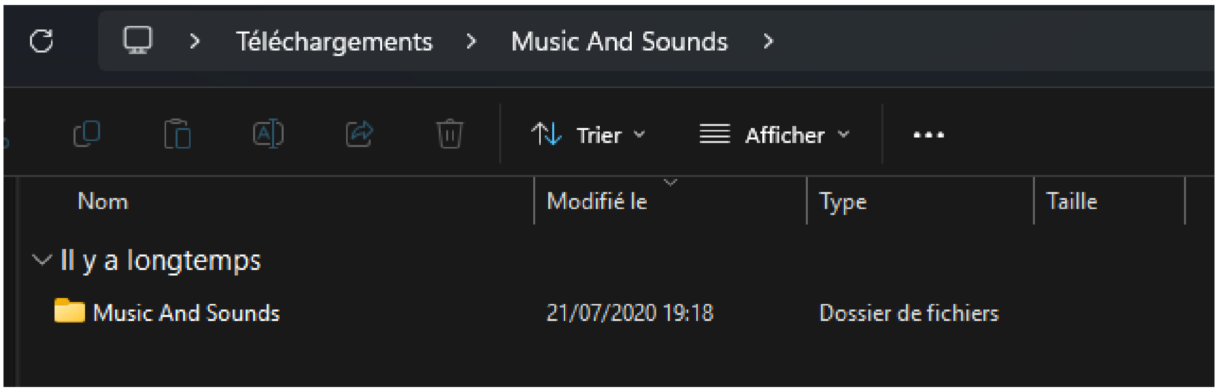
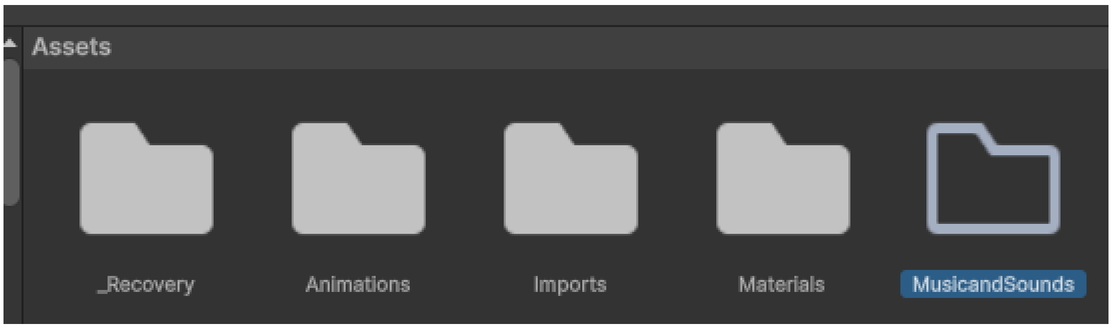
Tutoriales

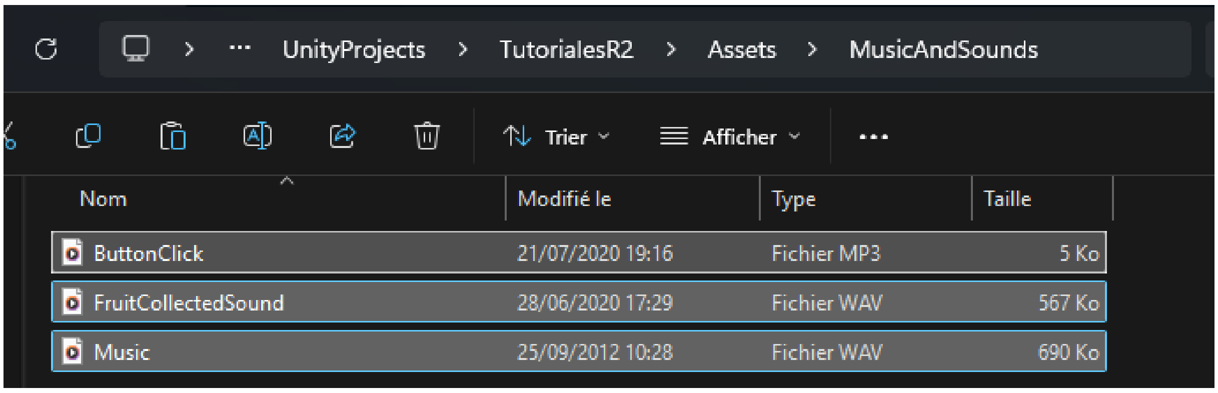
Tutorial 19



Téléchargements > Music And Sounds >

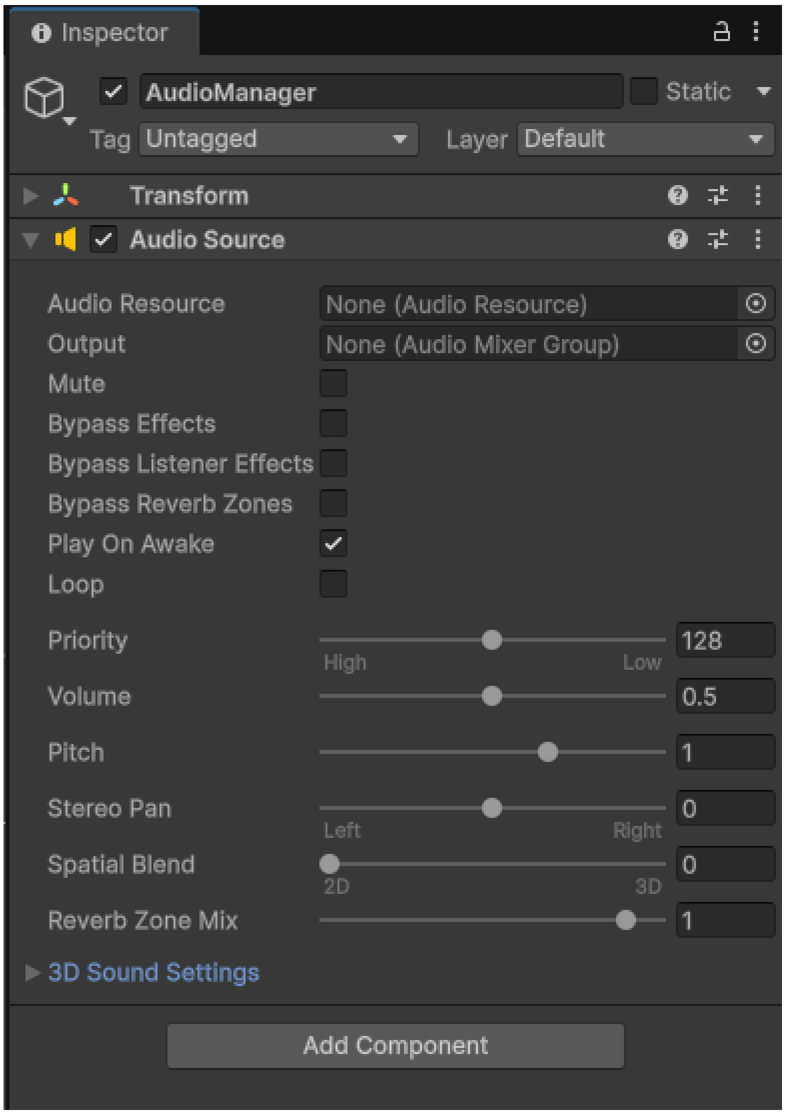
Nom	Modifié le	Type	Taille
Il y a longtemps			
Music And Sounds	21/07/2020 19:18	Dossier de fichiers	





UnityProjects > TutorialesR2 > Assets > MusicAndSounds

Nom	Modifié le	Type	Taille
ButtonClick	21/07/2020 19:16	Fichier MP3	5 Ko
FruitCollectedSound	28/06/2020 17:29	Fichier WAV	567 Ko
Music	25/09/2012 10:28	Fichier WAV	690 Ko



Inspector

AudioManager ✓ Static

Tag Untagged Layer Default

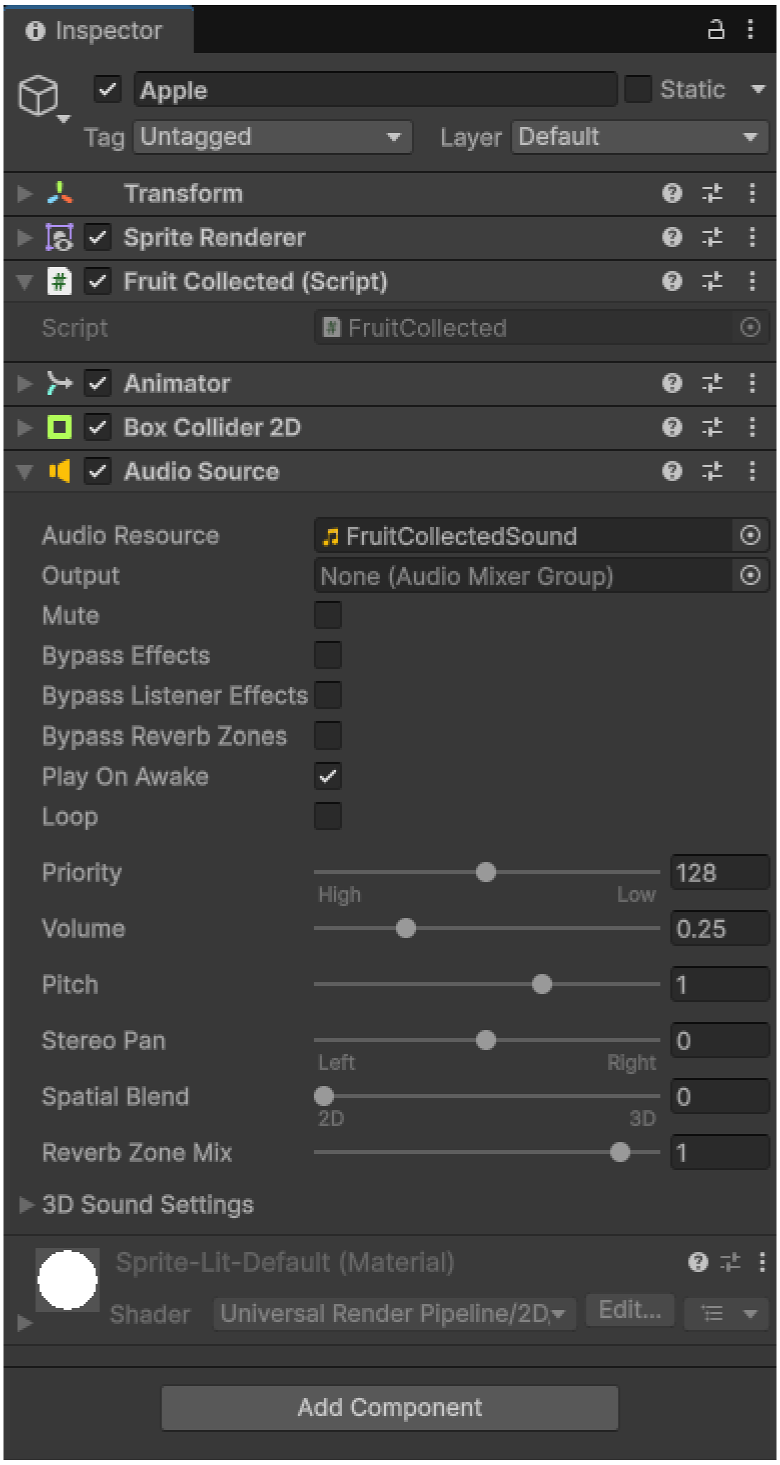
Transform

Audio Source ✓

Audio Resource	None (Audio Resource)
Output	None (Audio Mixer Group)
Mute	
Bypass Effects	
Bypass Listener Effects	
Bypass Reverb Zones	
Play On Awake	✓
Loop	
Priority (High – Low)	128
Volume	0.5
Pitch	1
Stereo Pan (Left – Right)	0
Spatial Blend (2D – 3D)	0
Reverb Zone Mix	1

3D Sound Settings

Add Component



Inspector

✓ Apple ☐ Static

Tag Untagged Layer Default

Transform

✓ Sprite Renderer

✓ Fruit Collected (Script)

Script	FruitCollected

✓ Animator

✓ Box Collider 2D

✓ Audio Source

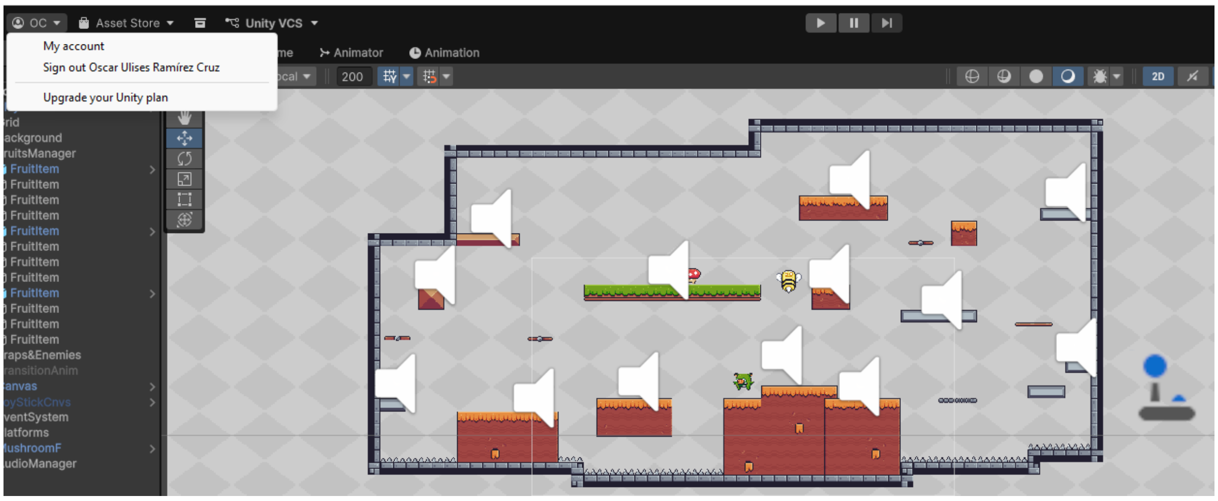
Audio Resource	FruitCollectedSound
Output	None (Audio Mixer Group)
Mute	☐
Bypass Effects	☐
Bypass Listener Effects	☐
Bypass Reverb Zones	☐
Play On Awake	✓
Loop	☐
Priority (High – Low)	128
Volume	0.25
Pitch	1
Stereo Pan (Left – Right)	0
Spatial Blend (2D – 3D)	0
Reverb Zone Mix	1

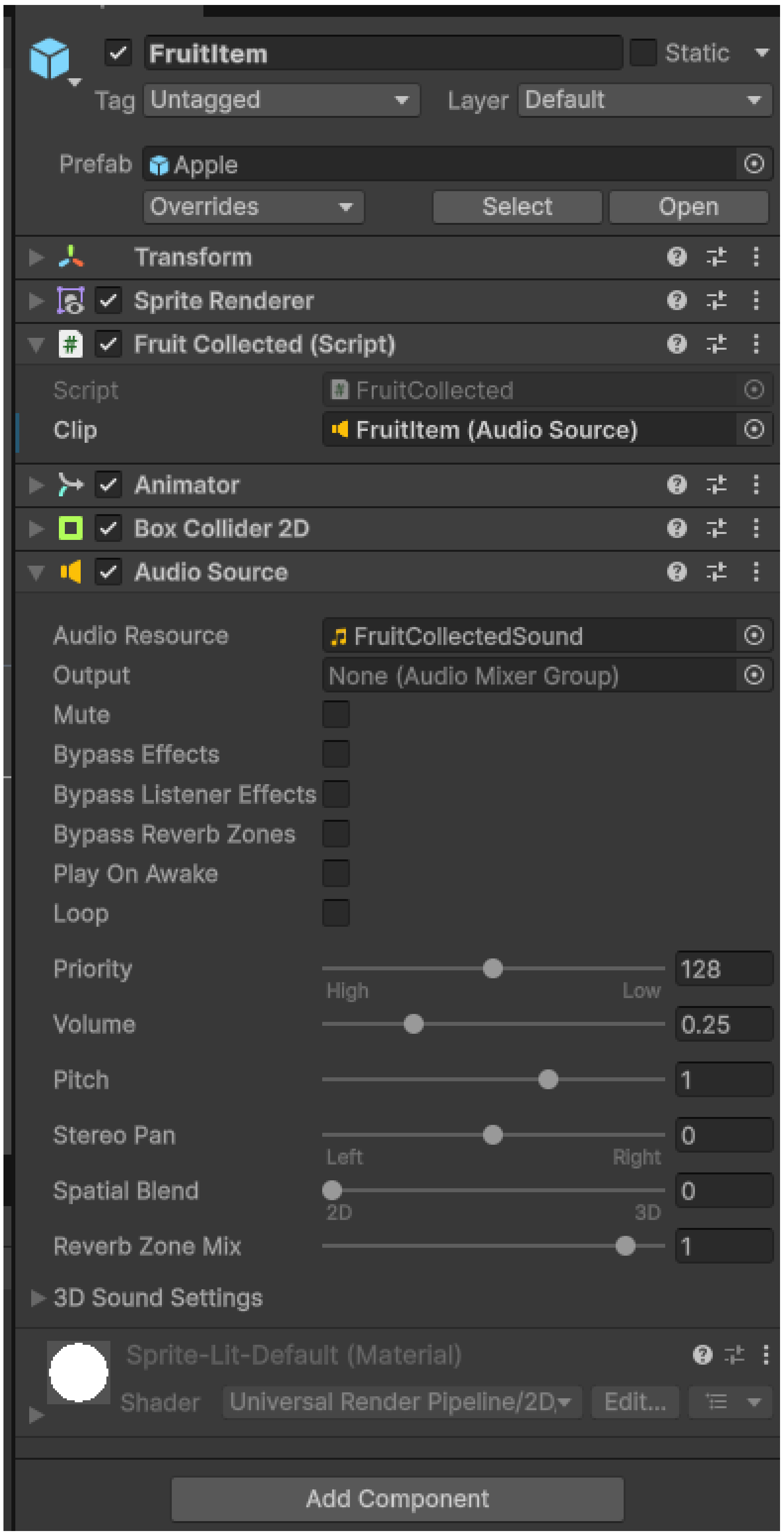
3D Sound Settings

Sprite-Lit-Default (Material)

Shader Universal Render Pipeline/2D Edit...

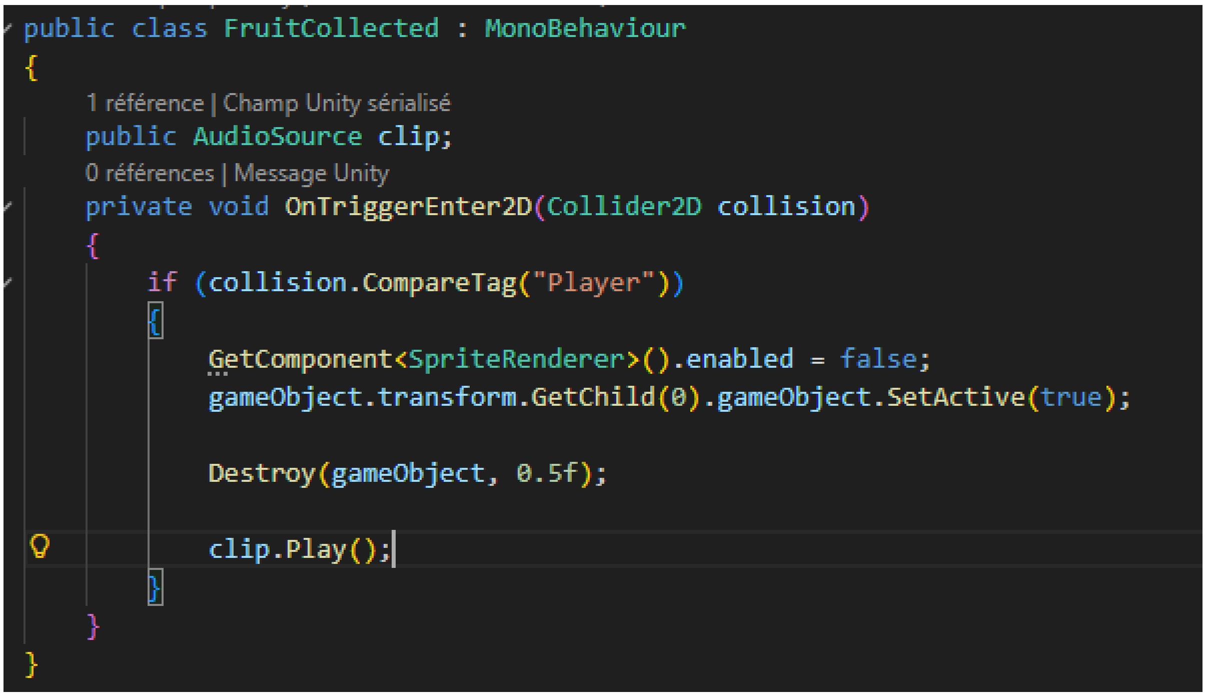
Add Component


OC
Asset Store
Unity VCS
My account
Sign out Oscar Ulises Ramírez Cruz
Upgrade your Unity plan
Animator
Animation
200
2D
rid
ackground
ruitsManager
FruitItem
FruitItem
FruitItem
FruitItem
FruitItem
FruitItem
FruitItem
FruitItem
FruitItem
FruitItem
FruitItem
FruitItem
raps&Enemies
ransitionAnim
anvas
oyStickCnvs
ventSystem
latforms
lushroomF
udioManager

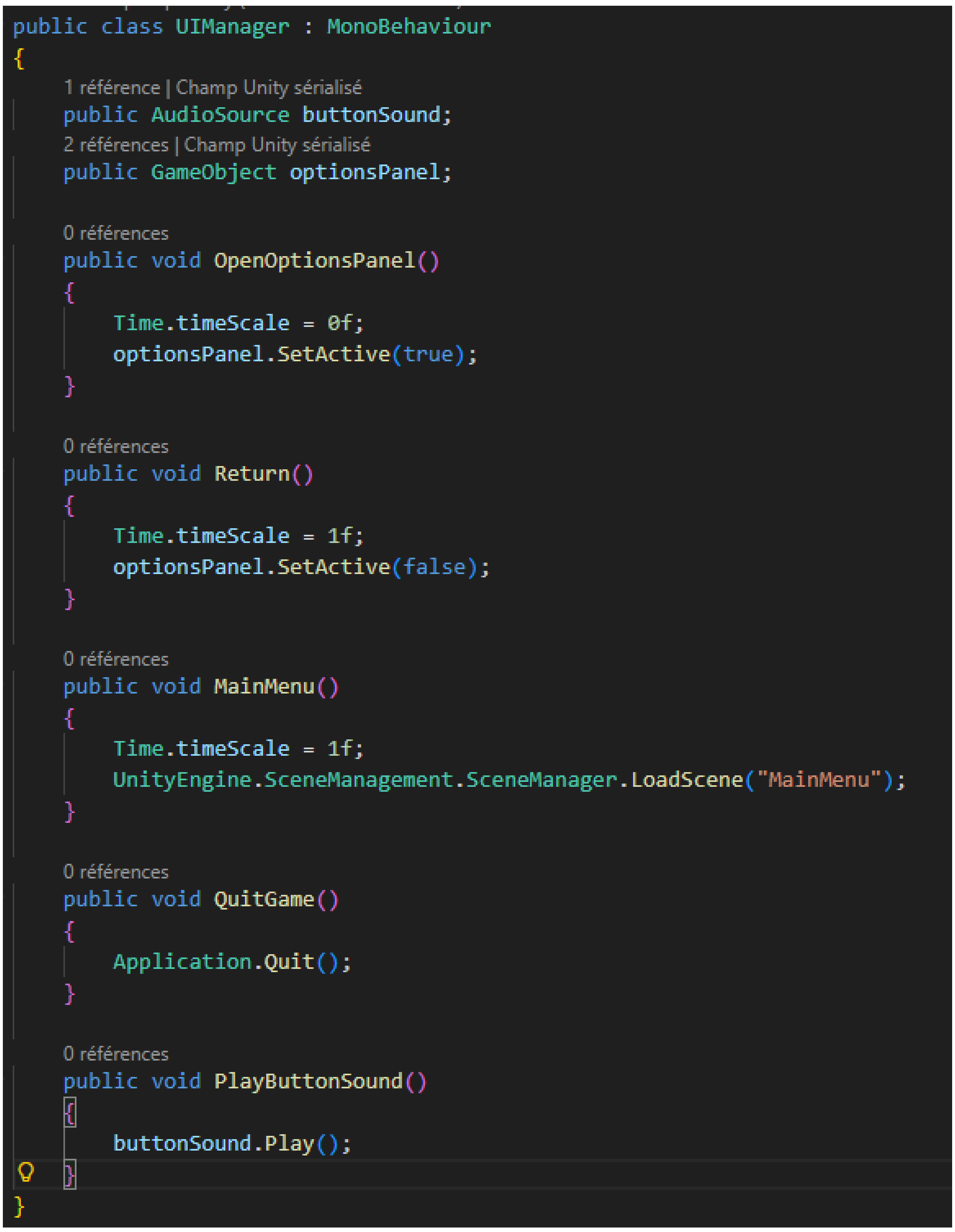


FruitItem
Static
Tag Untagged
Layer Default
Prefab Apple
Overrides
Select
Open

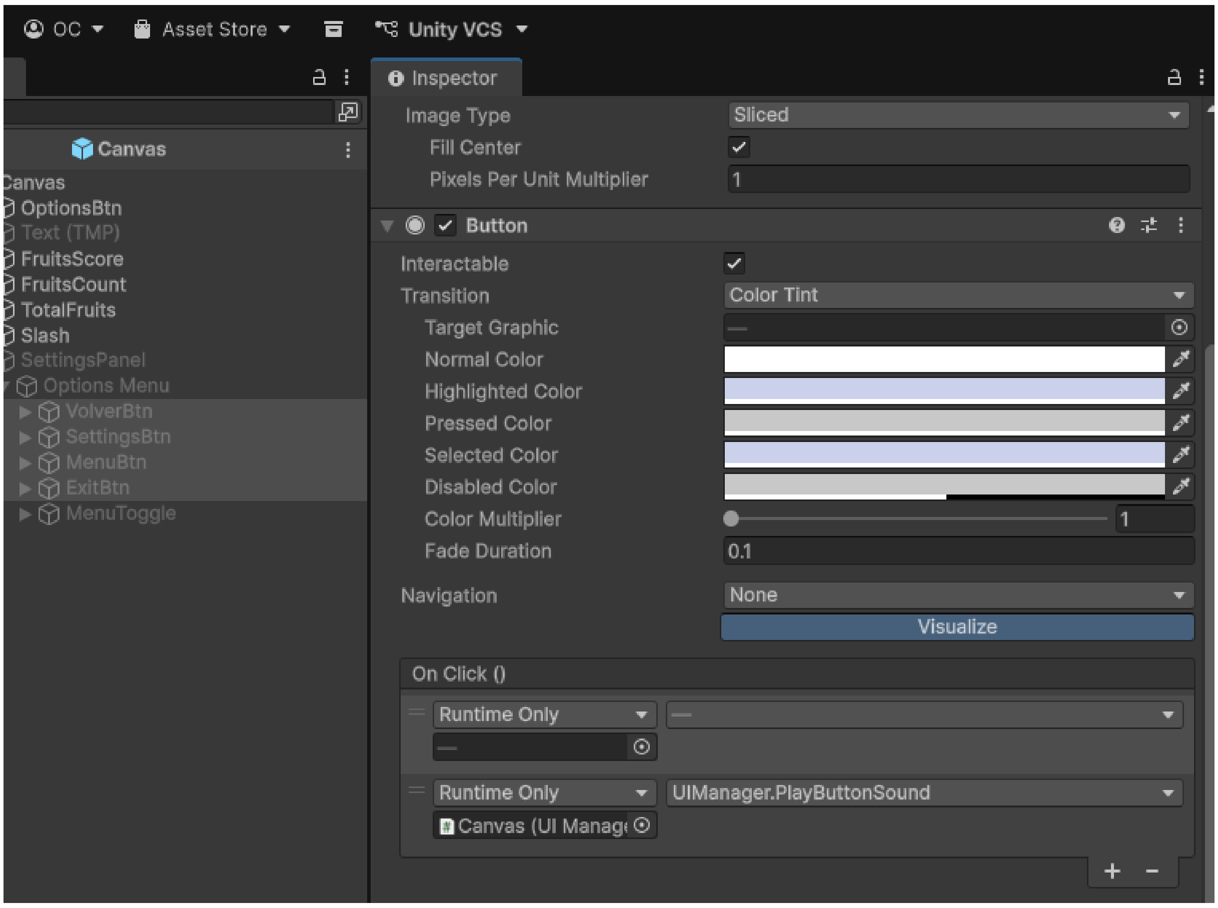
Transform
Sprite Renderer
Fruit Collected (Script)
Script FruitCollected
Clip FruitItem (Audio Source)
Animator
Box Collider 2D
Audio Source
Audio Resource FruitCollectedSound
Output None (Audio Mixer Group)
Mute
Bypass Effects
Bypass Listener Effects
Bypass Reverb Zones
Play On Awake
Loop
Priority 128
High Low
Volume 0.25
Pitch 1
Stereo Pan 0
Left Right
Spatial Blend 0
2D 3D
Reverb Zone Mix 1
3D Sound Settings
Sprite-Lit-Default (Material)
Shader Universal Render Pipeline/2D/
Edit...
Add Component



```
public class FruitCollected : MonoBehaviour
{
    1 référence | Champ Unity sérialisé
    public AudioSource clip;
    0 références | Message Unity
    private void OnTriggerEnter2D(Collider2D collision)
    {
        if (collision.CompareTag("Player"))
        {
            GetComponent<SpriteRenderer>().enabled = false;
            gameObject.transform.GetChild(0).gameObject.SetActive(true);

            Destroy(gameObject, 0.5f);

            clip.Play();
        }
    }
}
```



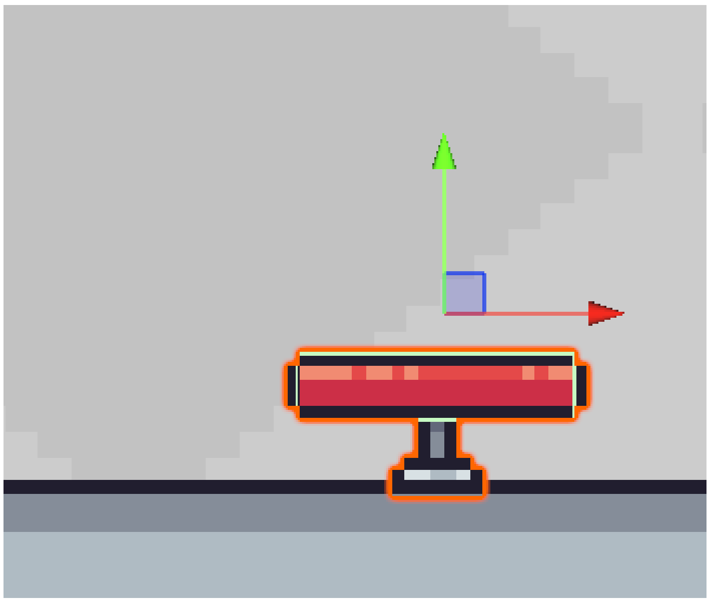
```
public class UIManager : MonoBehaviour
{
    1 référence | Champ Unity sérialisé
    public AudioSource buttonSound;
    2 références | Champ Unity sérialisé
    public GameObject optionsPanel;

    0 références
    public void OpenOptionsPanel()
    {
        Time.timeScale = 0f;
        optionsPanel.SetActive(true);
    }

    0 références
    public void Return()
    {
        Time.timeScale = 1f;
        optionsPanel.SetActive(false);
    }

    0 références
    public void MainMenu()
    {
        Time.timeScale = 1f;
        UnityEngine.SceneManagement.SceneManager.LoadScene("MainMenu");
    }

    0 références
    public void QuitGame()
    {
        Application.Quit();
    }

    0 références
    public void PlayButtonSound()
    {
        buttonSound.Play();
    }
}
```

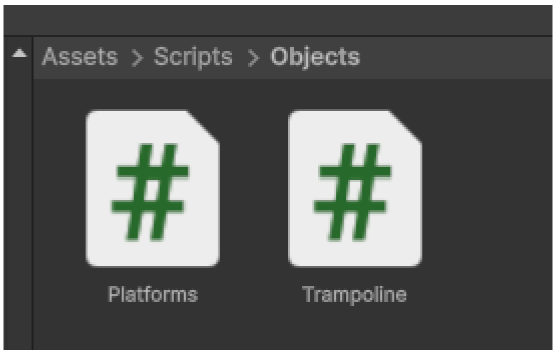


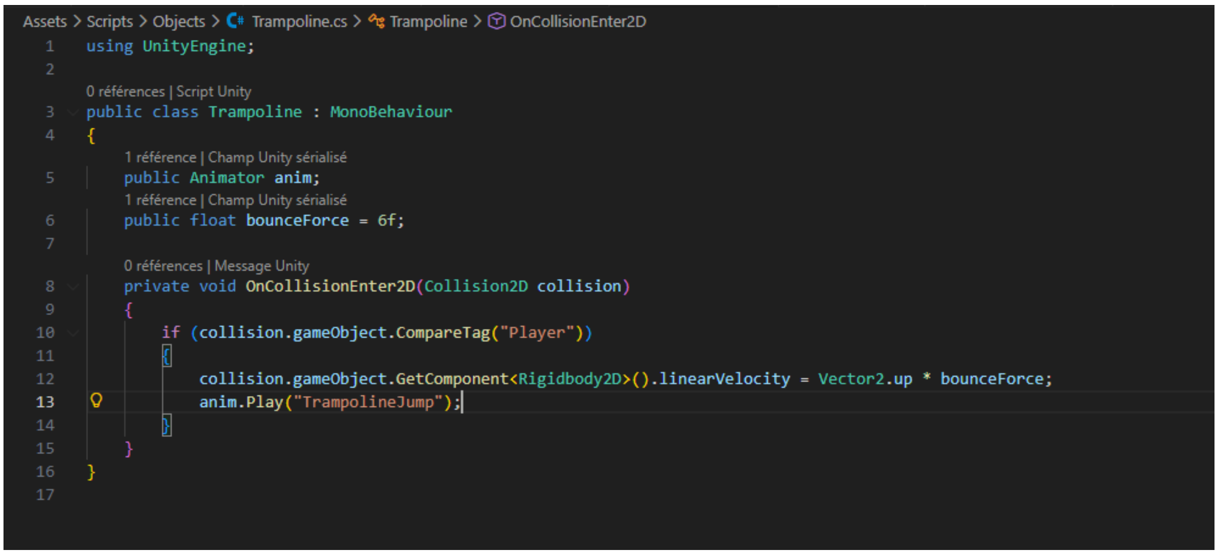
```
Canvas
  OptionsBtn
  Text (TMP)
  FruitsScore
  FruitsCount
  TotalFruits
  Slash
  SettingsPanel
  Options Menu
    VolverBtn
    SettingsBtn
    MenuBtn
    ExitBtn
    MenuToggle
```

```
Image Type                  Sliced
  Fill Center               ✓
  Pixels Per Unit Multiplier 1

Button
Interactable                ✓
Transition                  Color Tint
  Target Graphic
  Normal Color
  Highlighted Color
  Pressed Color
  Selected Color
  Disabled Color
  Color Multiplier          1
  Fade Duration             0.1
Navigation                  None
                            Visualize

On Click ()
  Runtime Only
  Runtime Only              UIManager.PlayButtonSound
  Canvas (UI Manag
```

Tutorial 20

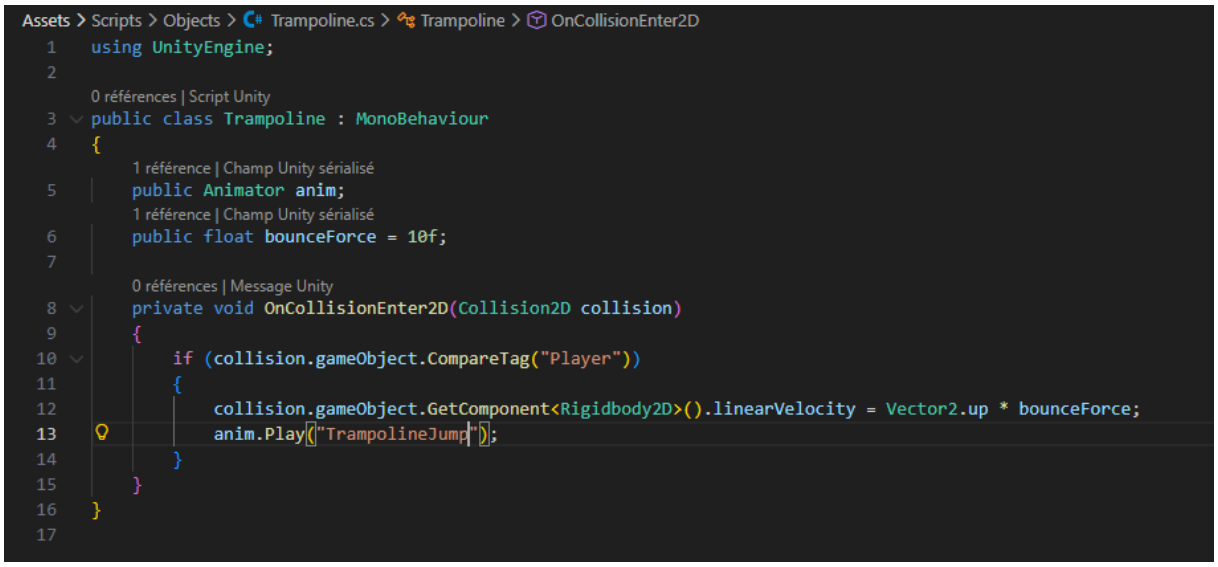






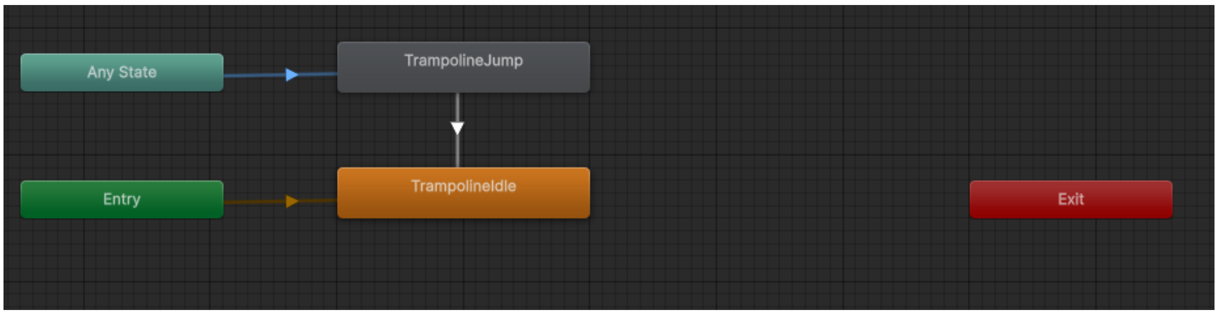
Assets > Scripts > Objects > Trampoline.cs > Trampoline > OnCollisionEnter2D

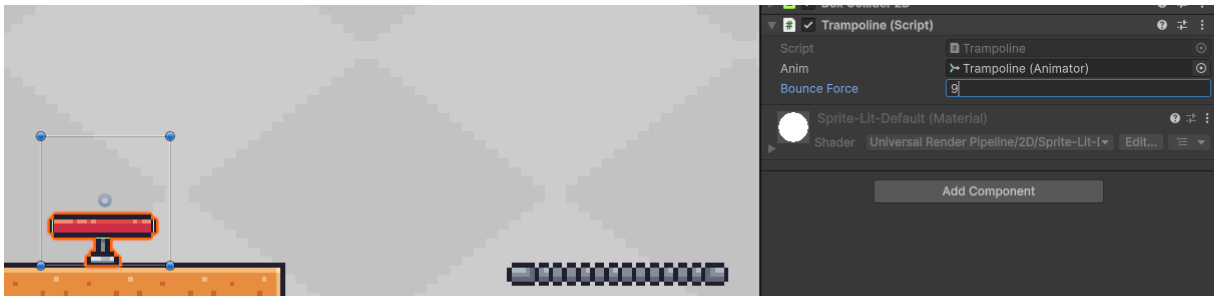
```
using UnityEngine;

0 références | Script Unity
public class Trampoline : MonoBehaviour
{
    1 référence | Champ Unity sérialisé
    public Animator anim;
    1 référence | Champ Unity sérialisé
    public float bounceForce = 6f;

    0 références | Message Unity
    private void OnCollisionEnter2D(Collision2D collision)
    {
        if (collision.gameObject.CompareTag("Player"))
        {
            collision.gameObject.GetComponent<Rigidbody2D>().linearVelocity = Vector2.up * bounceForce;
            anim.Play("TrampolineJump");
        }
    }
}
```



Assets > Scripts > Objects > Trampoline.cs > Trampoline > OnCollisionEnter2D

```csharp
using UnityEngine;

0 références | Script Unity
public class Trampoline : MonoBehaviour
{
    1 référence | Champ Unity sérialisé
    public Animator anim;
    1 référence | Champ Unity sérialisé
    public float bounceForce = 10f;

    0 références | Message Unity
    private void OnCollisionEnter2D(Collision2D collision)
    {
        if (collision.gameObject.CompareTag("Player"))
        {
            collision.gameObject.GetComponent<Rigidbody2D>().linearVelocity = Vector2.up * bounceForce;
            anim.Play("TrampolineJump");
        }
    }
}
```





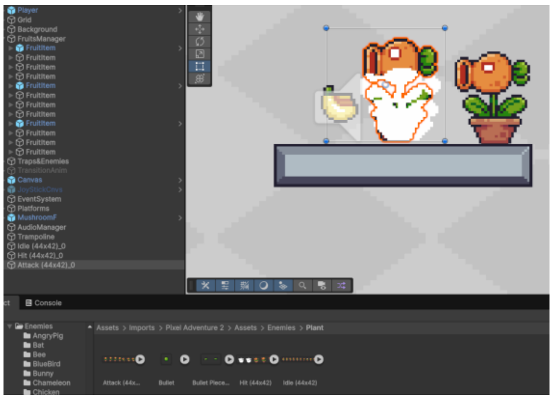
Trampoline (Script)

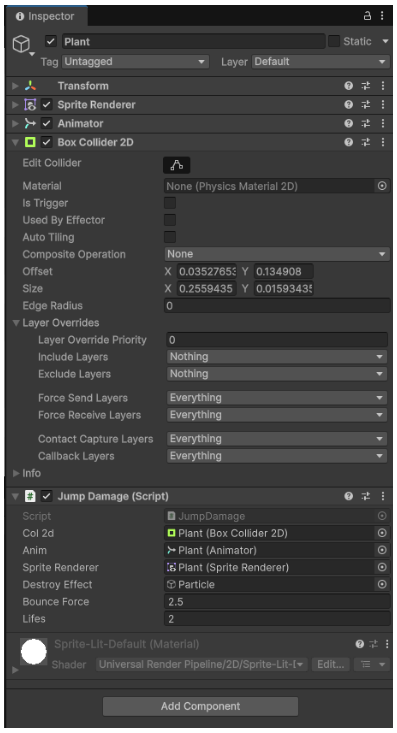
Script: Trampoline
Anim: Trampoline (Animator)
Bounce Force: 9

Sprite-Lit-Default (Material)
Shader: Universal Render Pipeline/2D/Sprite-Lit-[Edit...

Add Component

Tutorial 21





Inspector

Plant — Static
Tag Untagged — Layer Default

Transform
Sprite Renderer
Animator
Box Collider 2D

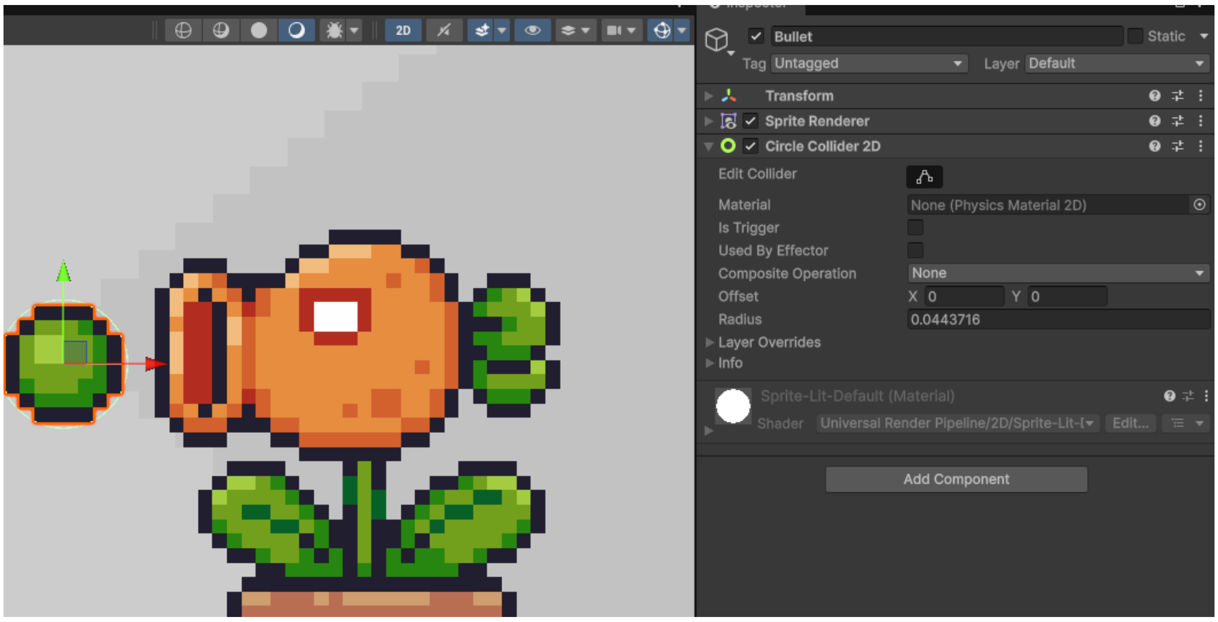
Edit Collider	
Material	None (Physics Material 2D)
Is Trigger	☐
Used By Effector	☐
Auto Tiling	☐
Composite Operation	None
Offset	X 0.0352765: Y 0.134908
Size	X 0.2559435 Y 0.0159343!
Edge Radius	0
Layer Overrides	
Layer Override Priority	0
Include Layers	Nothing
Exclude Layers	Nothing
Force Send Layers	Everything
Force Receive Layers	Everything
Contact Capture Layers	Everything
Callback Layers	Everything
Info	

Jump Damage (Script)

Script	JumpDamage
Col 2d	Plant (Box Collider 2D)
Anim	Plant (Animator)
Sprite Renderer	Plant (Sprite Renderer)
Destroy Effect	Particle
Bounce Force	2.5
Lifes	2

Sprite-Lit-Default (Material)
Shader Universal Render Pipeline/2D/Sprite-Lit-I Edit...

Add Component



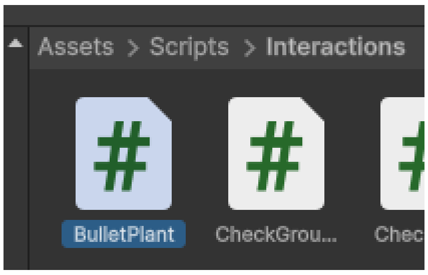
Bullet — Static
Tag Untagged — Layer Default

Transform
Sprite Renderer
Circle Collider 2D

Edit Collider	
Material	None (Physics Material 2D)
Is Trigger	☐
Used By Effector	☐
Composite Operation	None
Offset	X 0 Y 0
Radius	0.0443716
Layer Overrides	
Info	

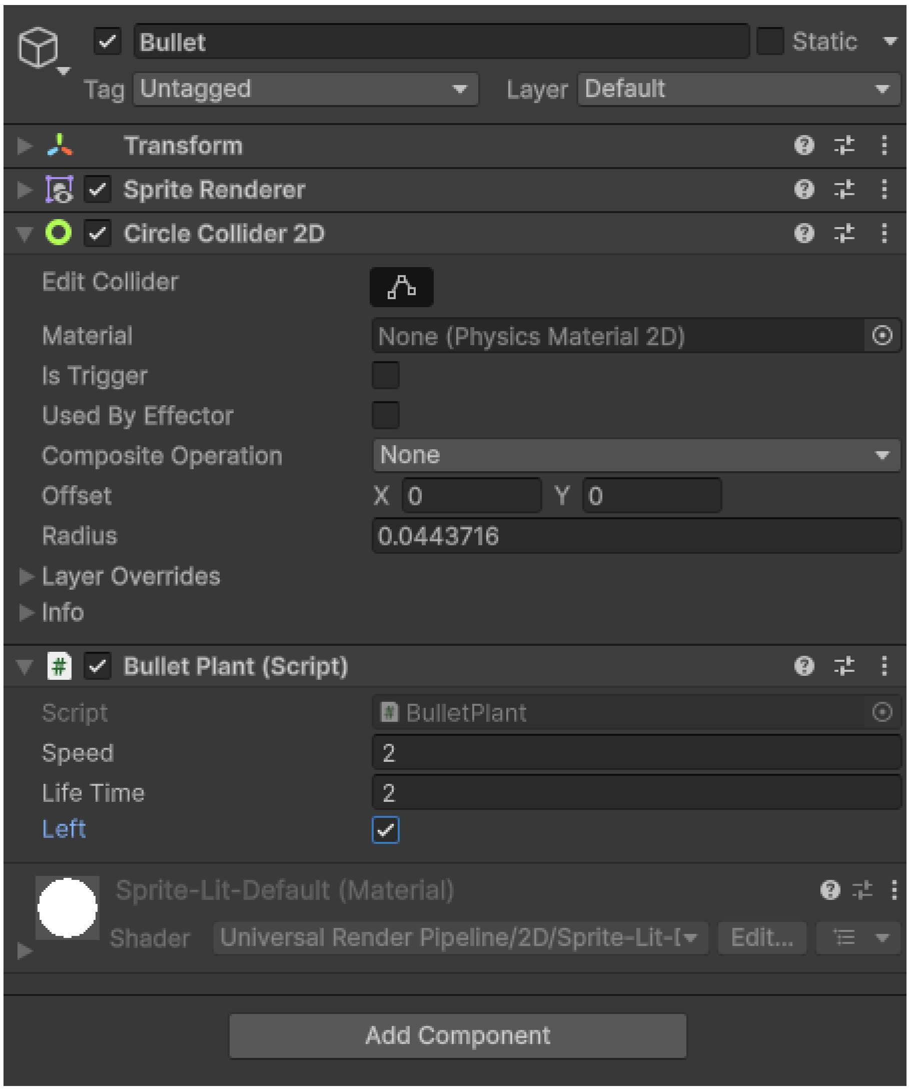
Sprite-Lit-Default (Material)
Shader Universal Render Pipeline/2D/Sprite-Lit-I Edit...

Add Component



Assets > Scripts > Interactions

BulletPlant CheckGrou... Chec



Bullet ✓ Static

Tag Untagged Layer Default

Transform

✓ Sprite Renderer

✓ Circle Collider 2D

Edit Collider

Material None (Physics Material 2D)

Is Trigger ☐

Used By Effector ☐

Composite Operation None

Offset X 0 Y 0

Radius 0.0443716

Layer Overrides

Info

✓ Bullet Plant (Script)

Script BulletPlant

Speed 2

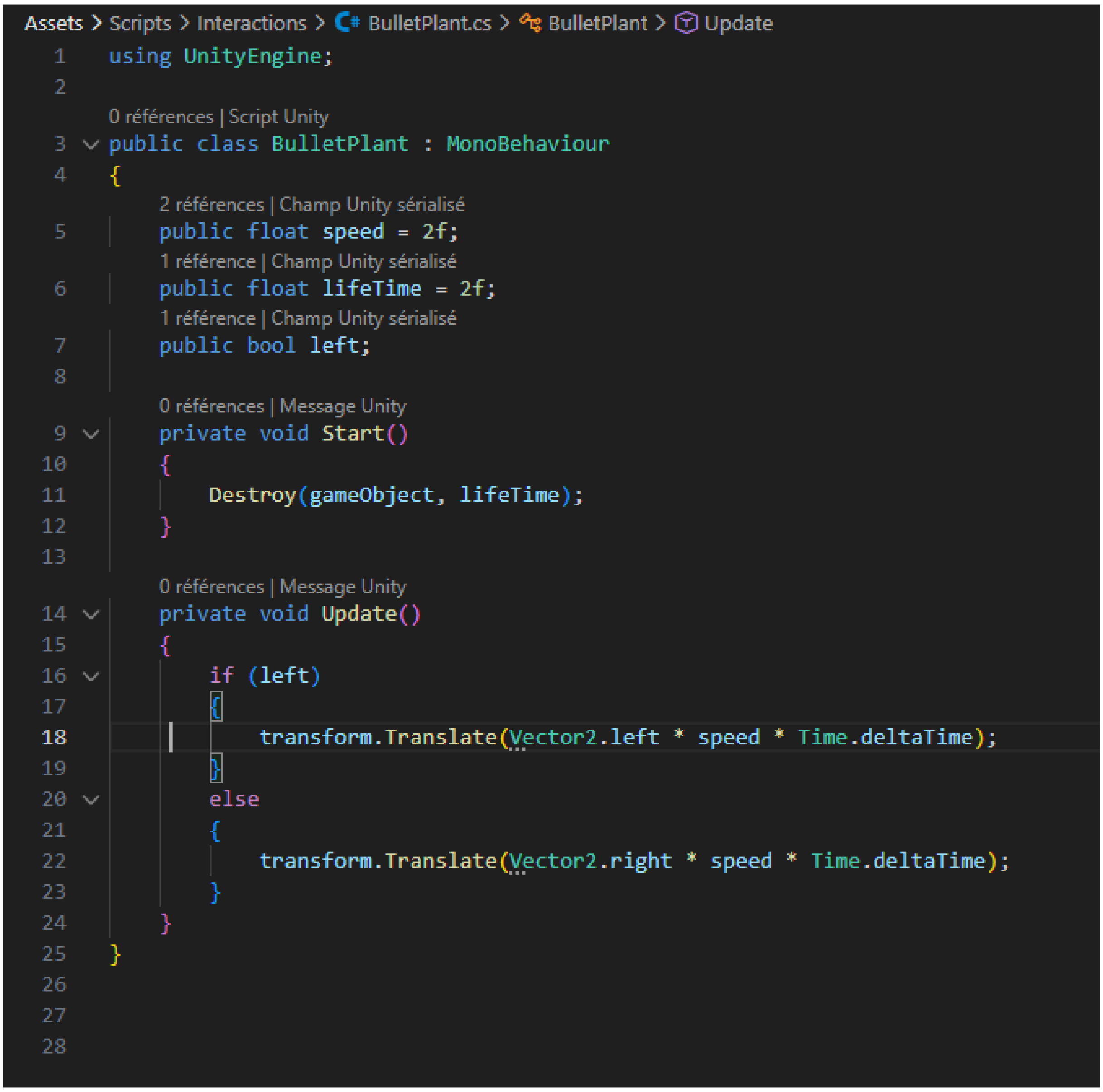
Life Time 2

Left ✓

Sprite-Lit-Default (Material)

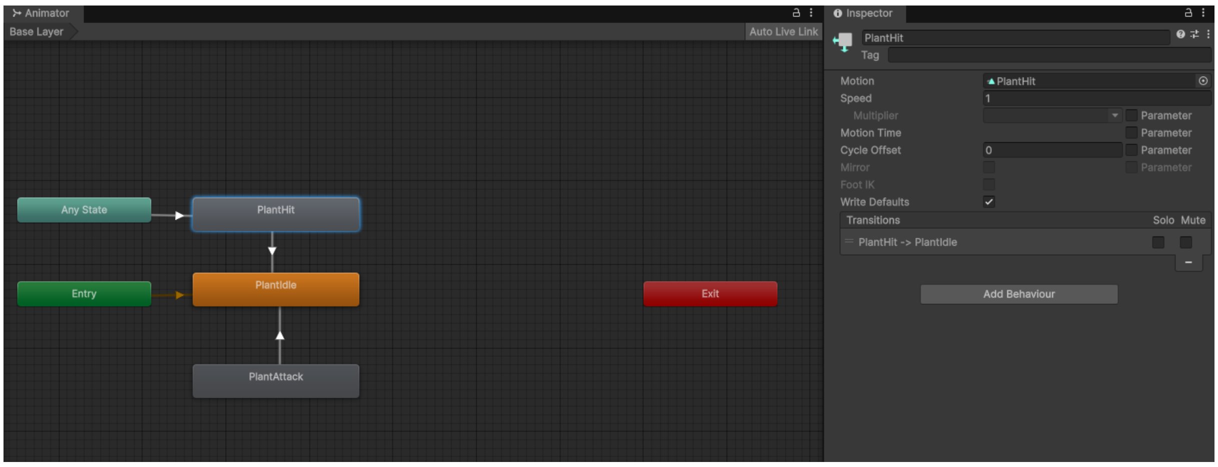
Shader Universal Render Pipeline/2D/Sprite-Lit-I Edit...

Add Component



Assets > Scripts > Interactions > BulletPlant.cs > BulletPlant > Update

```csharp
using UnityEngine;

0 références | Script Unity
public class BulletPlant : MonoBehaviour
{
    2 références | Champ Unity sérialisé
    public float speed = 2f;
    1 référence | Champ Unity sérialisé
    public float lifeTime = 2f;
    1 référence | Champ Unity sérialisé
    public bool left;

    0 références | Message Unity
    private void Start()
    {
        Destroy(gameObject, lifeTime);
    }

    0 références | Message Unity
    private void Update()
    {
        if (left)
        {
            transform.Translate(Vector2.left * speed * Time.deltaTime);
        }
        else
        {
            transform.Translate(Vector2.right * speed * Time.deltaTime);
        }
    }
}
```

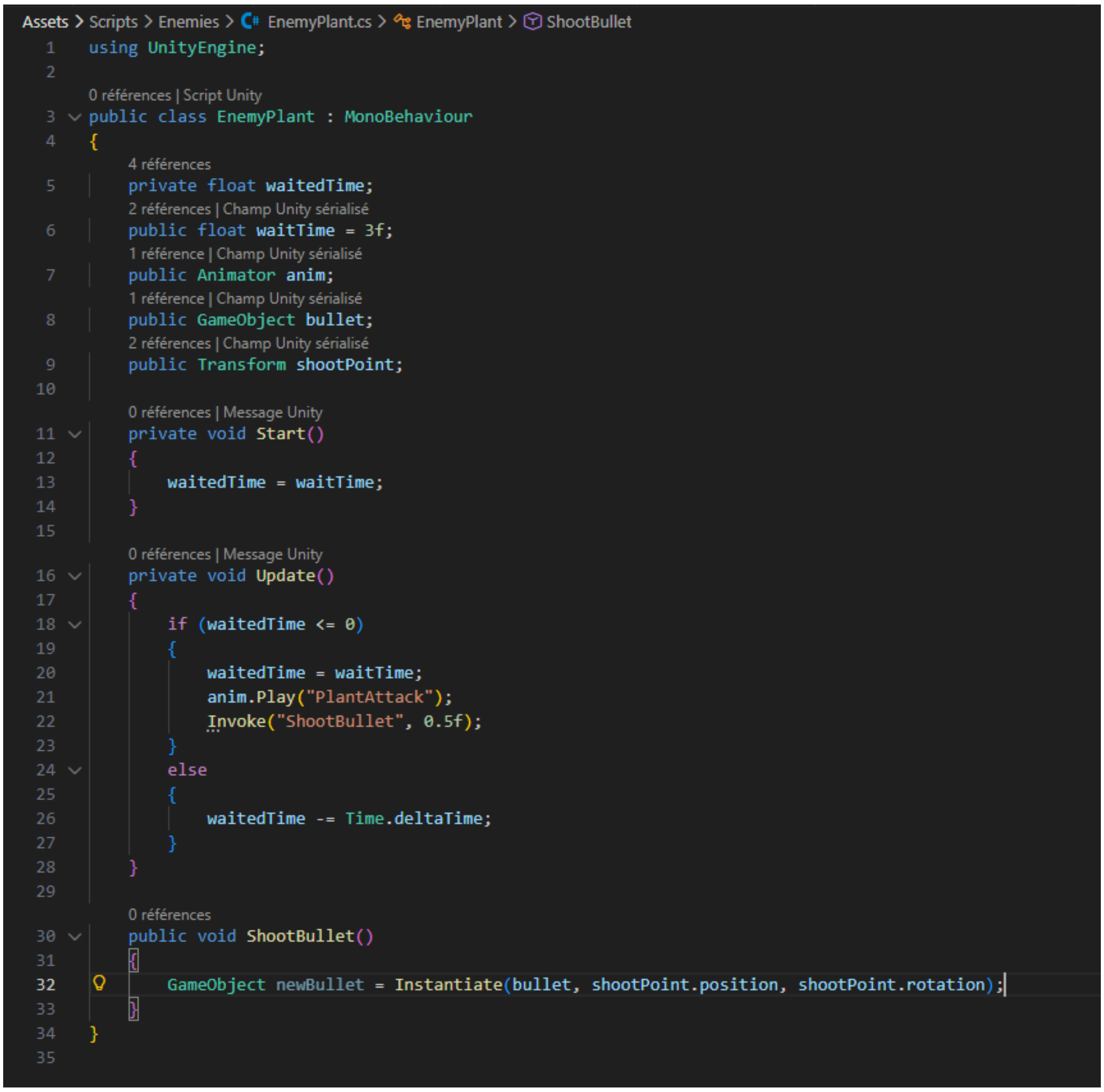


PlantHit
Tag

Motion	PlantHit	
Speed	1	
Multiplier		Parameter
Motion Time		Parameter
Cycle Offset	0	Parameter
Mirror		Parameter
Foot IK		
Write Defaults	✓	

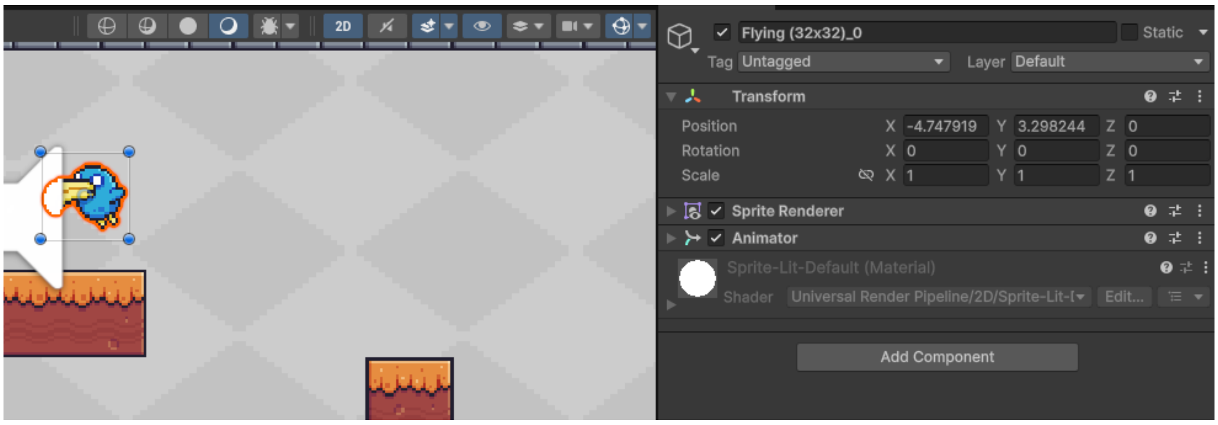
Transitions	Solo	Mute
PlantHit -> PlantIdle		

Add Behaviour

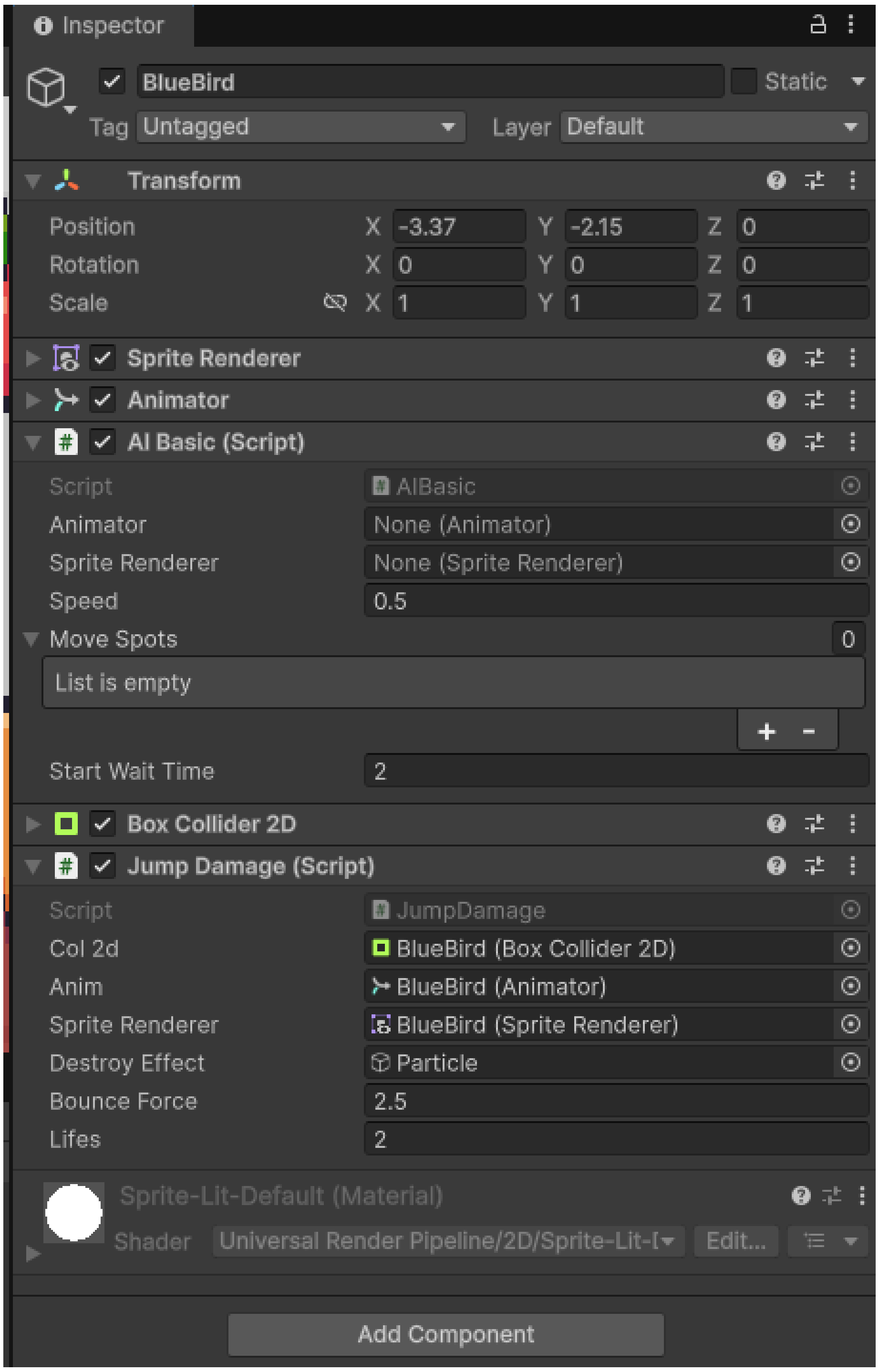

Assets > Scripts > Enemies > EnemyPlant.cs > EnemyPlant > ShootBullet

```
using UnityEngine;

0 références | Script Unity
public class EnemyPlant : MonoBehaviour
{
    4 références
    private float waitedTime;
    2 références | Champ Unity sérialisé
    public float waitTime = 3f;
    1 référence | Champ Unity sérialisé
    public Animator anim;
    1 référence | Champ Unity sérialisé
    public GameObject bullet;
    2 références | Champ Unity sérialisé
    public Transform shootPoint;

    0 références | Message Unity
    private void Start()
    {
        waitedTime = waitTime;
    }

    0 références | Message Unity
    private void Update()
    {
        if (waitedTime <= 0)
        {
            waitedTime = waitTime;
            anim.Play("PlantAttack");
            Invoke("ShootBullet", 0.5f);
        }
        else
        {
            waitedTime -= Time.deltaTime;
        }
    }

    0 références
    public void ShootBullet()
    {
        GameObject newBullet = Instantiate(bullet, shootPoint.position, shootPoint.rotation);
    }
}
```

Tutorial 22



Flying (32x32)_0 Static
Tag Untagged Layer Default
Transform
Position X -4.747919 Y 3.298244 Z 0
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Sprite Renderer
Animator
Sprite-Lit-Default (Material)
Shader Universal Render Pipeline/2D/Sprite-Lit-[Edit...
Add Component


Inspector

BlueBird — Static
Tag: Untagged — Layer: Default

Transform

	X	Y	Z
Position	-3.37	-2.15	0
Rotation	0	0	0
Scale	1	1	1

Sprite Renderer

Animator

AI Basic (Script)

Script	AIBasic
Animator	None (Animator)
Sprite Renderer	None (Sprite Renderer)
Speed	0.5
Move Spots	0
	List is empty
Start Wait Time	2

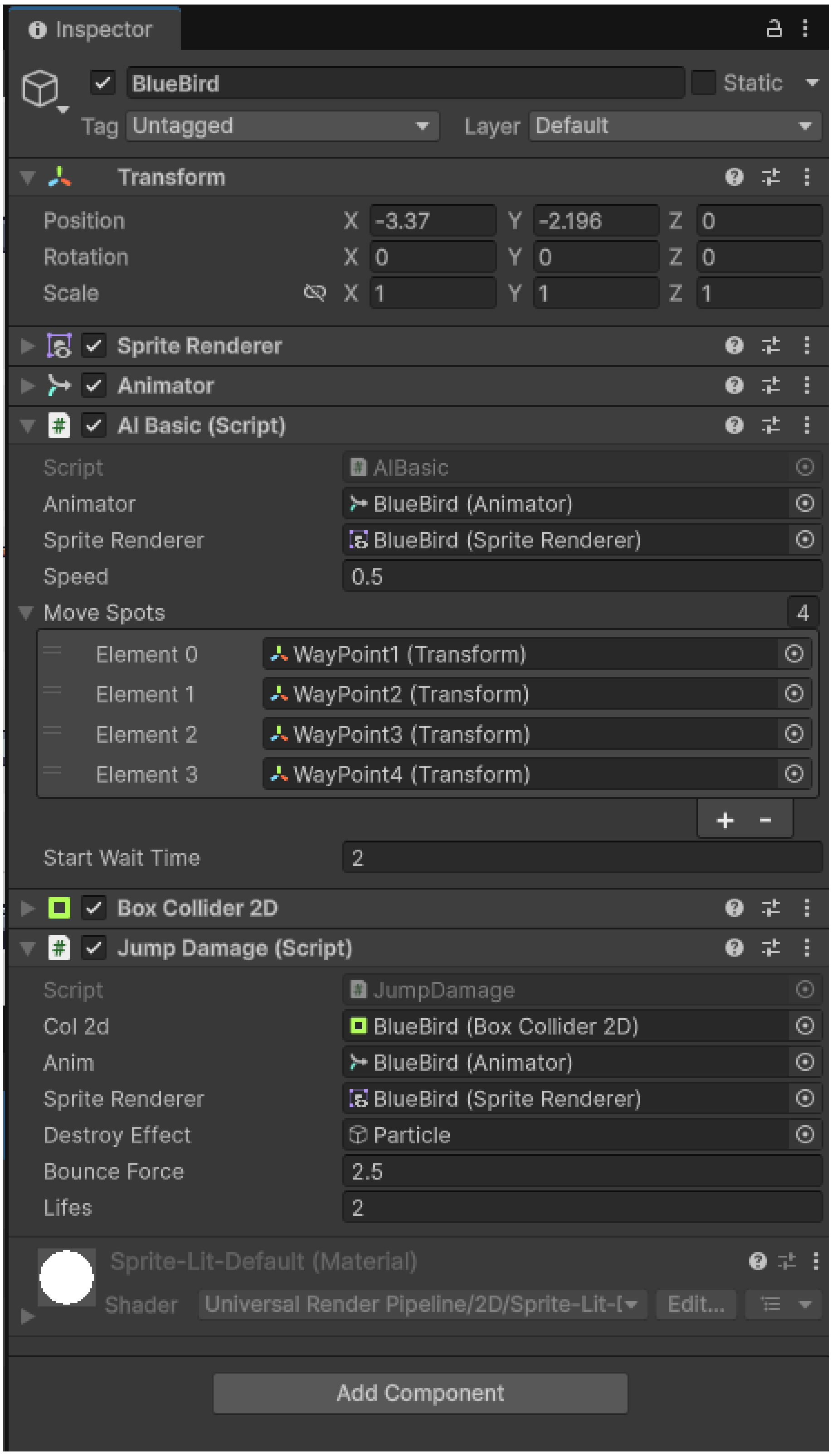
Box Collider 2D

Jump Damage (Script)

Script	JumpDamage
Col 2d	BlueBird (Box Collider 2D)
Anim	BlueBird (Animator)
Sprite Renderer	BlueBird (Sprite Renderer)
Destroy Effect	Particle
Bounce Force	2.5
Lifes	2

Sprite-Lit-Default (Material)
Shader: Universal Render Pipeline/2D/Sprite-Lit-I — Edit...

Add Component



Inspector

BlueBird ✓ Static

Tag: Untagged | Layer: Default

Transform

	X	Y	Z
Position	-3.37	-2.196	0
Rotation	0	0	0
Scale	1	1	1

Sprite Renderer ✓

Animator ✓

AI Basic (Script) ✓

Script	AIBasic
Animator	BlueBird (Animator)
Sprite Renderer	BlueBird (Sprite Renderer)
Speed	0.5
Move Spots	4
Element 0	WayPoint1 (Transform)
Element 1	WayPoint2 (Transform)
Element 2	WayPoint3 (Transform)
Element 3	WayPoint4 (Transform)
Start Wait Time	2

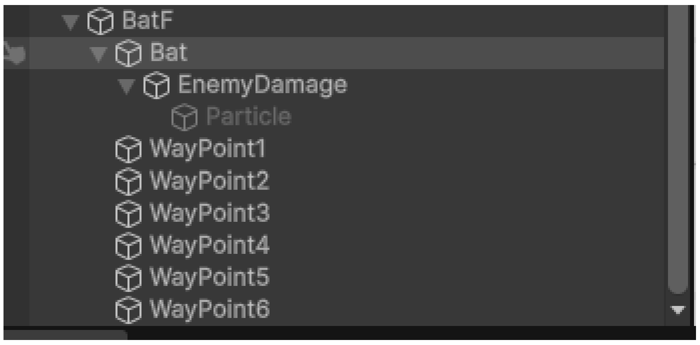
Box Collider 2D ✓

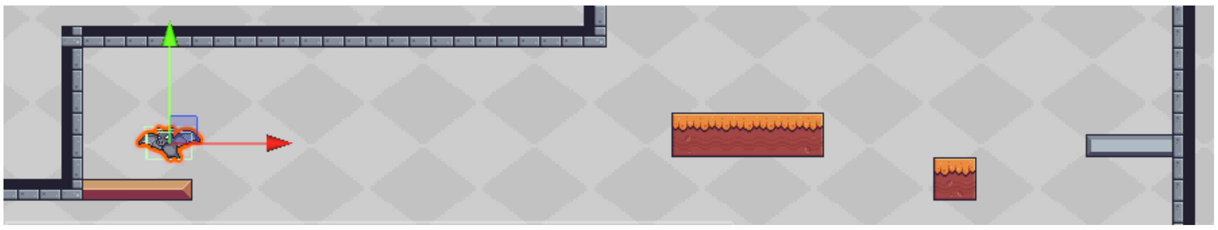
Jump Damage (Script) ✓

Script	JumpDamage
Col 2d	BlueBird (Box Collider 2D)
Anim	BlueBird (Animator)
Sprite Renderer	BlueBird (Sprite Renderer)
Destroy Effect	Particle
Bounce Force	2.5
Lifes	2

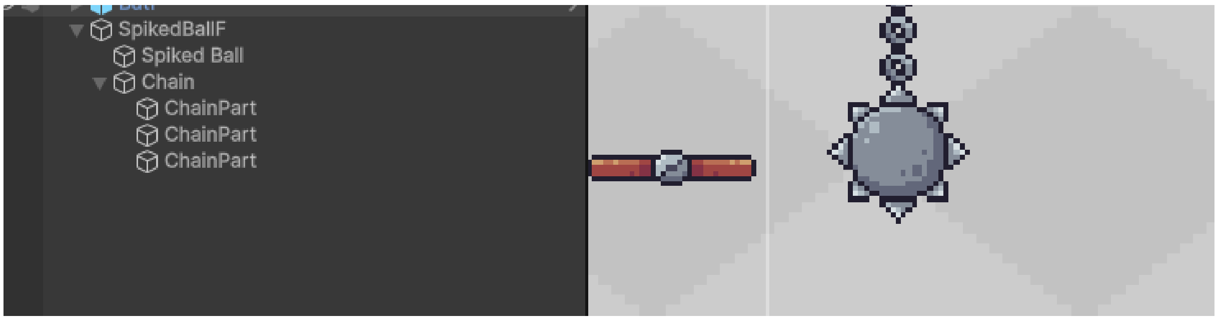
Sprite-Lit-Default (Material)

Shader: Universal Render Pipeline/2D/Sprite-Lit-I | Edit...

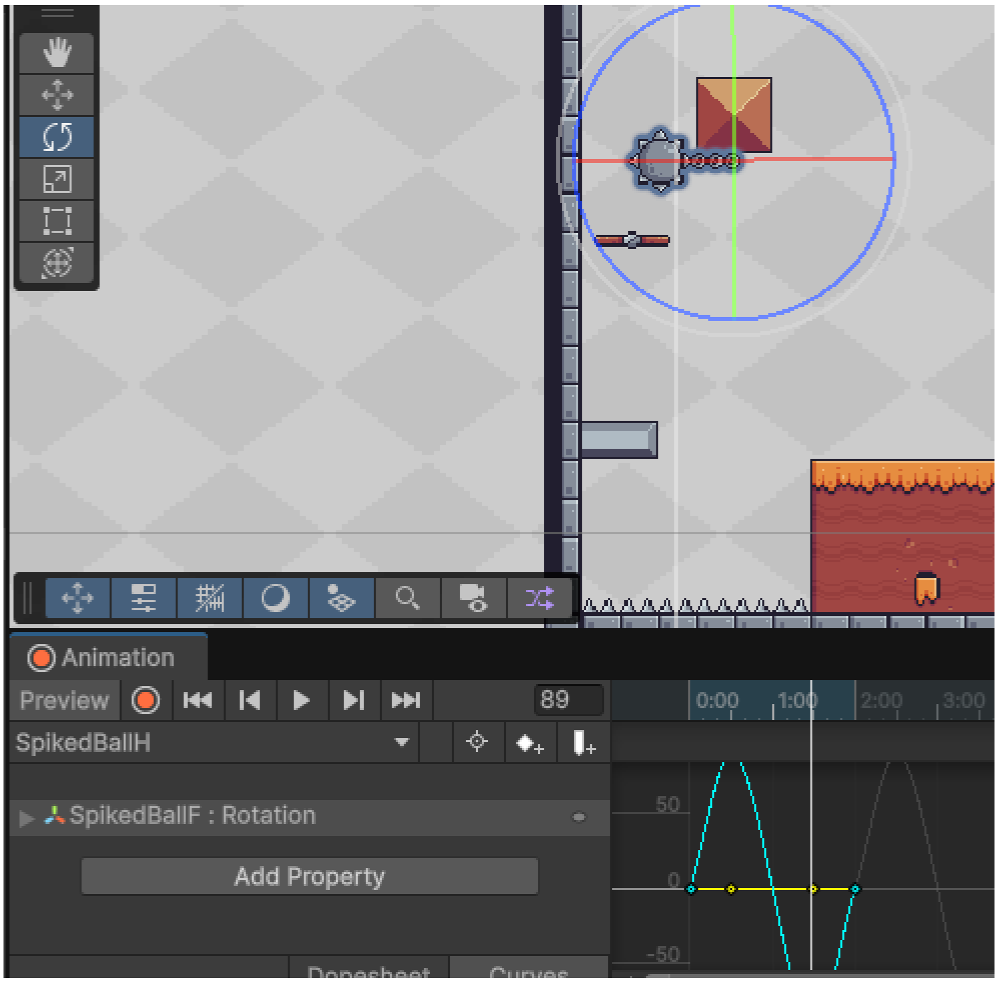

BatF
Bat
EnemyDamage
Particle
WayPoint1
WayPoint2
WayPoint3
WayPoint4
WayPoint5
WayPoint6



Tutorial 23

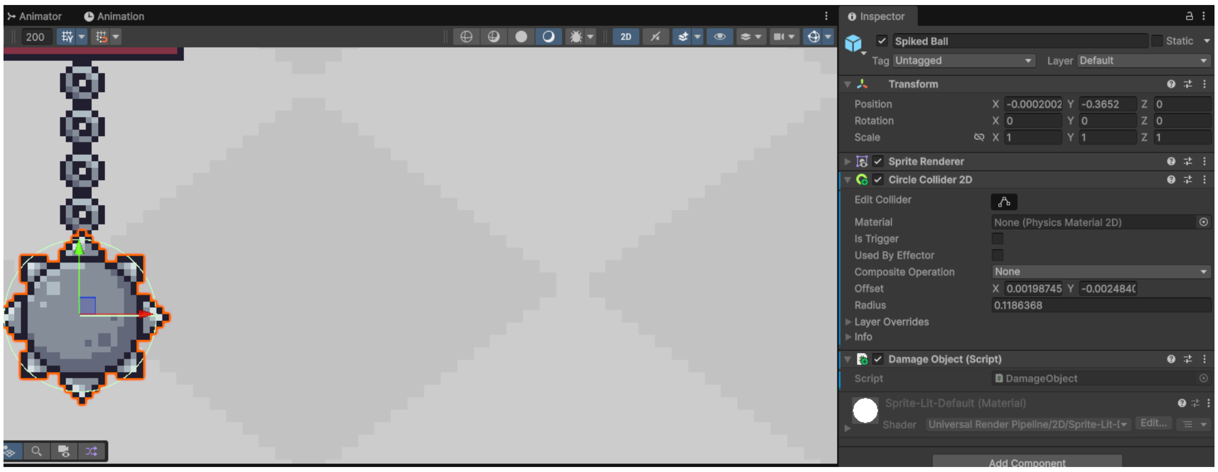


SpikedBallF
- Spiked Ball
- Chain
  - ChainPart
  - ChainPart
  - ChainPart



SpikedBallH

SpikedBallF : Rotation



Inspector

Spiked Ball — Static
Tag: Untagged — Layer: Default

Transform

	X	Y	Z
Position	-0.0002002	-0.3652	0
Rotation	0	0	0
Scale	1	1	1

Sprite Renderer

Circle Collider 2D

Edit Collider	
Material	None (Physics Material 2D)
Is Trigger	
Used By Effector	
Composite Operation	None
Offset	X 0.00198745 Y -0.002484(
Radius	0.1186368

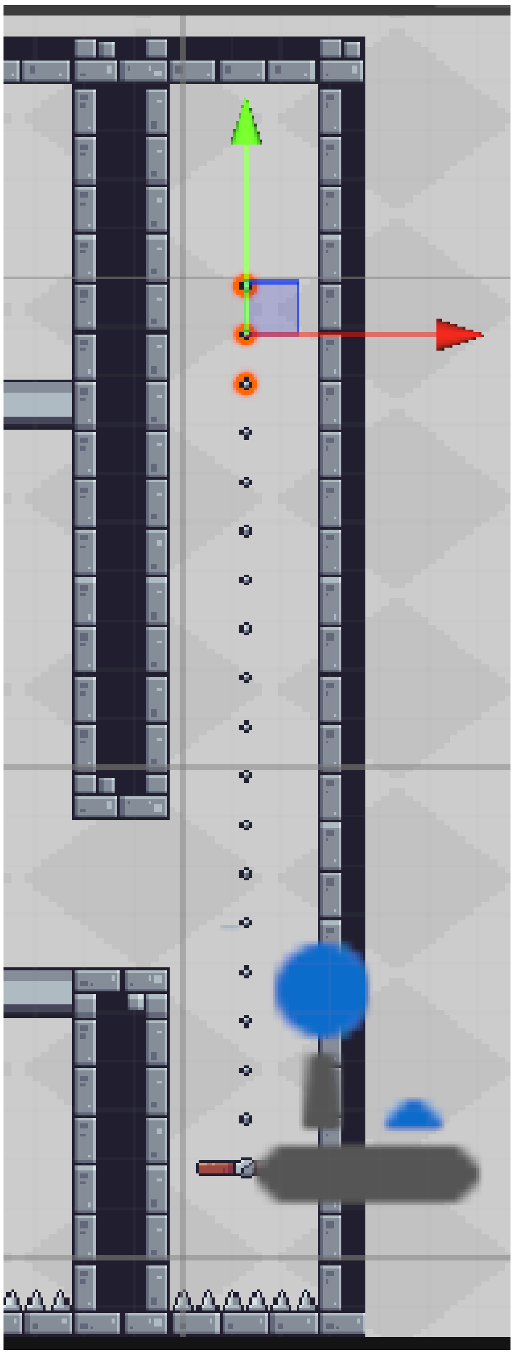
Layer Overrides
Info

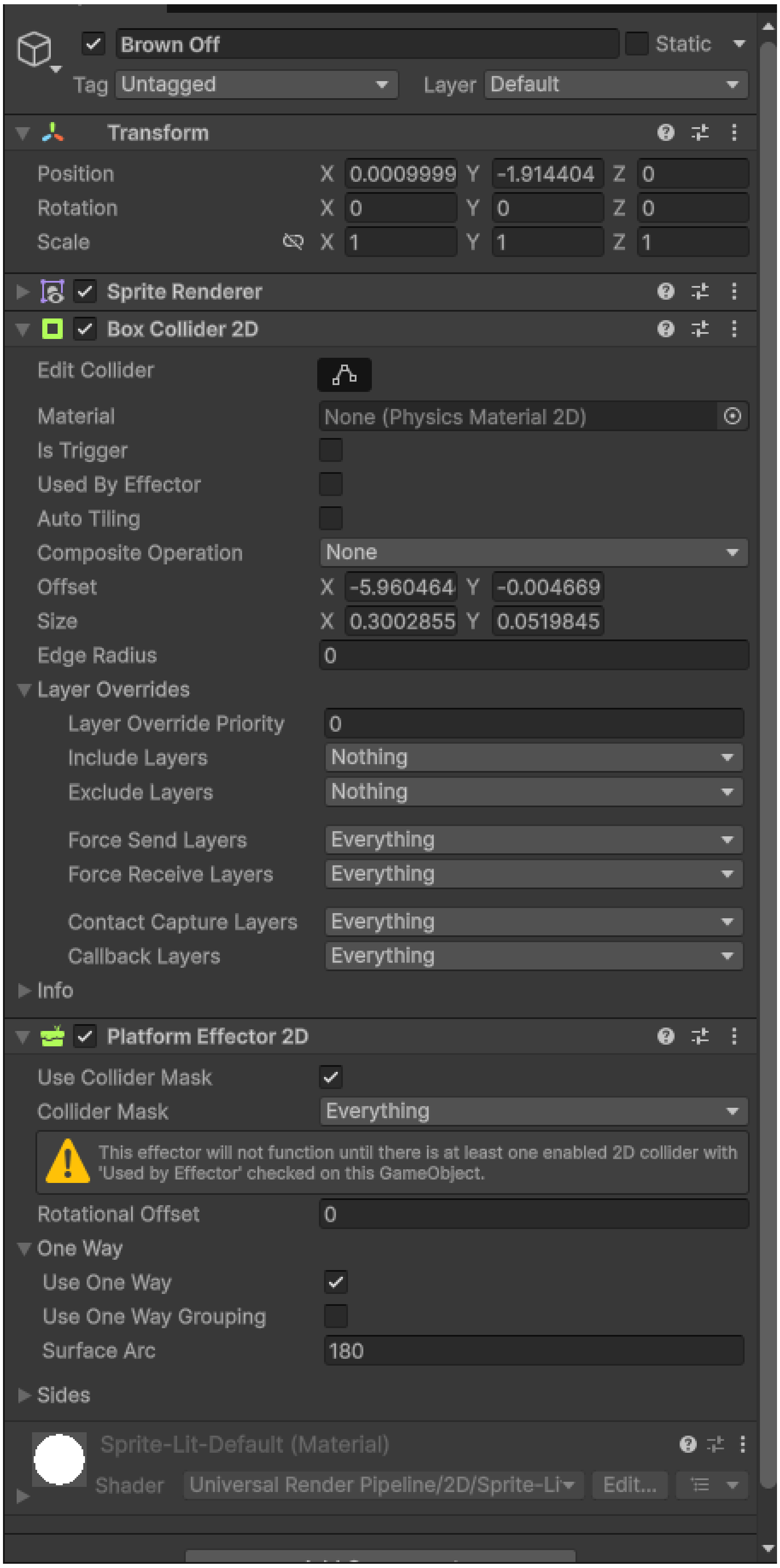
Damage Object (Script)

Script: DamageObject

Sprite-Lit-Default (Material)
Shader: Universal Render Pipeline/2D/Sprite-Lit-[

Tutorial 24





Brown Off ✓ Static
Tag Untagged Layer Default

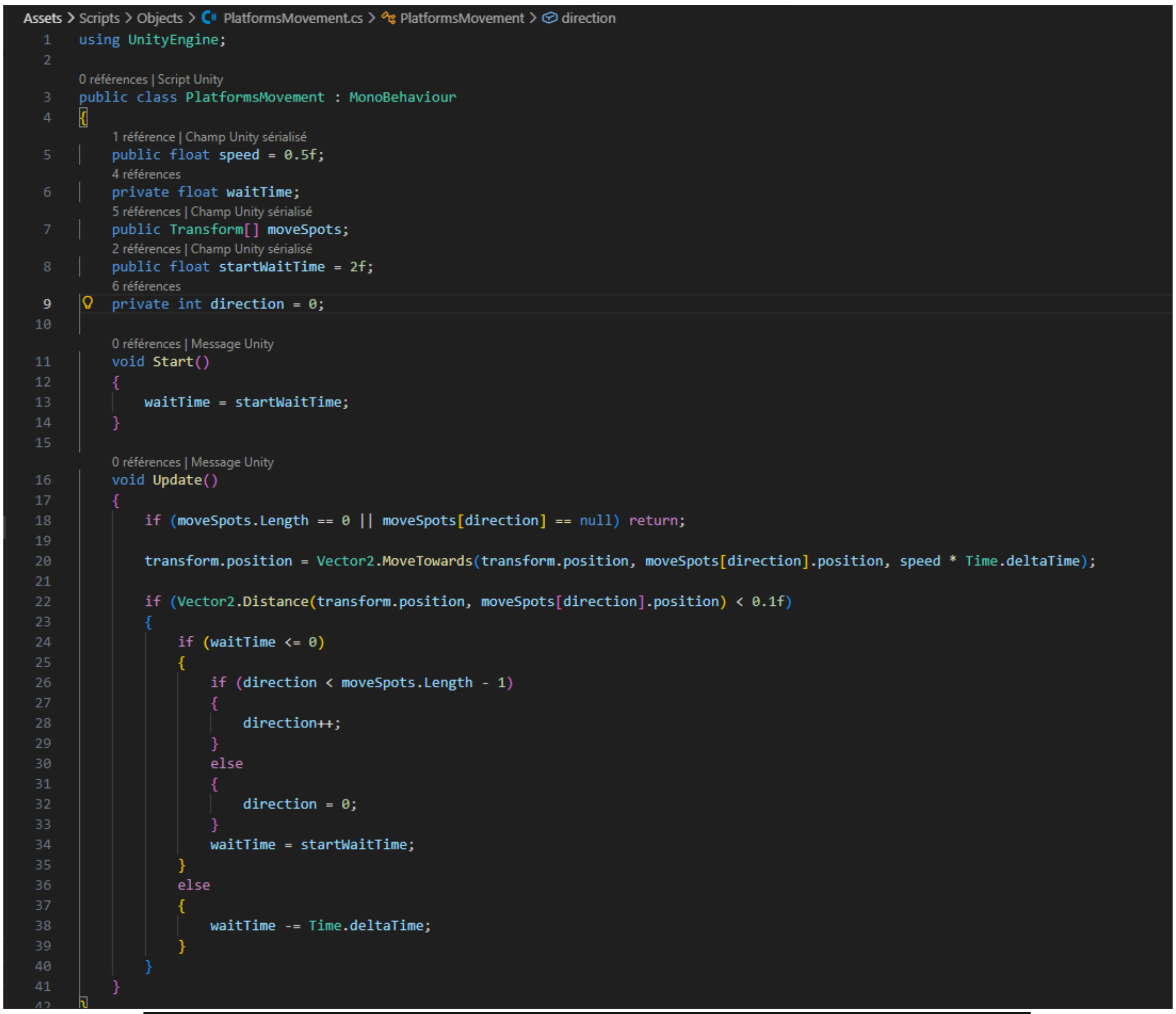
Transform
Position X 0.0009999 Y -1.914404 Z 0
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1

✓ Sprite Renderer

✓ Box Collider 2D
Edit Collider
Material None (Physics Material 2D)
Is Trigger ☐
Used By Effector ☐
Auto Tiling ☐
Composite Operation None
Offset X -5.960464 Y -0.004669
Size X 0.3002855 Y 0.0519845
Edge Radius 0
Layer Overrides
Layer Override Priority 0
Include Layers Nothing
Exclude Layers Nothing
Force Send Layers Everything
Force Receive Layers Everything
Contact Capture Layers Everything
Callback Layers Everything
Info

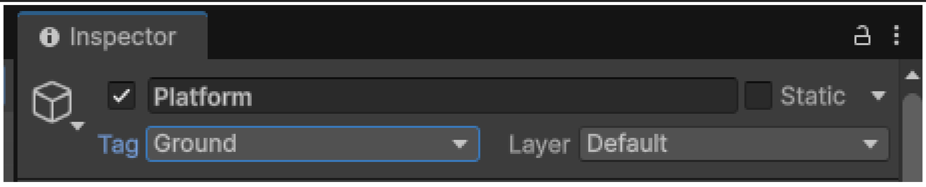
✓ Platform Effector 2D
Use Collider Mask ✓
Collider Mask Everything
This effector will not function until there is at least one enabled 2D collider with 'Used by Effector' checked on this GameObject.
Rotational Offset 0
One Way
Use One Way ✓
Use One Way Grouping ☐
Surface Arc 180
Sides

Sprite-Lit-Default (Material)
Shader Universal Render Pipeline/2D/Sprite-Li Edit...



Assets > Scripts > Objects > PlatformsMovement.cs > PlatformsMovement > direction

```
using UnityEngine;

0 références | Script Unity
public class PlatformsMovement : MonoBehaviour
{
    1 référence | Champ Unity sérialisé
    public float speed = 0.5f;
    4 références
    private float waitTime;
    5 références | Champ Unity sérialisé
    public Transform[] moveSpots;
    2 références | Champ Unity sérialisé
    public float startWaitTime = 2f;
    6 références
    private int direction = 0;

    0 références | Message Unity
    void Start()
    {
        waitTime = startWaitTime;
    }

    0 références | Message Unity
    void Update()
    {
        if (moveSpots.Length == 0 || moveSpots[direction] == null) return;

        transform.position = Vector2.MoveTowards(transform.position, moveSpots[direction].position, speed * Time.deltaTime);

        if (Vector2.Distance(transform.position, moveSpots[direction].position) < 0.1f)
        {
            if (waitTime <= 0)
            {
                if (direction < moveSpots.Length - 1)
                {
                    direction++;
                }
                else
                {
                    direction = 0;
                }
                waitTime = startWaitTime;
            }
            else
            {
                waitTime -= Time.deltaTime;
            }
        }
    }
}
```



Inspector

✓ Platform ☐ Static

Tag: Ground

Layer: Default