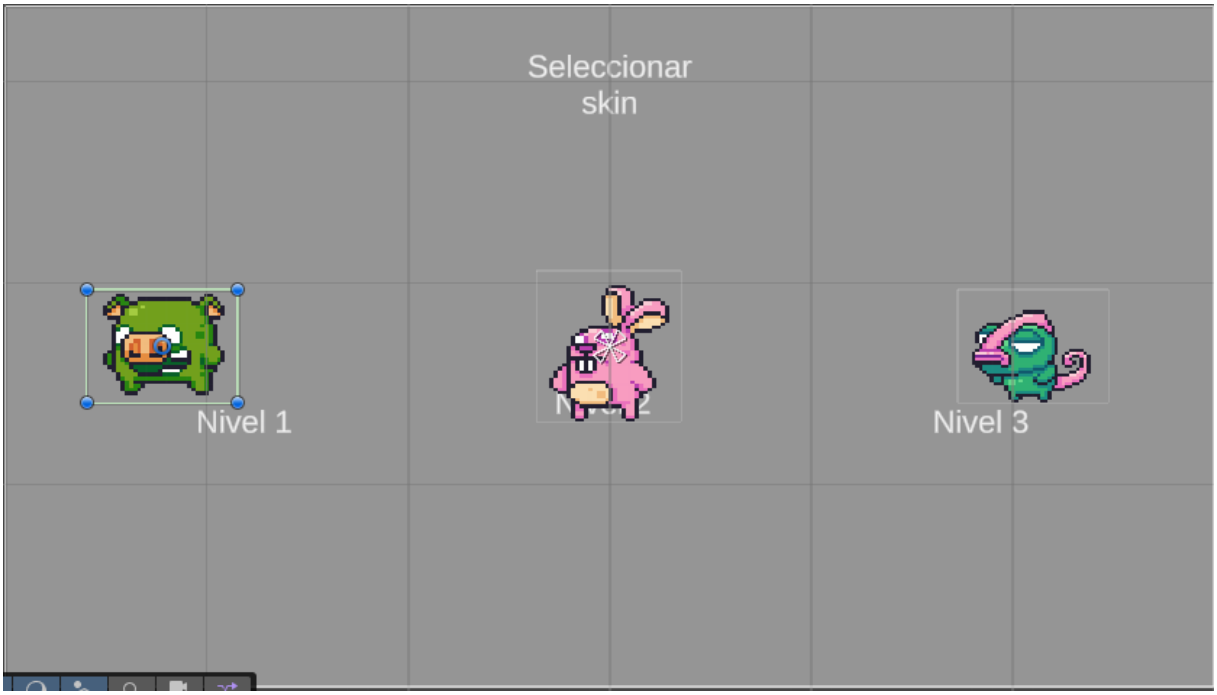
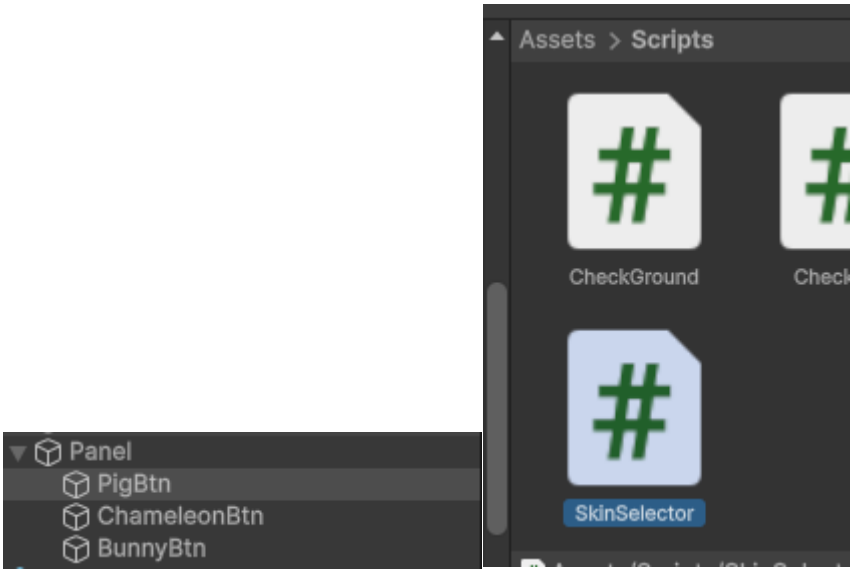
Tutoriales

Tutorial 13


Seleccionar
skin
Nivel 1
Nivel 3

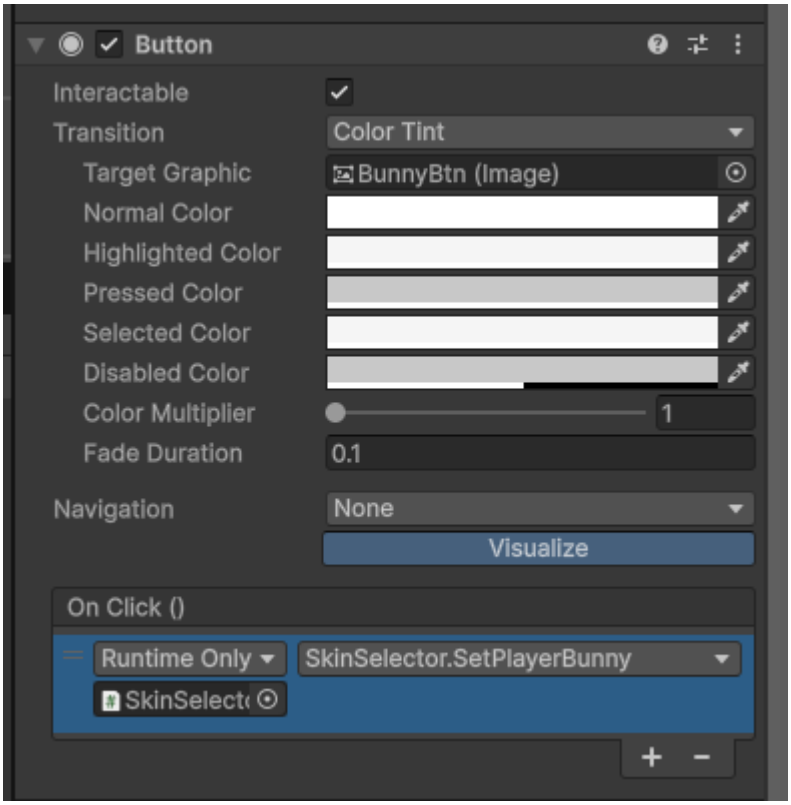

Assets > Scripts
CheckGround
SkinSelector
Panel
PigBtn
ChameleonBtn
BunnyBtn

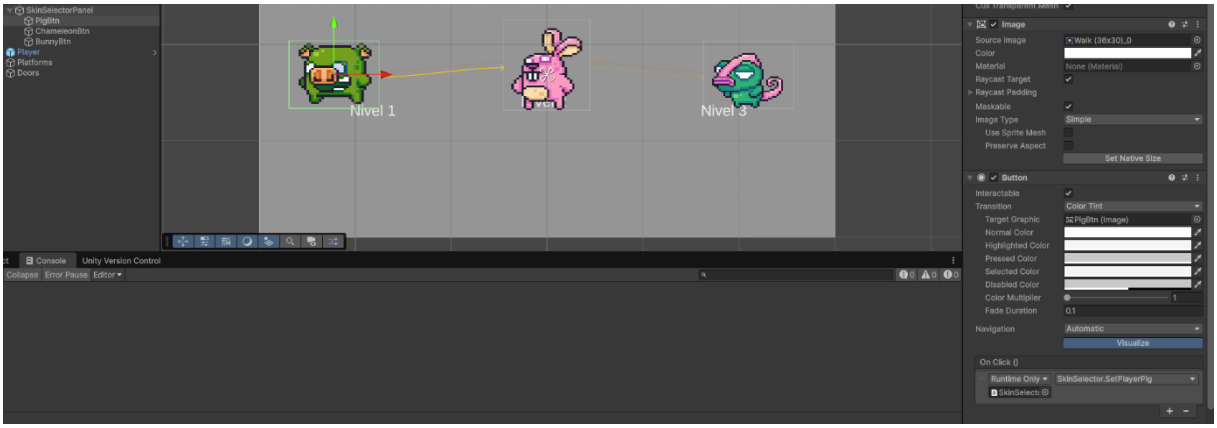
Assets > Scripts > SkinSelector.cs > SkinSelector > ResetPlayerSkin

```
5   public class SkinSelector : MonoBehaviour
9       public GameObject player;
10
            0 références
11      private void OnTriggerEnter2D(Collider2D collision)
12      {
13          if (collision.CompareTag("Player"))
14          {
15              skinsPanel.gameObject.SetActive(true);
16              isInDoor = true;
17          }
18      }
19
            0 références
20      private void OnTriggerExit2D(Collider2D collision)
21      {
22          skinsPanel.gameObject.SetActive(false);
23          isInDoor = false;
24      }
25
            0 références
26      public void SetPlayerPig()
27      {
28          PlayerPrefs.SetString("PlayerSelected", "Pig");
29          ResetPlayerSkin();
30      }
31
            0 références
32      public void SetPlayerChamaleon()
33      {
34          PlayerPrefs.SetString("PlayerSelected", "Chamaleon");
35          ResetPlayerSkin();
36      }
37
            0 références
38      public void SetPlayerBunny()
39      {
40          PlayerPrefs.SetString("PlayerSelected", "Bunny");
41          ResetPlayerSkin();
42      }
43
            3 références
44      void ResetPlayerSkin()
45      {
46          skinsPanel.gameObject.SetActive(false);
47          player.GetComponent<PlayerSelect>().ChangePlayerInMenu();
48      }
49  }
50
```

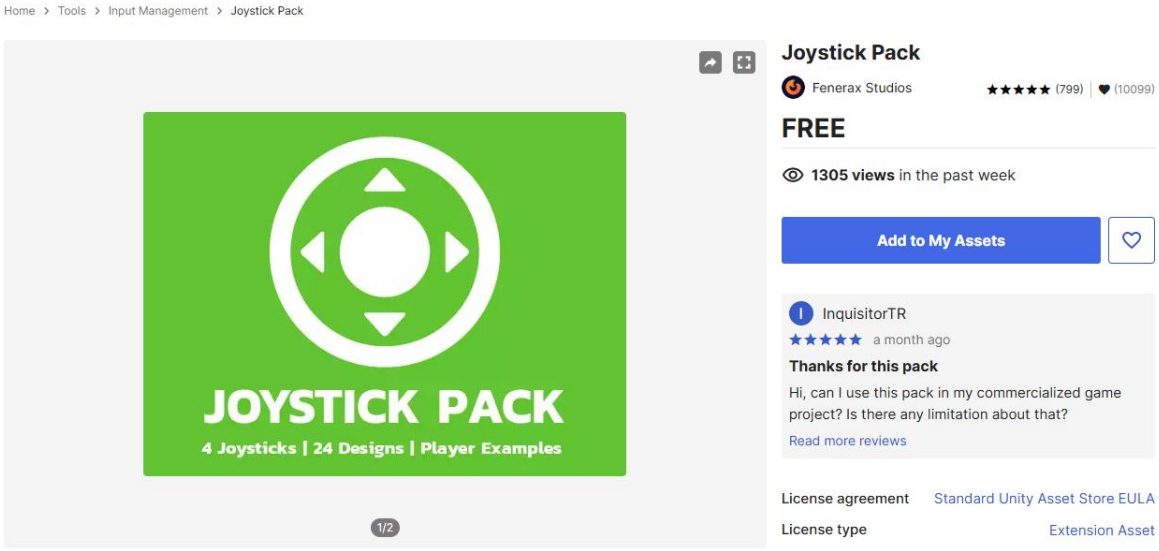
```
void Start()
{
    if (enableSelectCharacter)
    {
        switch (playerSelected)
        {
            case Player.Bunny:
                anim.runtimeAnimatorController = playerControllers[0];
                spriteRenderer.sprite = playerSprites[0];
                break;

            case Player.Chamaleon:
                anim.runtimeAnimatorController = playerControllers[1];
                spriteRenderer.sprite = playerSprites[1];
                break;

            case Player.Pig:
                anim.runtimeAnimatorController = playerControllers[2];
                spriteRenderer.sprite = playerSprites[2];
                break;
        }
    } else
    {
        ChangePlayerInMenu();
    }
}
```

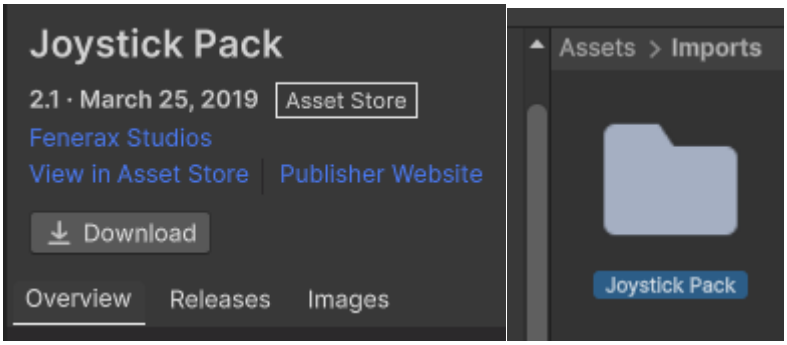
```
2 références
public void ChangePlayerInMenu()
{
    string selectedPlayer = PlayerPrefs.GetString("PlayerSelected");

    switch (selectedPlayer)
    {
        case "Bunny":
            anim.runtimeAnimatorController = playerControllers[0];
            spriteRenderer.sprite = playerSprites[0];
            break;

        case "Chamaleon":
            anim.runtimeAnimatorController = playerControllers[1];
            spriteRenderer.sprite = playerSprites[1];
            break;

        case "Pig":
            anim.runtimeAnimatorController = playerControllers[2];
            spriteRenderer.sprite = playerSprites[2];
            break;
    }
}
```

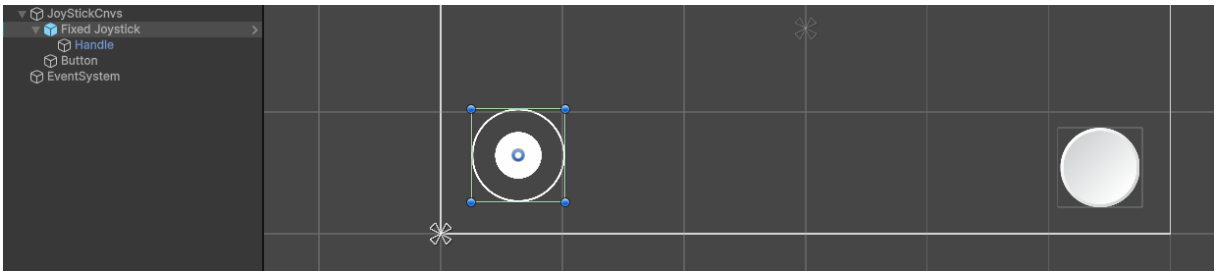



SkinSelectorPanel
PigBtn
ChameleonBtn
BunnyBtn
Player
Platforms
Doors
Nivel 1
Nivel 3
Console
Unity Version Control
Collapse
Error Pause
Editor
Image
Source Image
Walk (36x30)_0
Color
Material
None (Material)
Raycast Target
Raycast Padding
Maskable
Image Type
Simple
Use Sprite Mesh
Preserve Aspect
Set Native Size
Button
Interactable
Transition
Color Tint
Target Graphic
PigBtn (Image)
Normal Color
Highlighted Color
Pressed Color
Selected Color
Disabled Color
Color Multiplier
Fade Duration
0.1
Navigation
Automatic
Visualize
On Click ()
Runtime Only
SkinSelector.SetPlayerPig

Tutorial 14

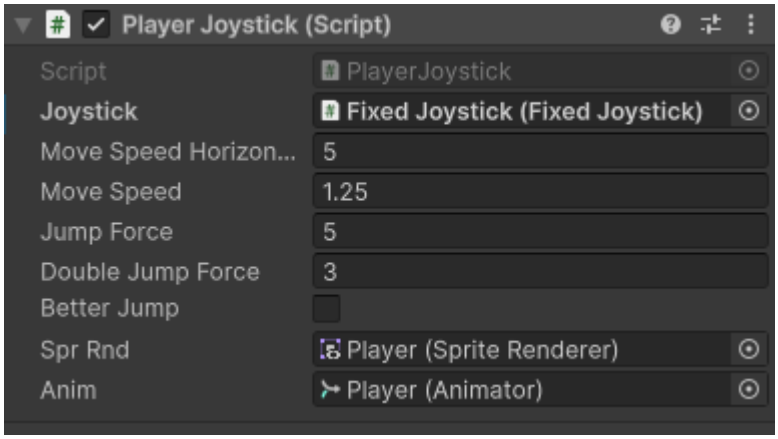

Home > Tools > Input Management > Joystick Pack
JOYSTICK PACK
4 Joysticks | 24 Designs | Player Examples
1/2
Joystick Pack
Fenerax Studios
★★★★★ (799) | ♥ (10099)
FREE
1305 views in the past week
Add to My Assets
InquisitorTR
★★★★★ a month ago
Thanks for this pack
Hi, can I use this pack in my commercialized game project? Is there any limitation about that?
Read more reviews
License agreement Standard Unity Asset Store EULA
License type Extension Asset


Joystick Pack
2.1 · March 25, 2019
Asset Store
Fenerax Studios
View in Asset Store
Publisher Website
Download
Overview
Releases
Images
Assets > Imports
Joystick Pack


JoyStickCnvs
Fixed Joystick
Handle
Button
EventSystem


PlayerJoystick

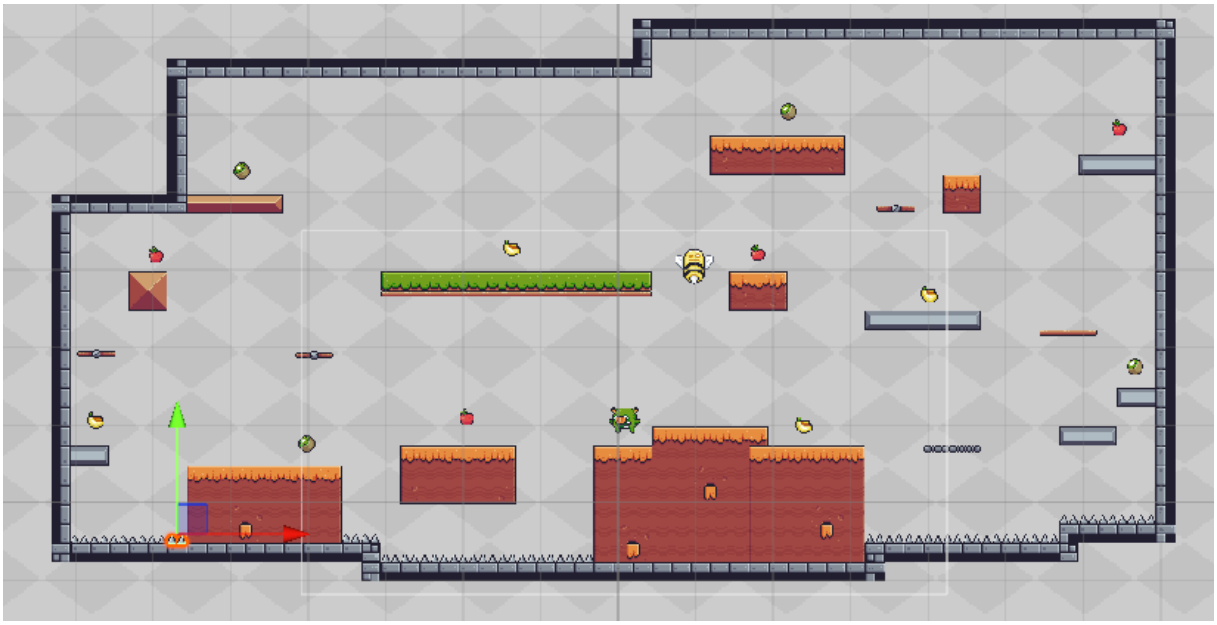
```
using System;
using UnityEngine;

0 références
public class PlayerJoystick : MonoBehaviour
{
    0 références
    private float horizontalmove = 0f;
    0 références
    private float verticalmove = 0f;
    0 références
    public Joystick joystick;
```

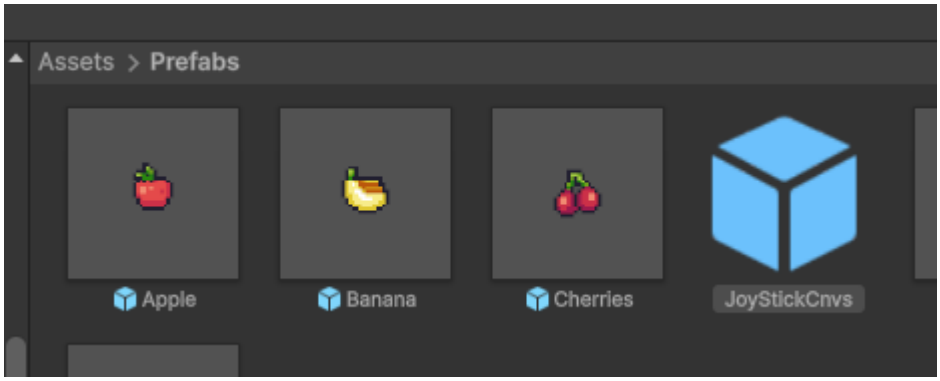


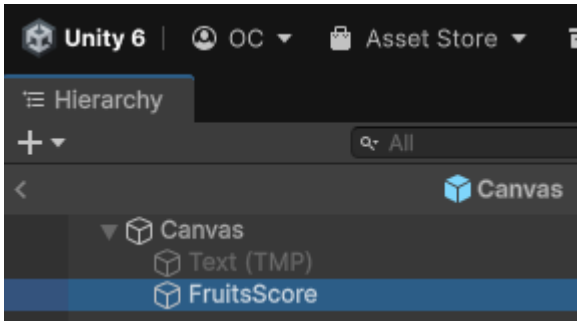
```
void Update()
{
    horizontalmove = joystick.Horizontal * moveSpeedHorizontal;
    transform.position += new Vector3(horizontalmove, 0, 0) * Time.deltaTime * moveSpeed;

    float moveInput = Input.GetAxis("Horizontal");
    //rb.linearVelocity = new Vector2(moveInput * moveSpeed, rb.linearVelocityY);

    if (horizontalmove > 0) {
        sprRnd.flipX = true;
        anim.SetBool("Run", true);
    }
    else if (horizontalmove < 0)
    {
        sprRnd.flipX = false;
        anim.SetBool("Run", true);
    }
    else
    {
        anim.SetBool("Run", false);
    }

    if (CheckGround.isGrounded)
    {
        anim.SetBool("Jump", false);
        anim.SetBool("DoubleJump", false);
        anim.SetBool("Falling", false);
    }
    else
    {
        anim.SetBool("Jump", true);
        anim.SetBool("Run", false);
    }

    if (rb.linearVelocityY < 0)
    {
        Console.WriteLine(rb.linearVelocityY);
        anim.SetBool("Falling", true);
    } else if (rb.linearVelocityY > 0)
    {
        anim.SetBool("Falling", false);
    }
}
```

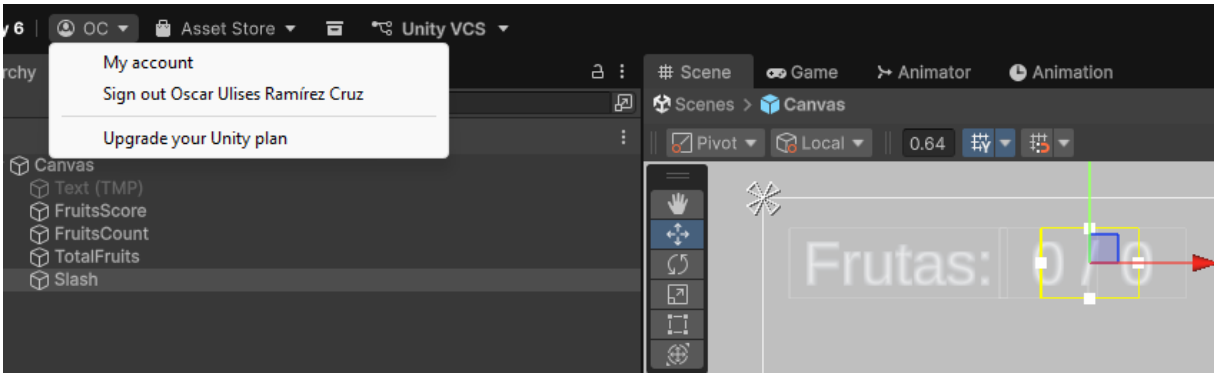
```
0 références
public void Jump()
{
    if (CheckGround.isGrounded)
    {
        canDoubleJump = true;
        rb.linearVelocity = new Vector2(rb.linearVelocityX, jumpForce);
    }
    else
    {
        if (canDoubleJump)
        {
            anim.SetBool("DoubleJump", true);
            rb.linearVelocity = new Vector2(rb.linearVelocityX, doubleJumpForce);
            canDoubleJump = false;
        }
    }
}
```

Tutorial 15



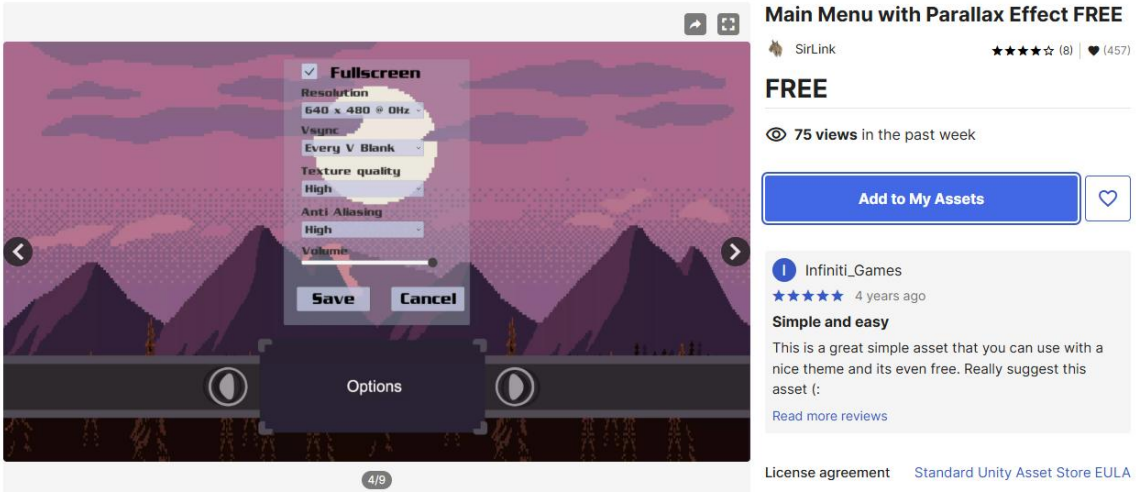

Assets > Prefabs
Apple
Banana
Cherries
JoyStickCnvs

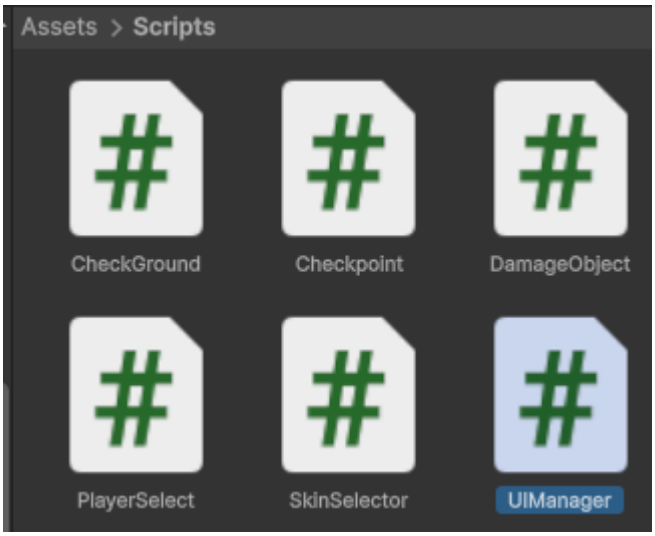

Unity 6
OC
Asset Store
Hierarchy
All
Canvas
Canvas
Text (TMP)
FruitsScore

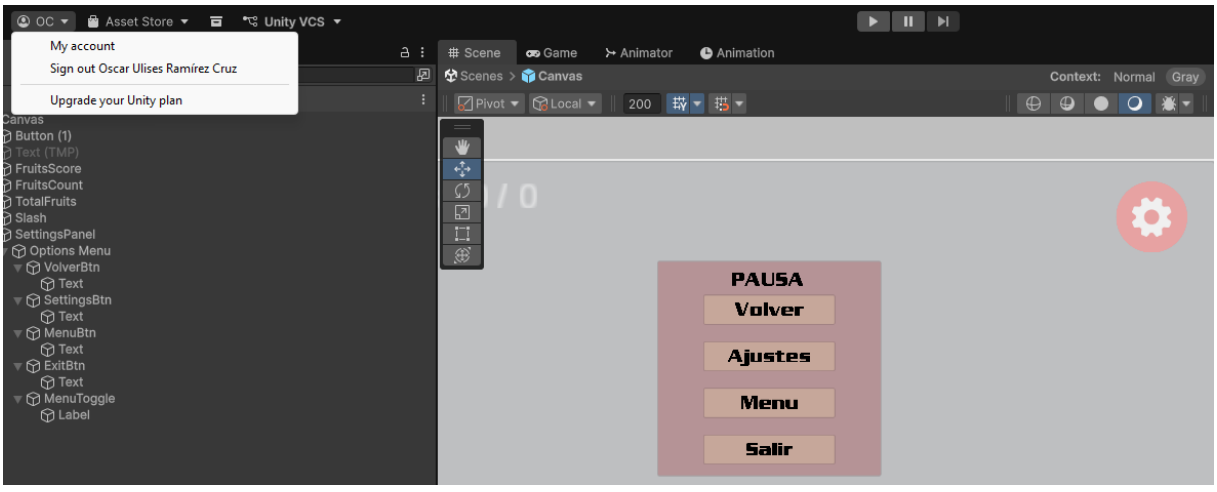

OC
Asset Store
Unity VCS
My account
Sign out Oscar Ulises Ramírez Cruz
Upgrade your Unity plan
Canvas
Text (TMP)
FruitsScore
FruitsCount
TotalFruits
Slash
Scene
Game
Animator
Animation
Scenes > Canvas
Pivot
Local
0.64
Frutas:

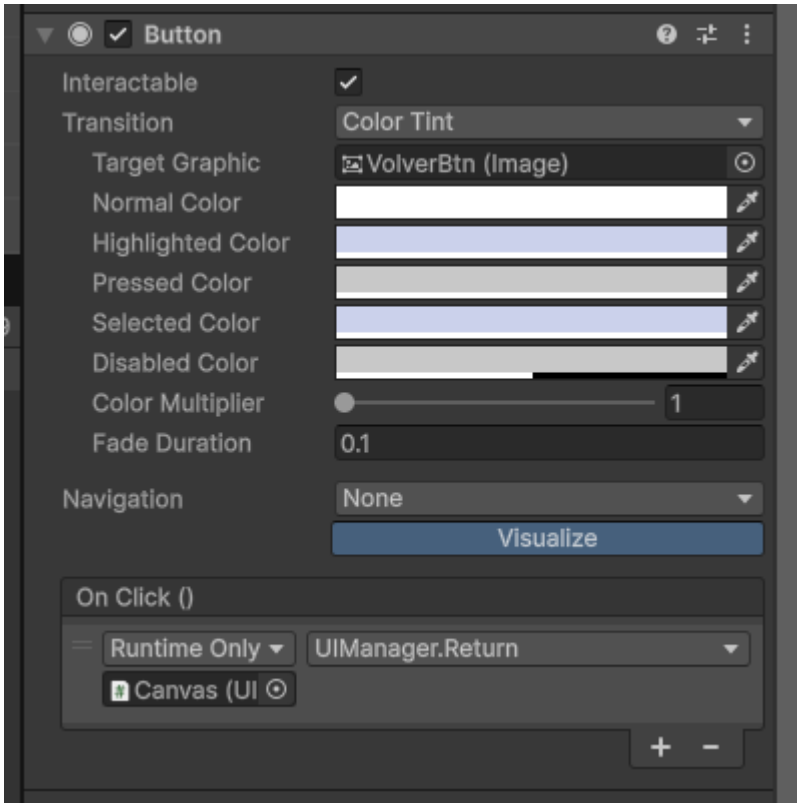
```
public class FruitManager : MonoBehaviour
{
    1 référence
    public TMP_Text txtFruitsWin;

    1 référence
    public GameObject transition;

    0 références
    public TMP_Text fruitsCollected;
    1 référence
    public TMP_Text totalFruits;
    2 références
    private int totalFruitsCount;

    0 références
    private void Start()
    {
        totalFruitsCount = transform.childCount;
    }

    0 références
    private void Update()
    {
        AllFruitCollected();
        totalFruits.text = totalFruitsCount.ToString();
    }
```

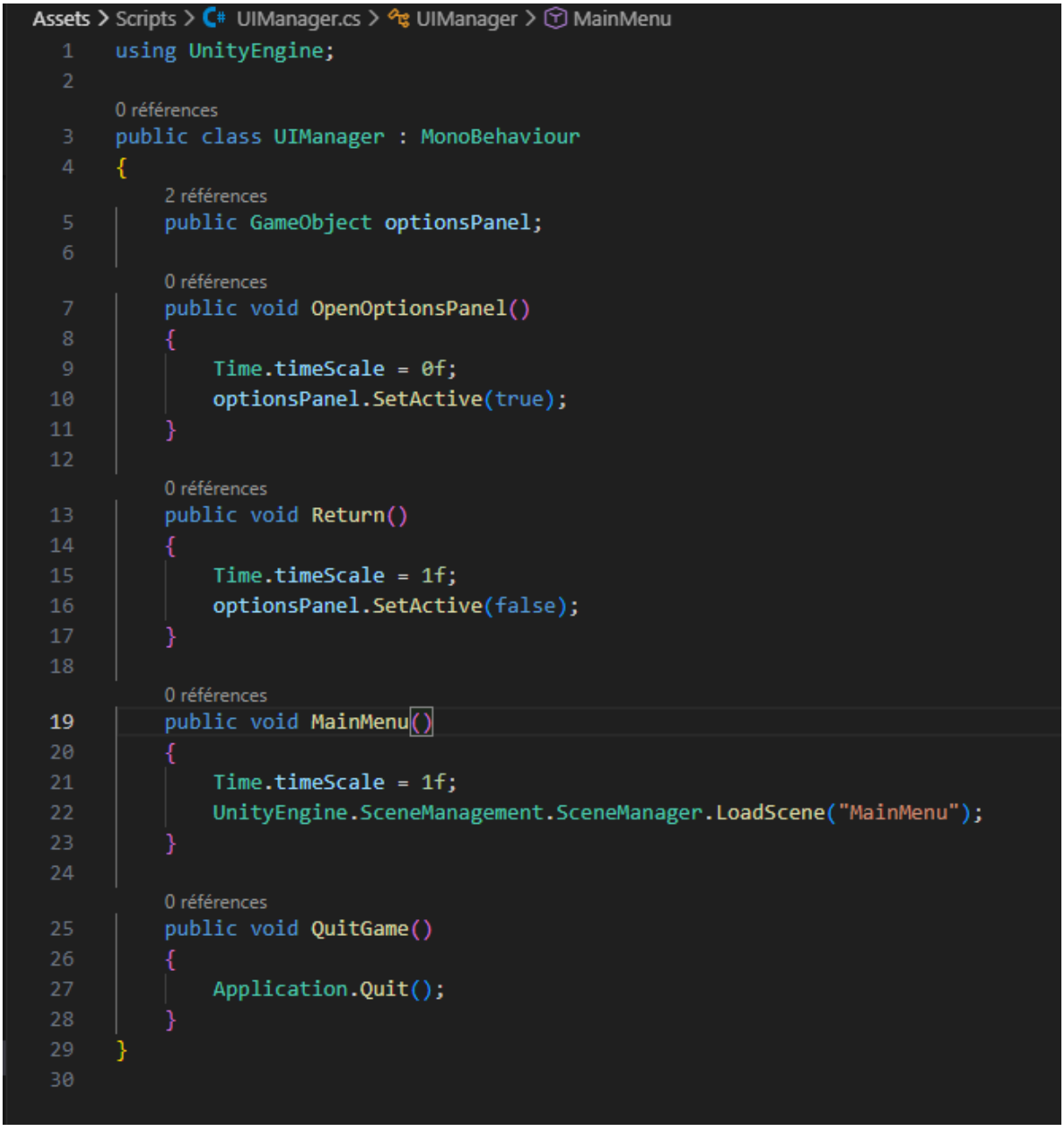
Tutorial 16


Fullscreen
Resolution
640 x 480 @ 0Hz
Vsync
Every V Blank
Texture quality
High
Anti Aliasing
High
Volume
Save
Cancel
Options
4/9
Main Menu with Parallax Effect FREE
SirLink
(8)
(457)
FREE
75 views in the past week
Add to My Assets
Infiniti_Games
4 years ago
Simple and easy
This is a great simple asset that you can use with a nice theme and its even free. Really suggest this asset (:
Read more reviews
License agreement
Standard Unity Asset Store EULA


Assets > Scripts
CheckGround
Checkpoint
DamageObject
PlayerSelect
SkinSelector
UIManager

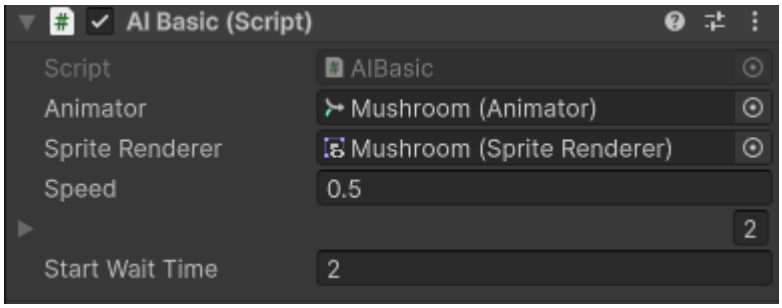

OC
Asset Store
Unity VCS
My account
Sign out Oscar Ulises Ramírez Cruz
Upgrade your Unity plan
Scene
Game
Animator
Animation
Scenes > Canvas
Context: Normal Gray
Pivot
Local
200
Canvas
Button (1)
Text (TMP)
FruitsScore
FruitsCount
TotalFruits
Slash
SettingsPanel
Options Menu
VolverBtn
Text
SettingsBtn
Text
MenuBtn
Text
ExitBtn
Text
MenuToggle
Label
PAUSA
Volver
Ajustes
Menu
Salir


Button
Interactable
Transition
Color Tint
Target Graphic
VolverBtn (Image)
Normal Color
Highlighted Color
Pressed Color
Selected Color
Disabled Color
Color Multiplier
1
Fade Duration
0.1
Navigation
None
Visualize
On Click ()
Runtime Only
UIManager.Return
Canvas (UI


Assets > Scripts > UIManager.cs > UIManager > MainMenu
using UnityEngine;
0 références
public class UIManager : MonoBehaviour
{
2 références
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();
}
}

Tutorial 17


Assets > Scripts > Enemies
AIBasic

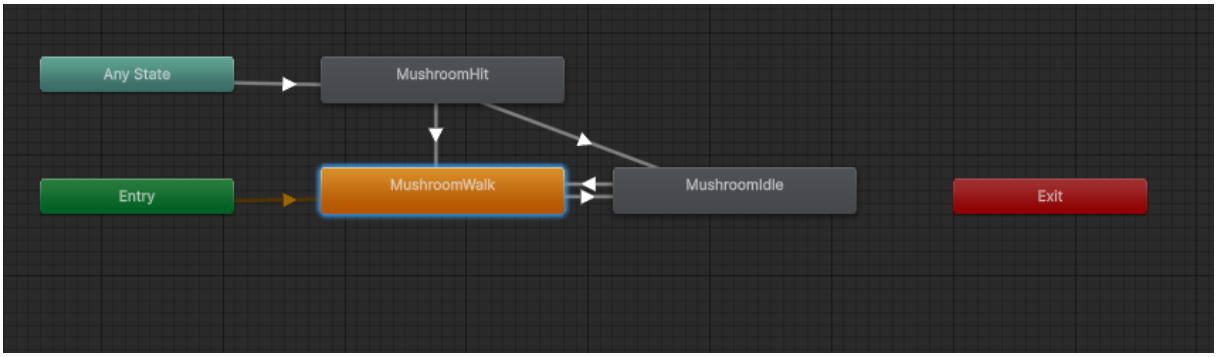

AI Basic (Script)
Script
AIBasic
Animator
Mushroom (Animator)
Sprite Renderer
Mushroom (Sprite Renderer)
Speed
0.5
2
Start Wait Time
2

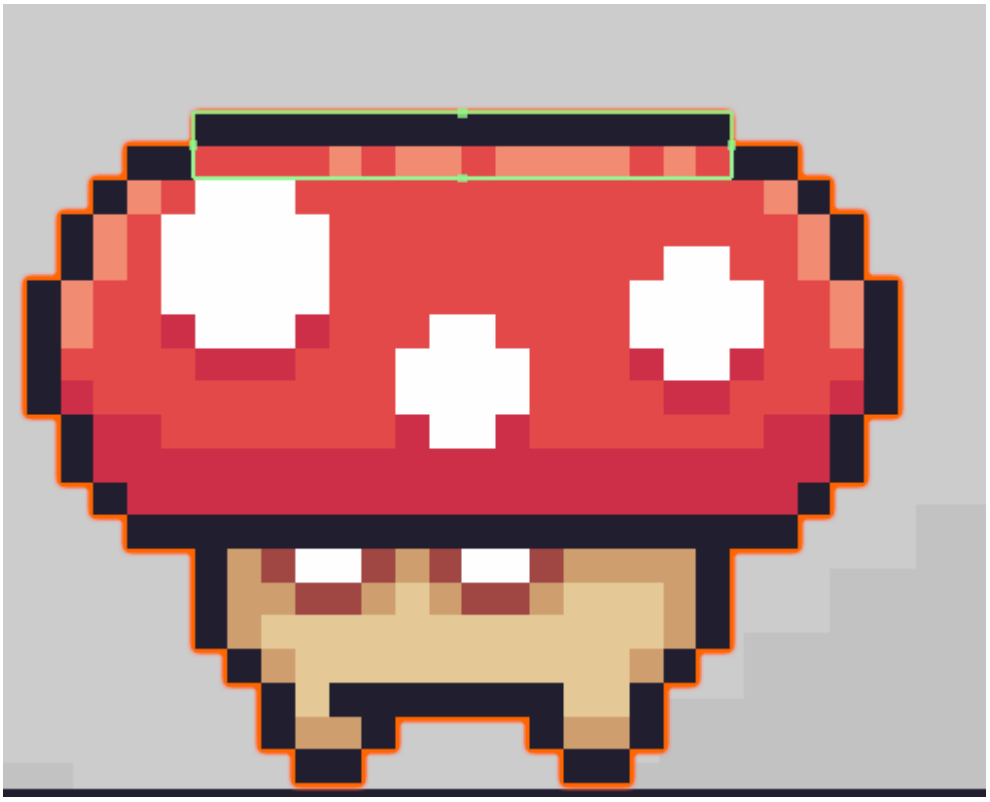
Assets > Scripts > Enemies > AIBasic.cs > AIBasic > Update

```
1   using UnityEngine;
2
3   // Oscar Ulises Ramirez Cruz
4
    0 références
5   public class AIBasic : MonoBehaviour
6   {
        0 références
7       public Animator animator;
        2 références
8       public SpriteRenderer spriteRenderer;
        1 référence
9       public float speed = 0.5f;
        4 références
10      private float waitTime;
        5 références
11      public Transform[] moveSpots;
        2 références
12      public float startWaitTime = 2f;
        5 références
13      private int direction = 0;
        0 références
14      private Vector2 currentPosition;
15
        0 références
16      void Start()
17      {
18          waitTime = startWaitTime;
19      }
20
```

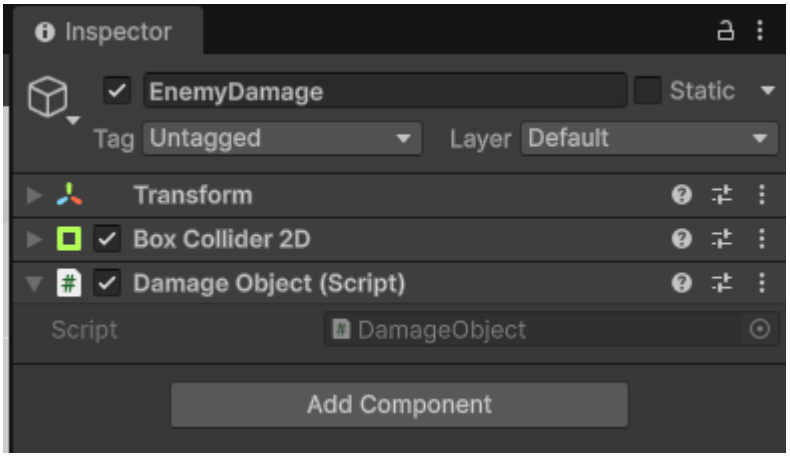
```
    0 références
21  void Update()
22  {
23      transform.position = Vector2.MoveTowards(transform.position, moveSpots[direction].position, speed * Time.deltaTime);
24
25      if (Vector2.Distance(transform.position, moveSpots[direction].position) < 0.1f)
26      {
27          if (waitTime <= 0)
28          {
29              if (moveSpots[direction] != moveSpots[moveSpots.Length - 1])
30              {
31                  direction++;
32                  spriteRenderer.flipX = false;
33              }
34              else
35              {
36                  direction = 0;
37                  spriteRenderer.flipX = true;
38              }
39              waitTime = startWaitTime;
40          }
41          else
42          {
43              waitTime -= Time.deltaTime;
44          }
45      }
46  }
47  }
48
```

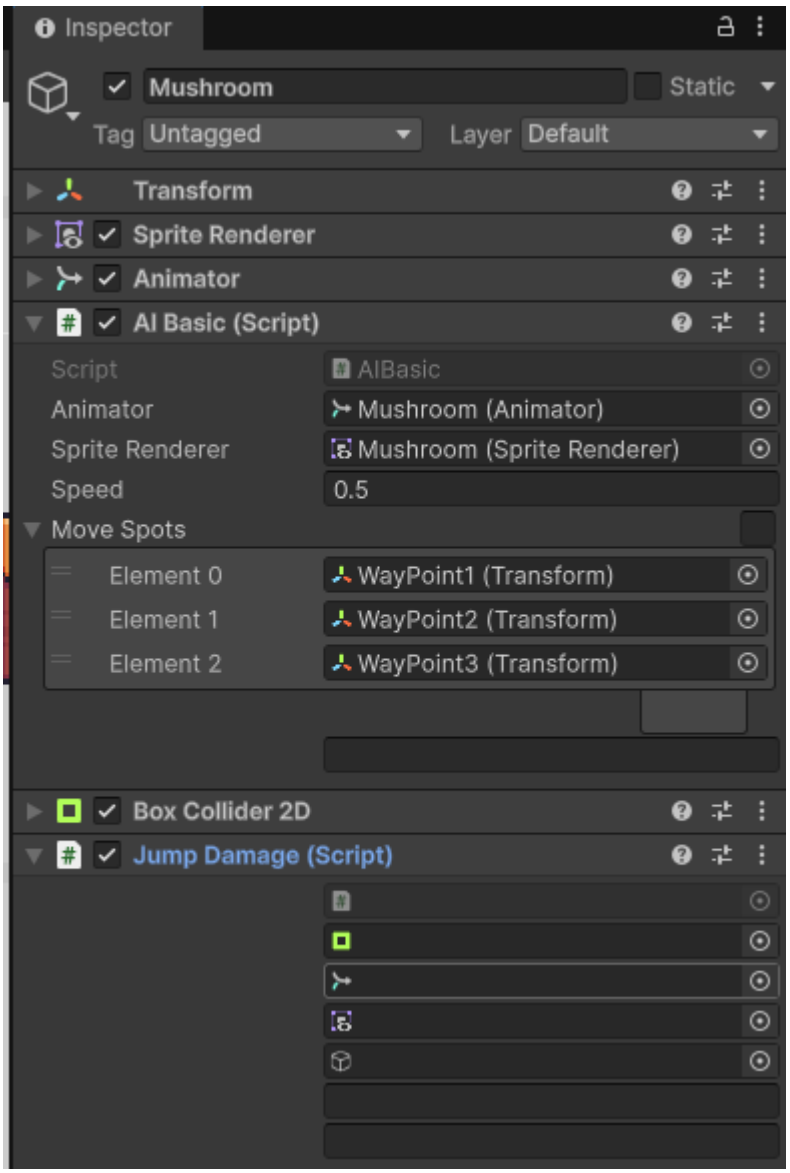
Tutorial 18


Any State
MushroomHit
Entry
MushroomWalk
MushroomIdle
Exit




Assets > Scripts > Enemies
AIBasic
JumpDamage
MushroomF
Mushroom
EnemyDamage
WayPoint1
WayPoint2
WayPoint3


Inspector
EnemyDamage
Static
Tag Untagged
Layer Default
Transform
Box Collider 2D
Damage Object (Script)
Script DamageObject
Add Component


Inspector
Mushroom
Static
Tag Untagged
Layer Default
Transform
Sprite Renderer
Animator
AI Basic (Script)
Script AIBasic
Animator Mushroom (Animator)
Sprite Renderer Mushroom (Sprite Renderer)
Speed 0.5
Move Spots
Element 0 WayPoint1 (Transform)
Element 1 WayPoint2 (Transform)
Element 2 WayPoint3 (Transform)
Box Collider 2D
Jump Damage (Script)