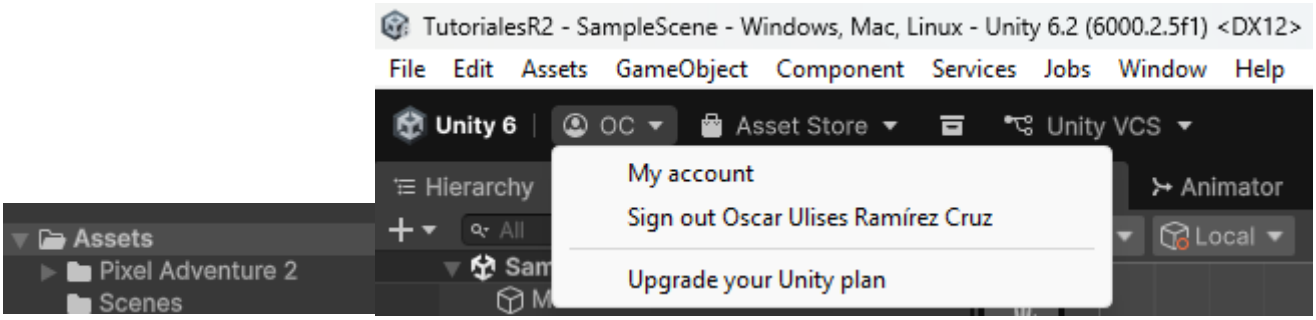
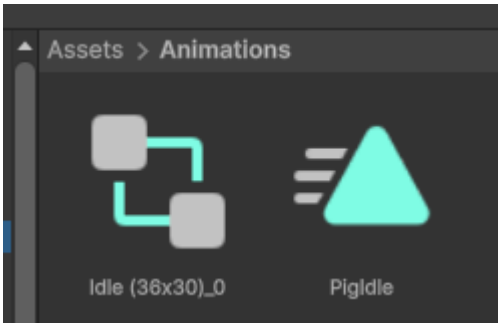
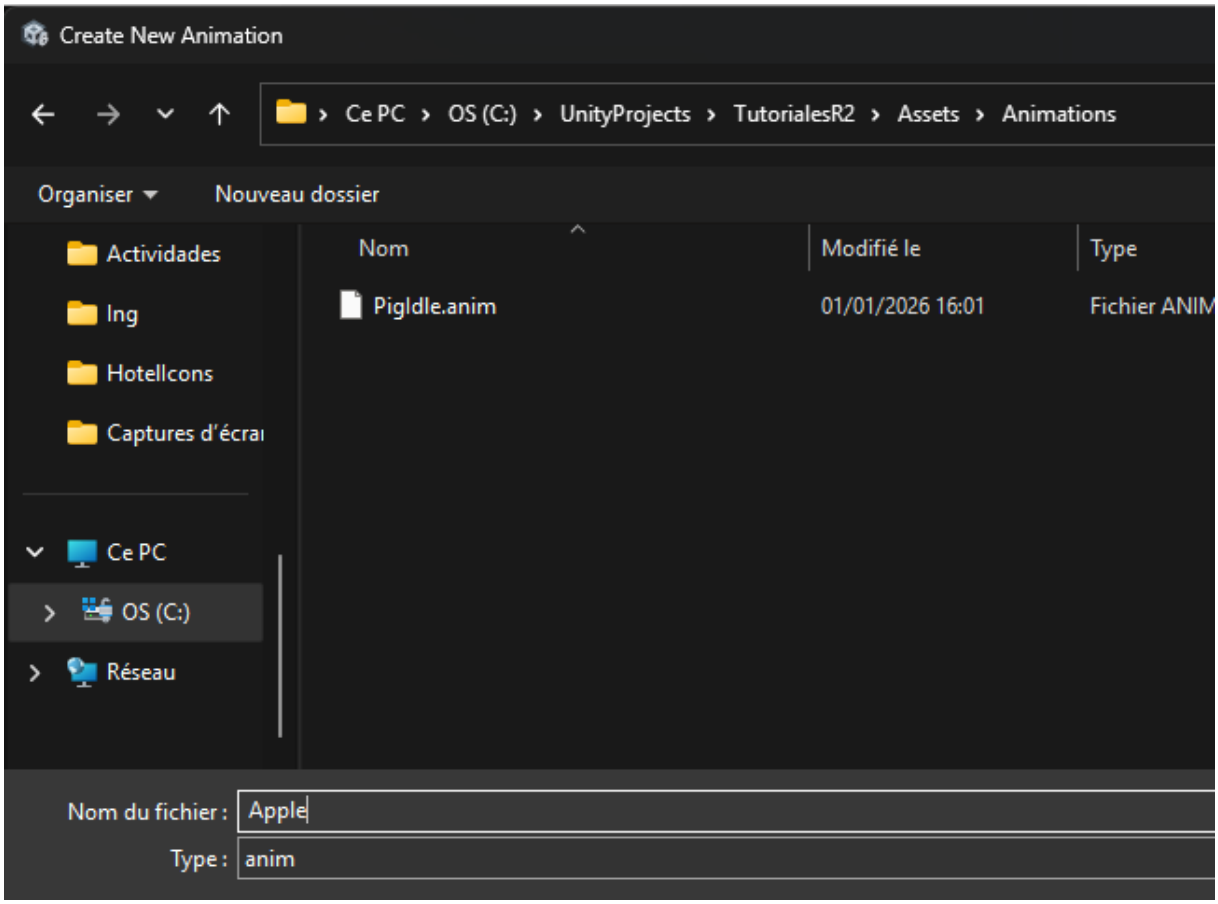
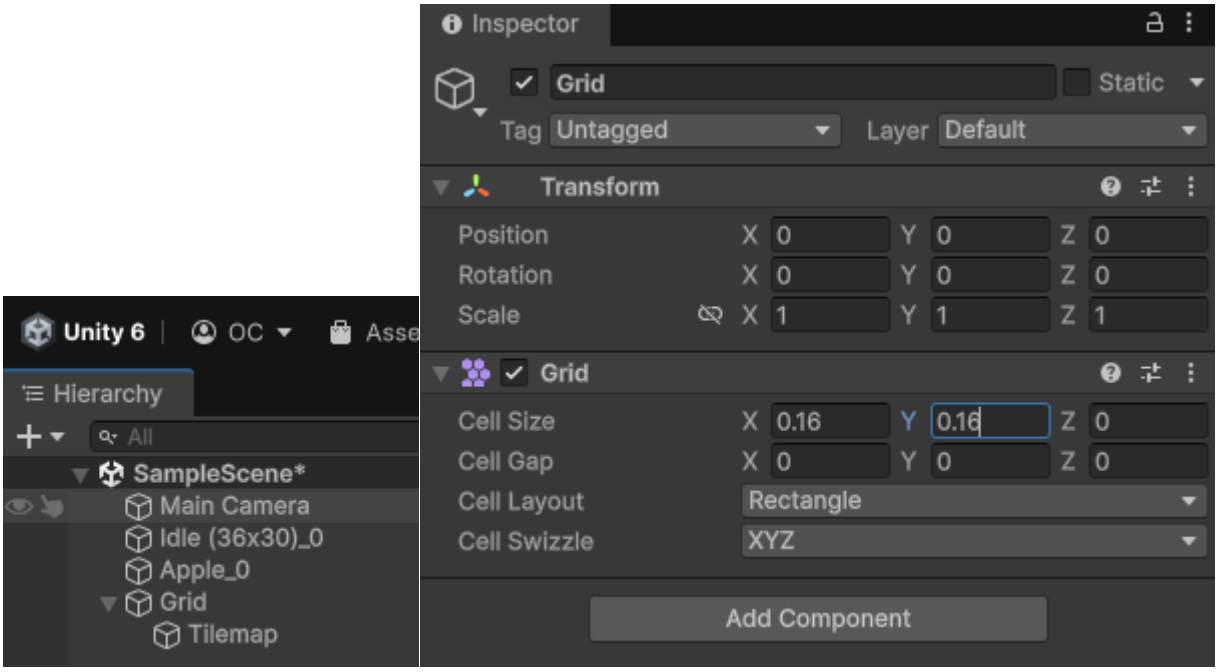
Tutoriales

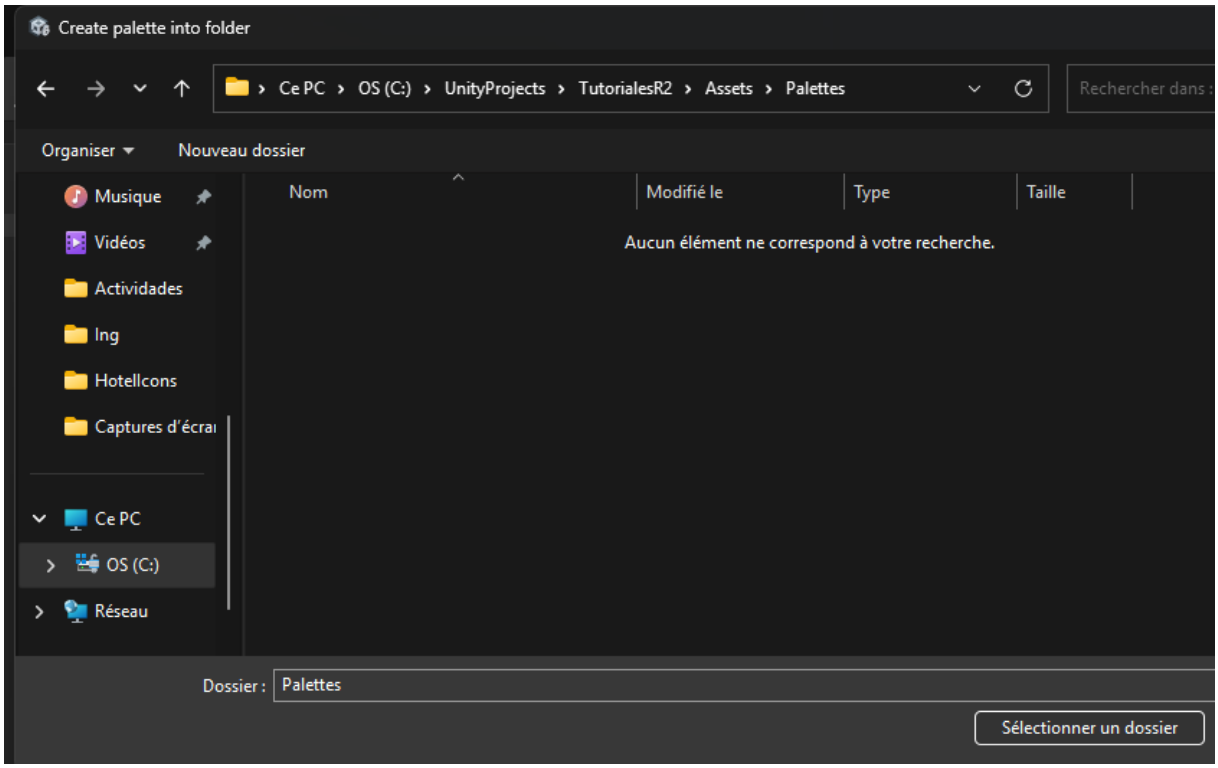
Tutorial 1

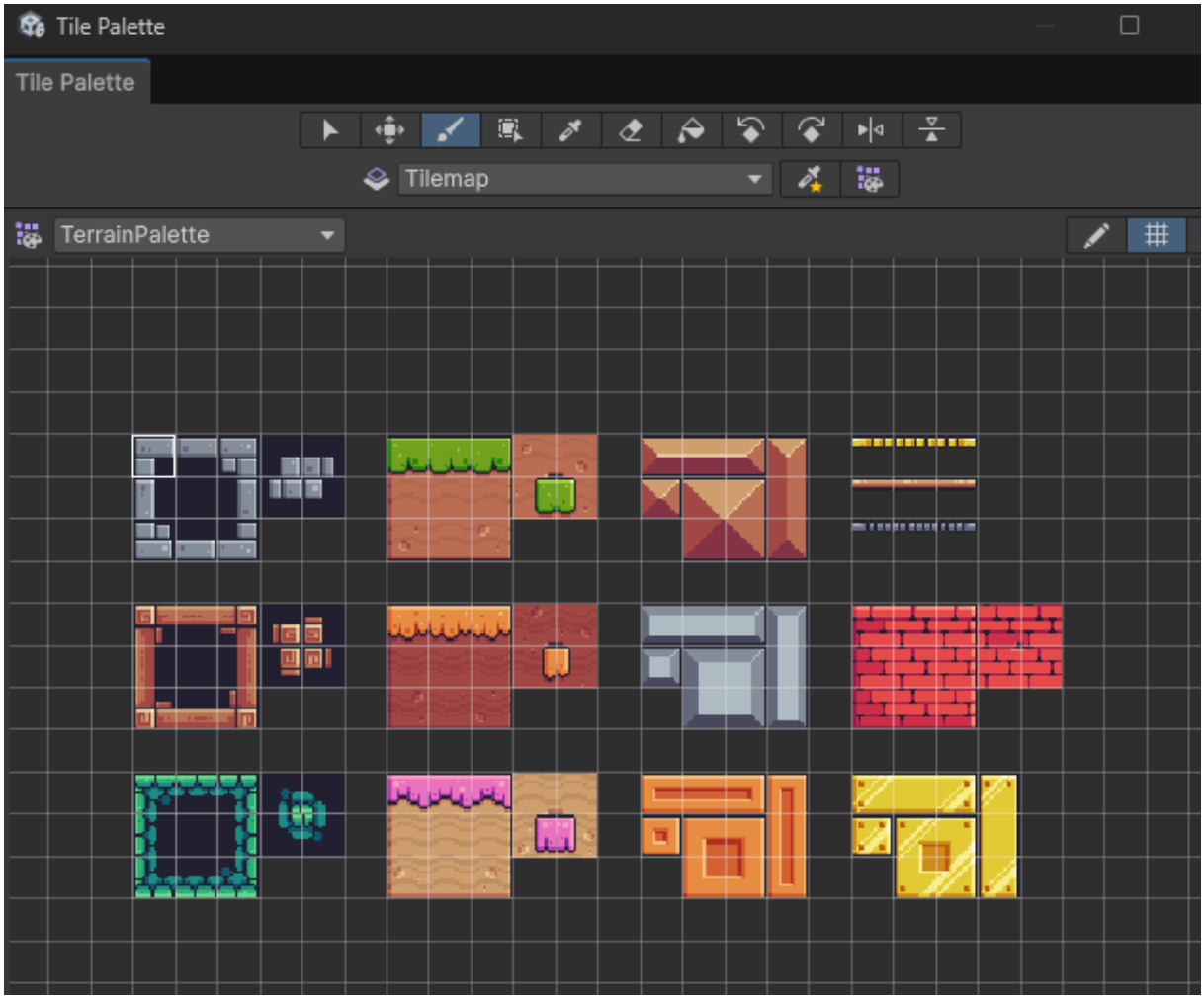

TutorialesR2 - SampleScene - Windows, Mac, Linux - Unity 6.2 (6000.2.5f1) <DX12>
File Edit Assets GameObject Component Services Jobs Window Help
Unity 6
OC
Asset Store
Unity VCS
My account
Sign out Oscar Ulises Ramírez Cruz
Upgrade your Unity plan
Hierarchy
Animator
Local
Assets
Pixel Adventure 2
Scenes

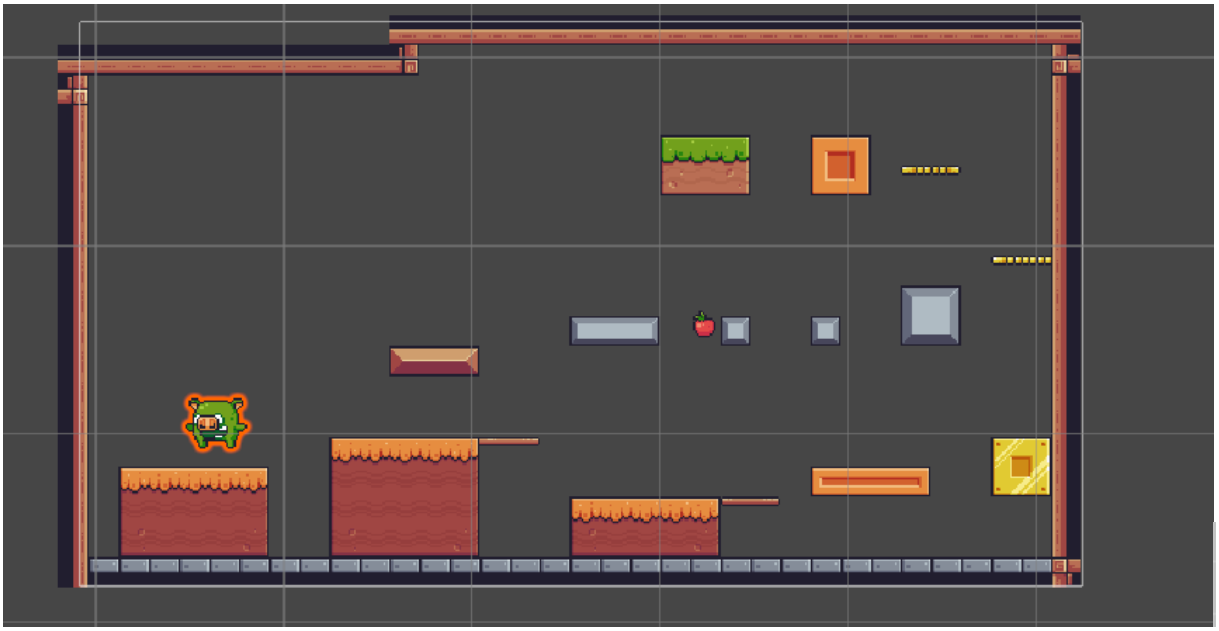

Assets > Animations
Idle (36x30)_0
PigIdle

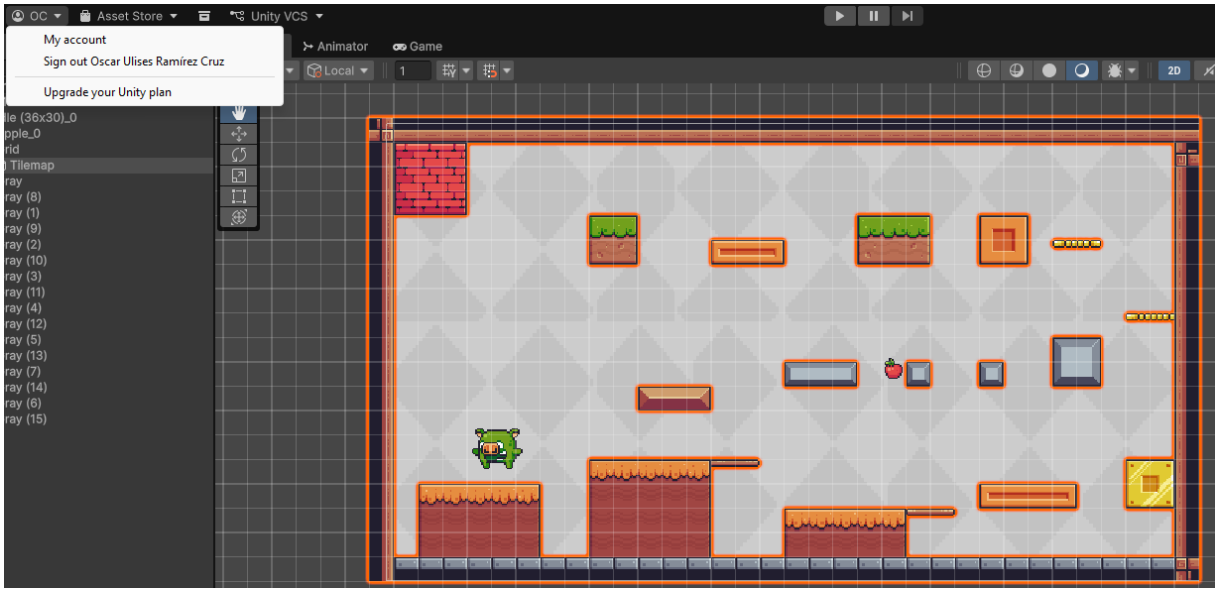

Create New Animation
Ce PC › OS (C:) › UnityProjects › TutorialesR2 › Assets › Animations
Organiser
Nouveau dossier
Actividades
Ing
Hotellcons
Captures d'écrai
Ce PC
OS (C:)
Réseau
Nom
Modifié le
Type
PigIdle.anim
01/01/2026 16:01
Fichier ANIM
Nom du fichier : Apple
Type : anim

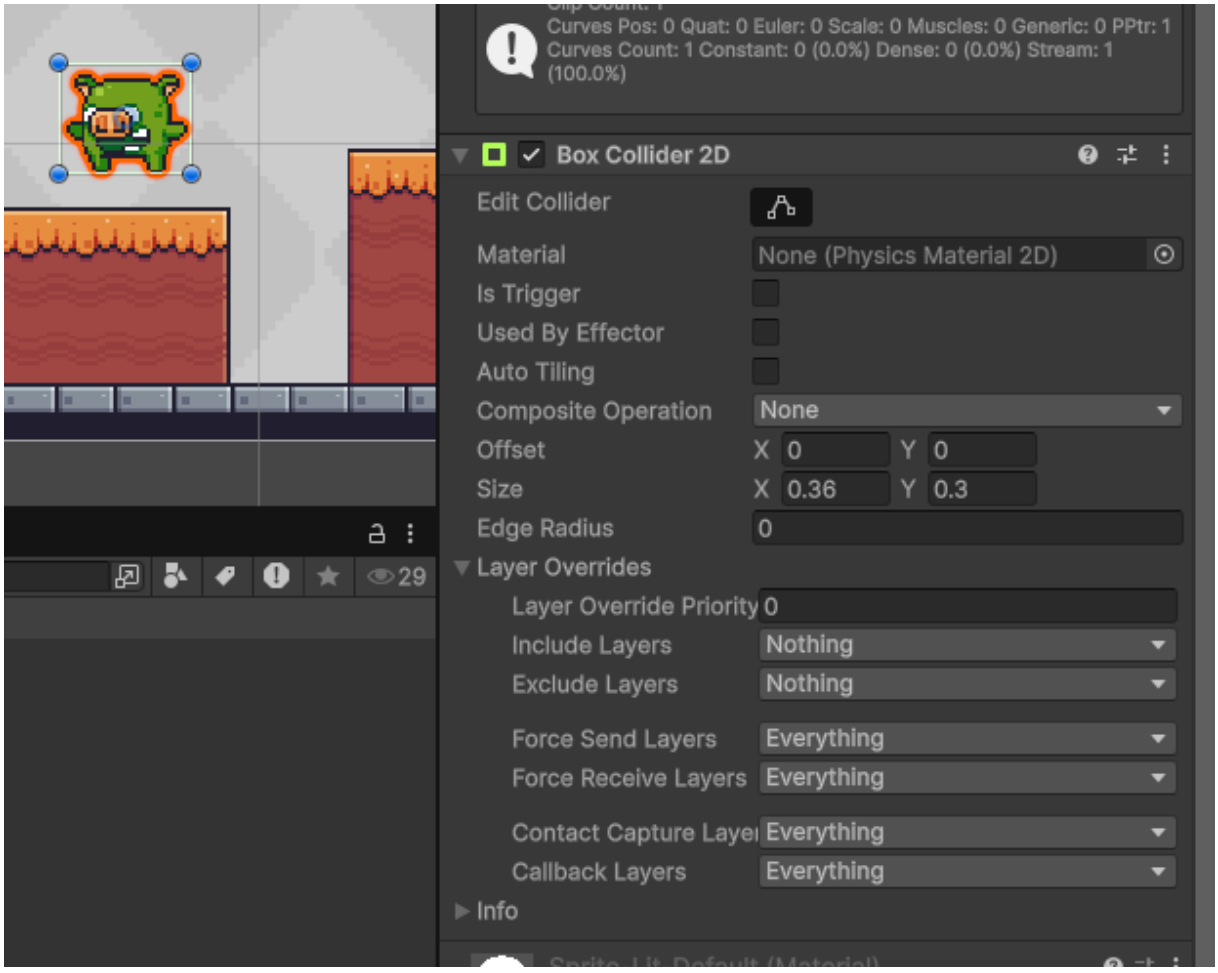

Inspector
Grid
Static
Tag Untagged
Layer Default
Transform
Position X 0 Y 0 Z 0
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Grid
Cell Size X 0.16 Y 0.16 Z 0
Cell Gap X 0 Y 0 Z 0
Cell Layout Rectangle
Cell Swizzle XYZ
Add Component
Unity 6
OC
Hierarchy
All
SampleScene*
Main Camera
Idle (36x30)_0
Apple_0
Grid
Tilemap

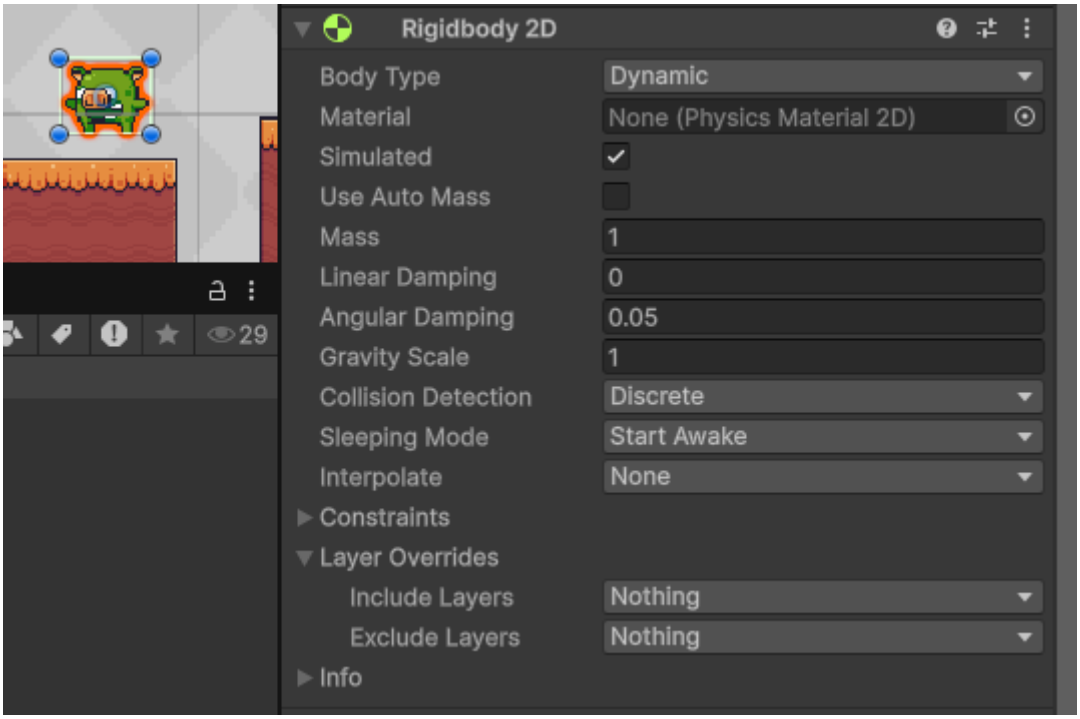

Create palette into folder
Ce PC › OS (C:) › UnityProjects › TutorialesR2 › Assets › Palettes
Rechercher dans :
Organiser
Nouveau dossier
Musique
Vidéos
Actividades
Ing
Hotellcons
Captures d'écra
Ce PC
OS (C:)
Réseau
Nom
Modifié le
Type
Taille
Aucun élément ne correspond à votre recherche.
Dossier :
Palettes
Sélectionner un dossier

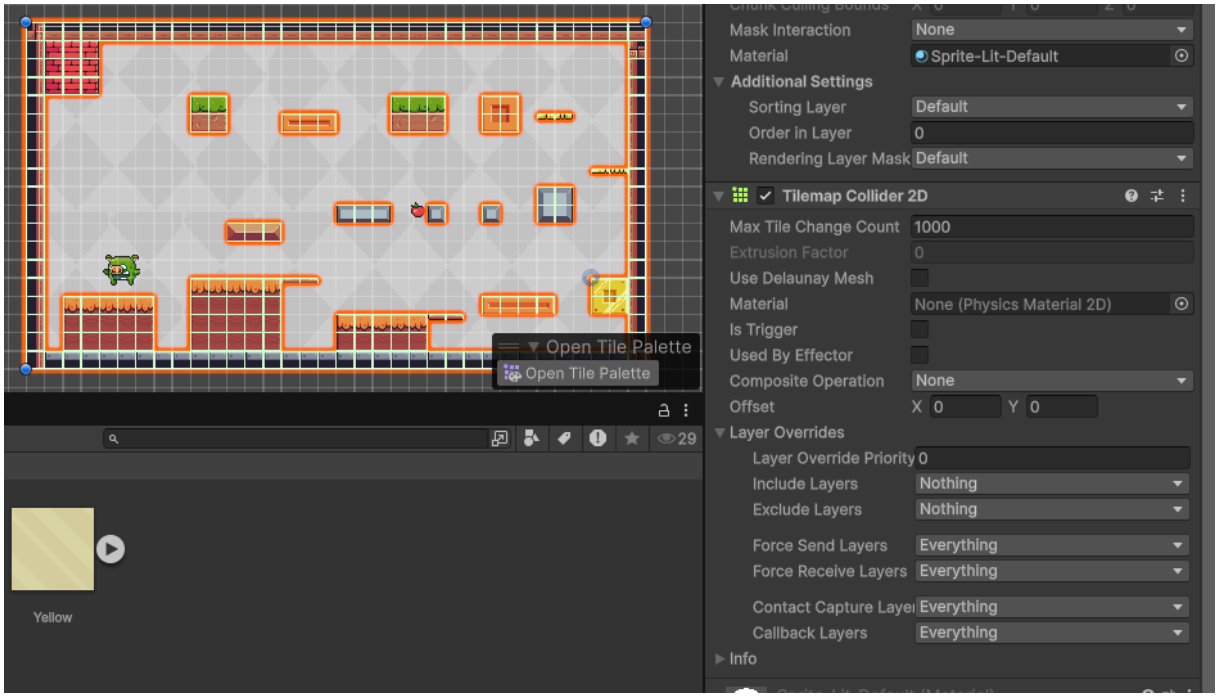

Tile Palette
Tile Palette
Tilemap
TerrainPalette



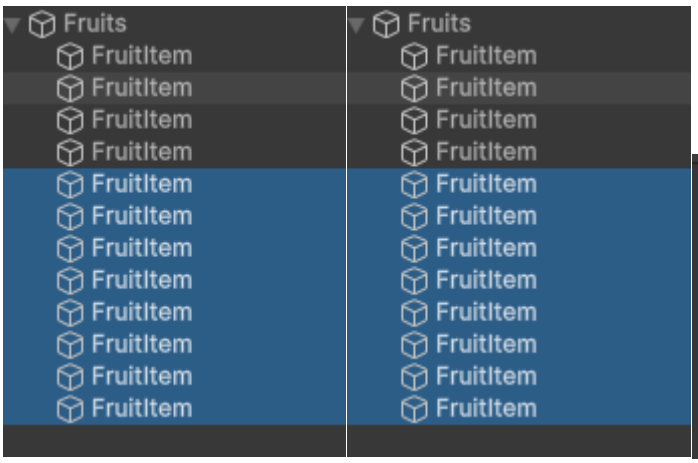

OC
Asset Store
Unity VCS
My account
Sign out Oscar Ulises Ramírez Cruz
Upgrade your Unity plan
Animator
Game
Local
2D
Tilemap


Curves Pos: 0 Quat: 0 Euler: 0 Scale: 0 Muscles: 0 Generic: 0 PPtr: 1
Curves Count: 1 Constant: 0 (0.0%) Dense: 0 (0.0%) Stream: 1
(100.0%)
Box Collider 2D
Edit Collider
Material
None (Physics Material 2D)
Is Trigger
Used By Effector
Auto Tiling
Composite Operation
None
Offset
X 0
Y 0
Size
X 0.36
Y 0.3
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 Layer
Everything
Callback Layers
Everything
Info
29


Rigidbody 2D
Body Type
Dynamic
Material
None (Physics Material 2D)
Simulated
Use Auto Mass
Mass
1
Linear Damping
0
Angular Damping
0.05
Gravity Scale
1
Collision Detection
Discrete
Sleeping Mode
Start Awake
Interpolate
None
Constraints
Layer Overrides
Include Layers
Nothing
Exclude Layers
Nothing
Info
29

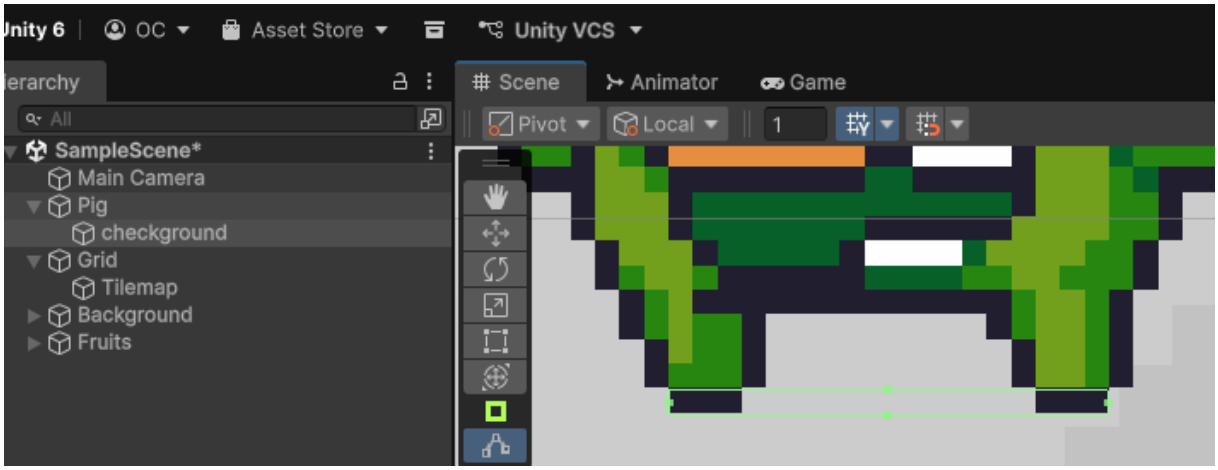

Mask Interaction
None
Material
Sprite-Lit-Default
Additional Settings
Sorting Layer
Default
Order in Layer
0
Rendering Layer Mask
Default
Tilemap Collider 2D
Max Tile Change Count
1000
Extrusion Factor
0
Use Delaunay Mesh
Material
None (Physics Material 2D)
Is Trigger
Used By Effector
Composite Operation
None
Offset
X 0
Y 0
Layer Overrides
Layer Override Priority
0
Include Layers
Nothing
Exclude Layers
Nothing
Force Send Layers
Everything
Force Receive Layers
Everything
Contact Capture Layer
Everything
Callback Layers
Everything
Info
Open Tile Palette
Open Tile Palette
29
Yellow

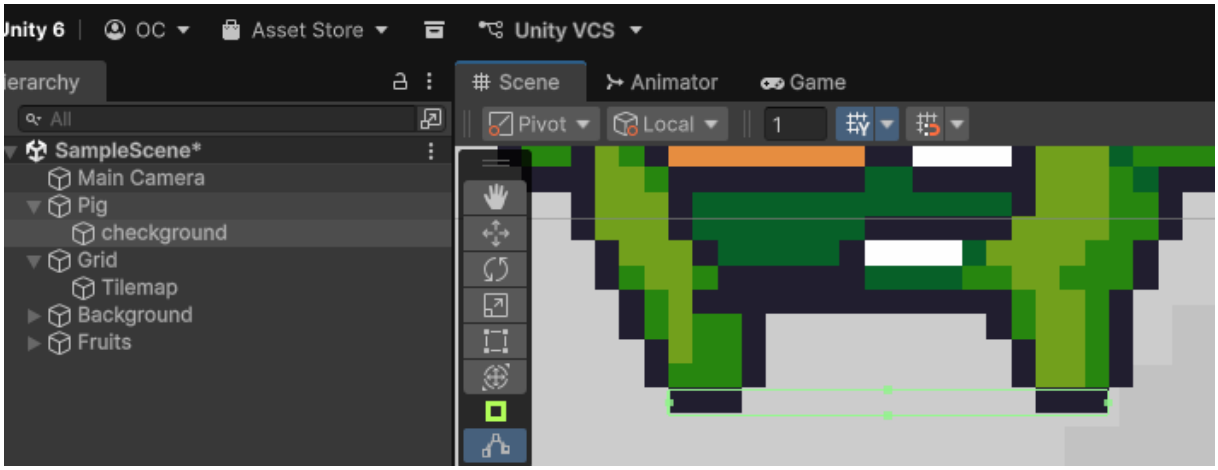
Tutorial 2




```
using UnityEngine;

// Oscar Ulises Ramirez Cruz

0 références | Script Unity
public class PlayerMove : MonoBehaviour
{
    1 référence | Champ Unity sérialisé
    public float moveSpeed = 5f;
    1 référence | Champ Unity sérialisé
    public float jumpForce = 5f;
    4 références
    private Rigidbody2D rb;
    3 références
    private bool isGrounded;

    0 références | Message Unity
    void Start()
    {
        rb = GetComponent<Rigidbody2D>();
    }

    0 références | Message Unity
    void FixedUpdate()
    {
        float moveInput = Input.GetAxis("Horizontal");
        rb.linearVelocity = new Vector2(moveInput * moveSpeed, rb.linearVelocityY);
```

```
using UnityEngine;

// Oscar Ulises Ramirez Cruz

0 références | Script Unity
public class PlayerMove : MonoBehaviour
{
    1 référence | Champ Unity sérialisé
    public float moveSpeed = 5f;
    1 référence | Champ Unity sérialisé
    public float jumpForce = 5f;
    4 références
    private Rigidbody2D rb;
    3 références
    private bool isGrounded;

    0 références | Message Unity
    void Start()
    {
        rb = GetComponent<Rigidbody2D>();
    }

    0 références | Message Unity
    void FixedUpdate()
    {
        float moveInput = Input.GetAxis("Horizontal");
        rb.linearVelocity = new Vector2(moveInput * moveSpeed, rb.linearVelocityY);
```



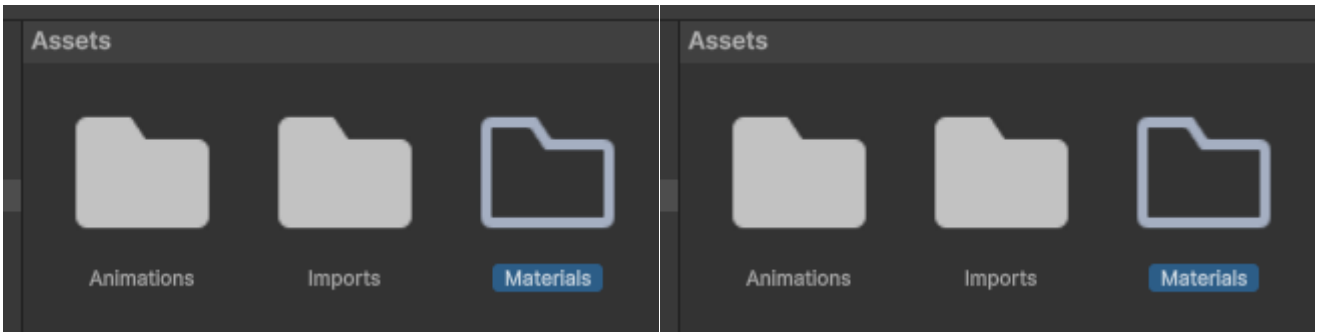


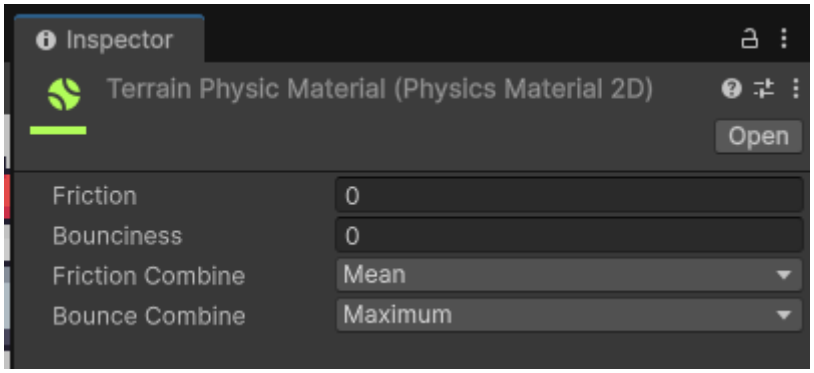
Assets > Scripts > CheckGround.cs > CheckGround > OnTiggerExit2D

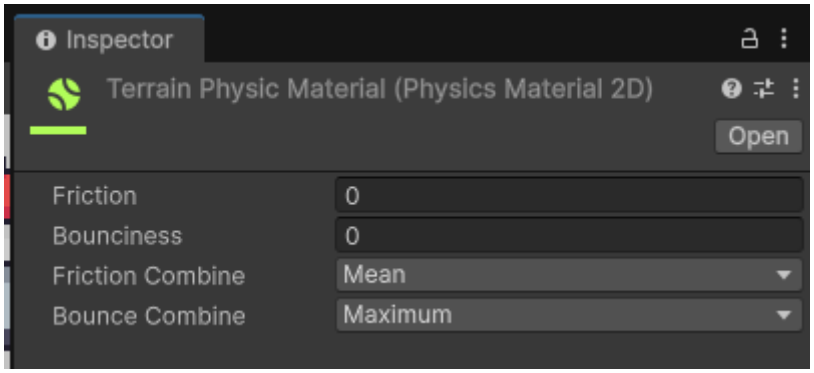
```
using UnityEngine;

1 référence
public class CheckGround : MonoBehaviour
{
    3 références
    public bool isGrounded;

    0 références
    private void OnTriggerEnter2D(Collider2D collision)
    {
        if (collision.gameObject.CompareTag("Ground"))
        {
            isGrounded = true;
        }
    }

    0 références
    private void OnTiggerExit2D(Collider2D collision)
    {
        if (collision.gameObject.CompareTag("Ground"))
        {
            isGrounded = false;
        }
    }
}

```

Assets > Scripts > CheckGround.cs > CheckGround > OnTiggerExit2D

```
using UnityEngine;

1 référence
public class CheckGround : MonoBehaviour
{
    3 références
    public bool isGrounded;

    0 références
    private void OnTriggerEnter2D(Collider2D collision)
    {
        if (collision.gameObject.CompareTag("Ground"))
        {
            isGrounded = true;
        }
    }

    0 références
    private void OnTiggerExit2D(Collider2D collision)
    {
        if (collision.gameObject.CompareTag("Ground"))
        {
            isGrounded = false;
        }
    }
}
```




Inspector
Terrain Physic Material (Physics Material 2D)
Open
Friction
0
Bounciness
0
Friction Combine
Mean
Bounce Combine
Maximum


Inspector
Terrain Physic Material (Physics Material 2D)
Open
Friction
0
Bounciness
0
Friction Combine
Mean
Bounce Combine
Maximum

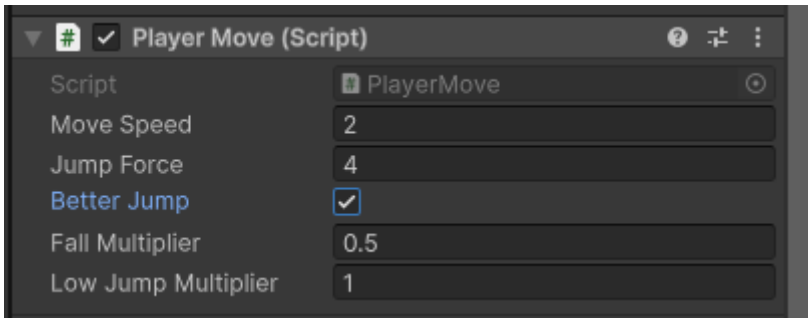
Tutorial 3

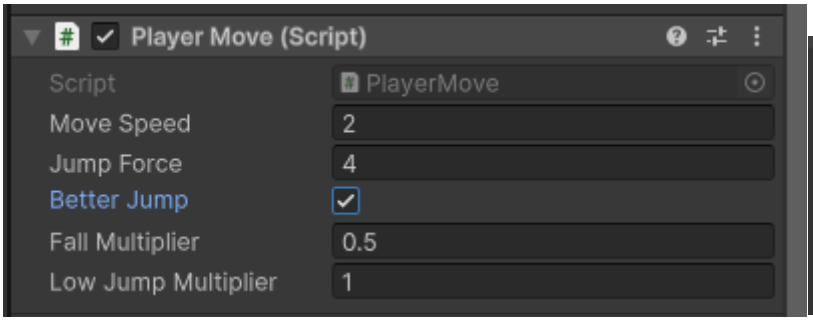
```
1 référence | Champ Unity sérialisé
public bool betterJump = false;
1 référence | Champ Unity sérialisé
public float fallMultiplier = 0.5f;
1 référence | Champ Unity sérialisé
public float lowJumpMultiplier = 1f;
```

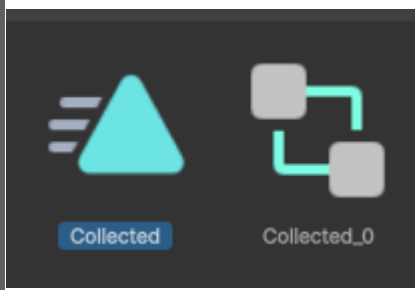
```
1 référence | Champ Unity sérialisé
public bool betterJump = false;
1 référence | Champ Unity sérialisé
public float fallMultiplier = 0.5f;
1 référence | Champ Unity sérialisé
public float lowJumpMultiplier = 1f;
```

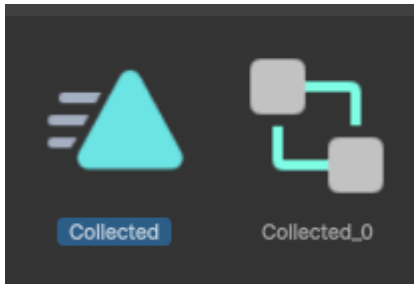
```
if (betterJump)
{
    if (rb.linearVelocityY < 0)
    {
        rb.linearVelocity += Vector2.up * Physics2D.gravity.y * fallMultiplier * Time.deltaTime;
    }
    else if (rb.linearVelocityY > 0 && !Input.GetKey(KeyCode.Space))
    {
        rb.linearVelocity += Vector2.up * Physics2D.gravity.y * lowJumpMultiplier * Time.deltaTime;
    }
}
```

```
if (betterJump)
{
    if (rb.linearVelocityY < 0)
    {
        rb.linearVelocity += Vector2.up * Physics2D.gravity.y * fallMultiplier * Time.deltaTime;
    }
    else if (rb.linearVelocityY > 0 && !Input.GetKey(KeyCode.Space))
    {
        rb.linearVelocity += Vector2.up * Physics2D.gravity.y * lowJumpMultiplier * Time.deltaTime;
    }
}
```

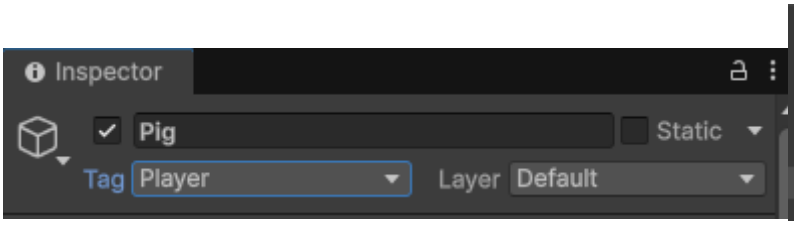


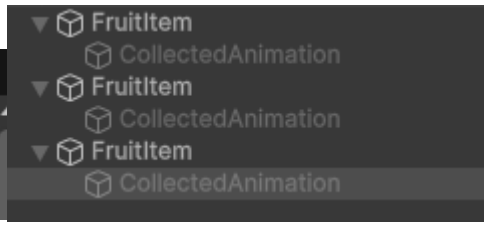


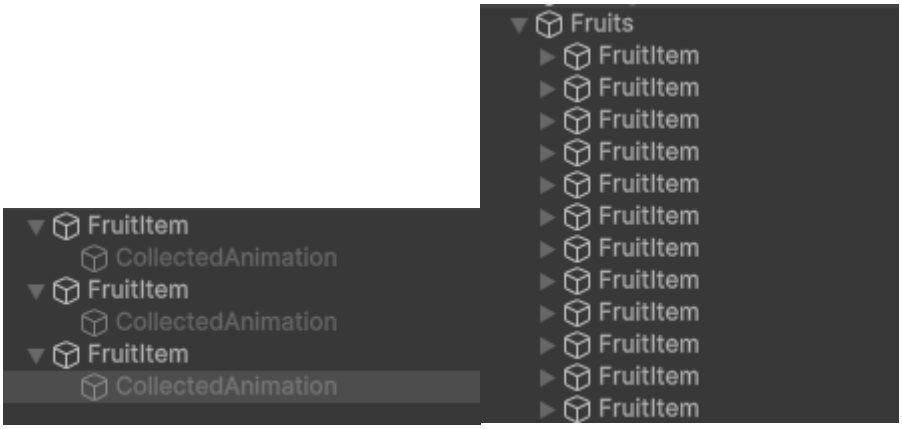





Grid
Background
Fruits
FruitItem
Collected_0
FruitItem
FruitItem
FruitItem
FruitItem
FruitItem
FruitItem
FruitItem
FruitItem
FruitItem
FruitItem
FruitItem


Inspector
Pig
Static
Tag
Player
Layer
Default


FruitItem
CollectedAnimation
FruitItem
CollectedAnimation
FruitItem
CollectedAnimation


Fruits
FruitItem
FruitItem
FruitItem
FruitItem
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FruitItem
FruitItem
FruitItem
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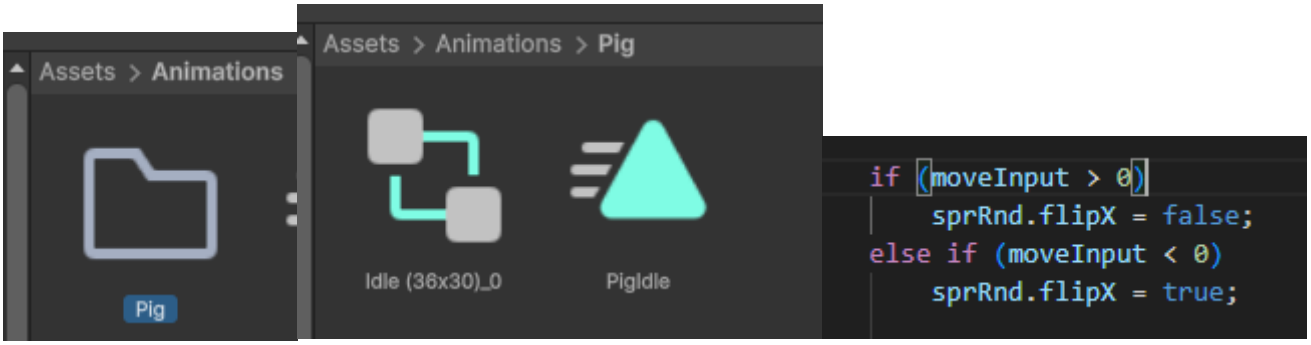
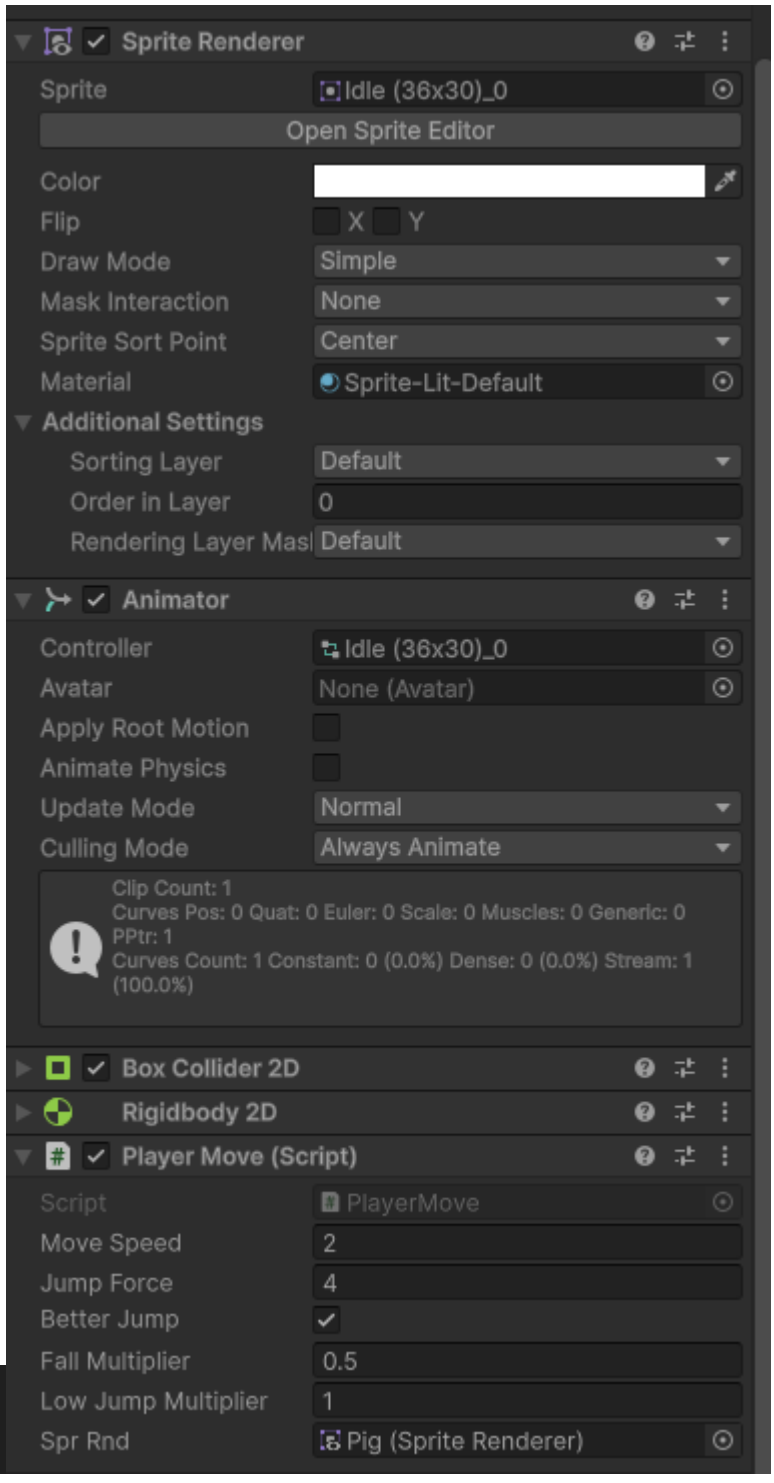
FruitItem
FruitItem
FruitItem
CollectedAnimation
FruitItem
CollectedAnimation
FruitItem
CollectedAnimation

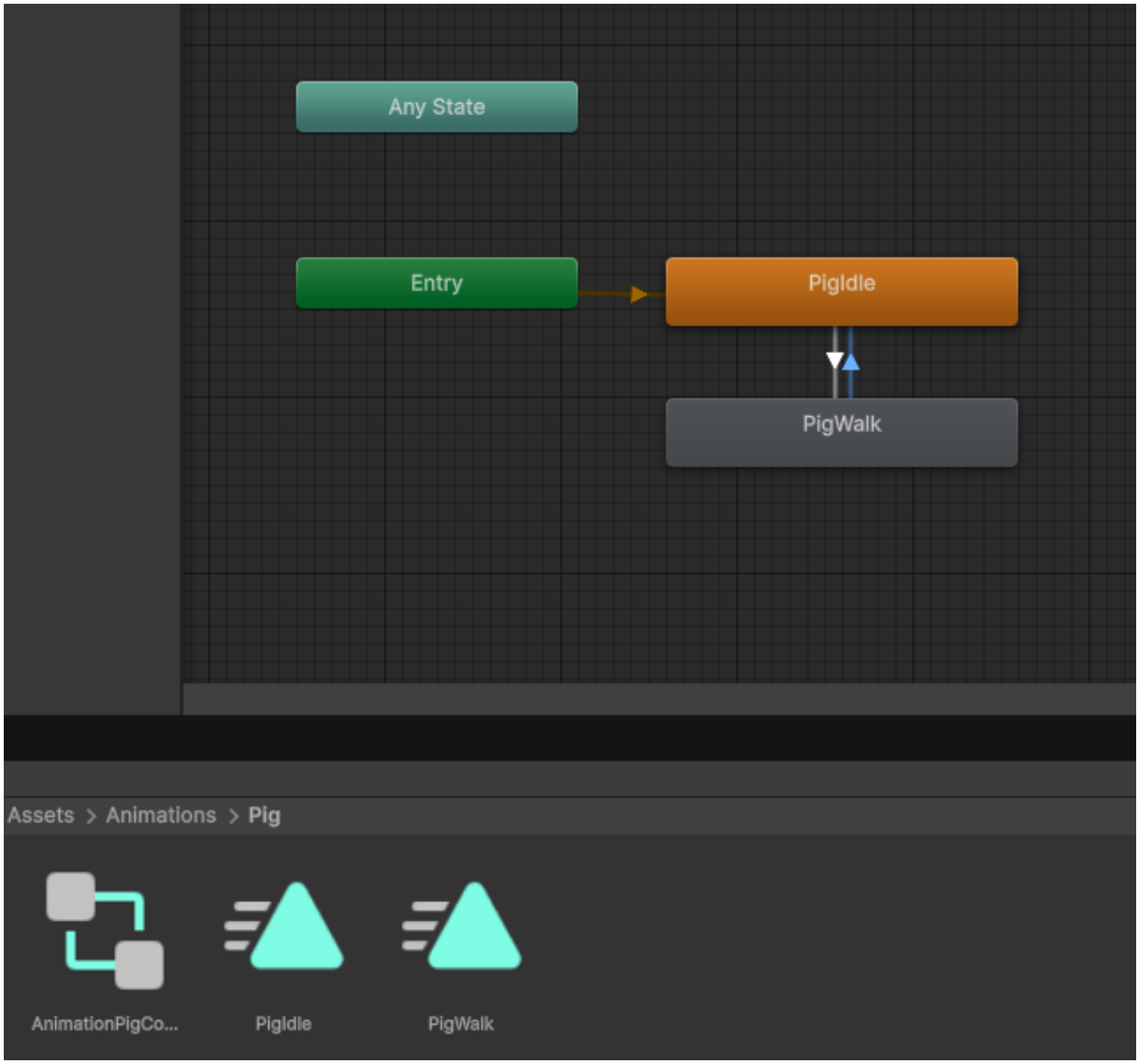
Tutorial 4

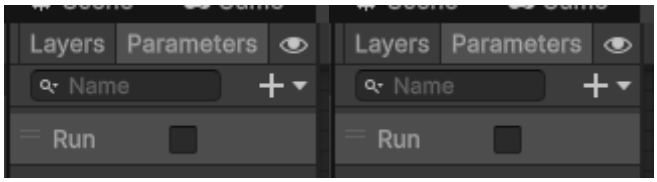


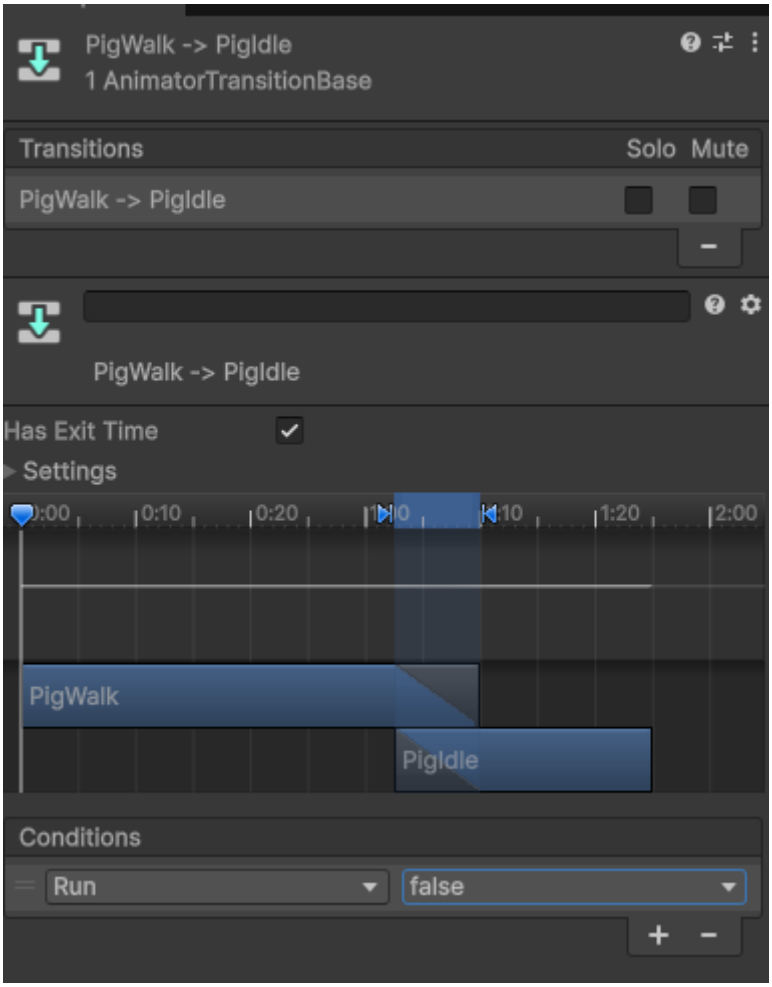

```
if (moveInput > 0)
    sprRnd.flipX = false;
else if (moveInput < 0)
    sprRnd.flipX = true;
```

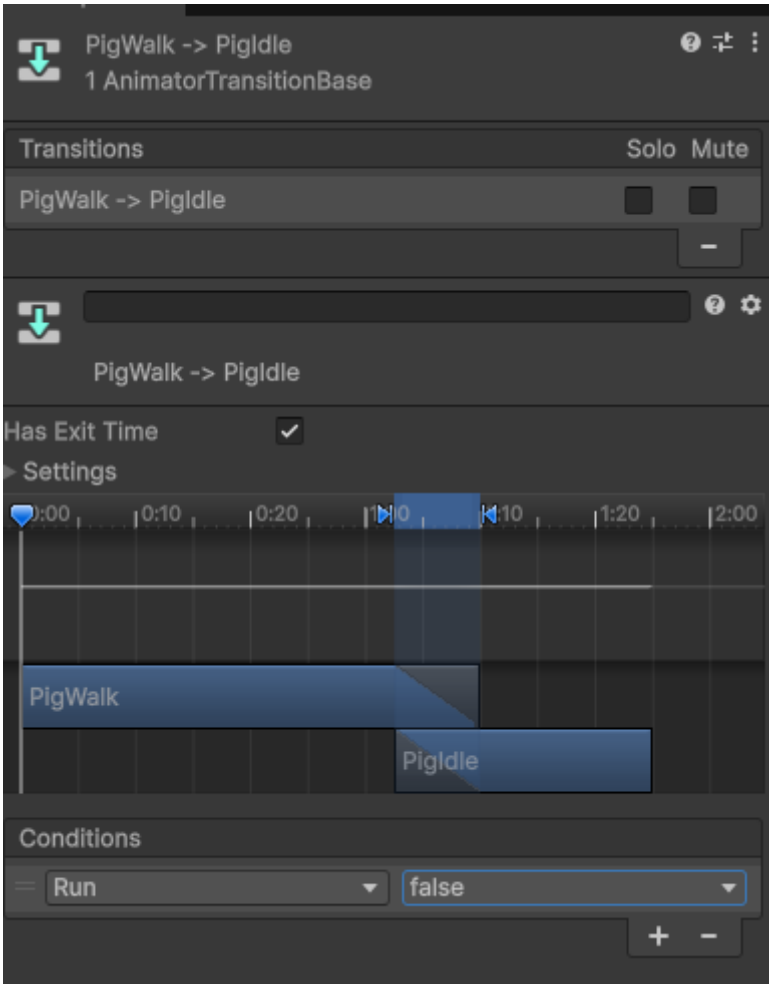


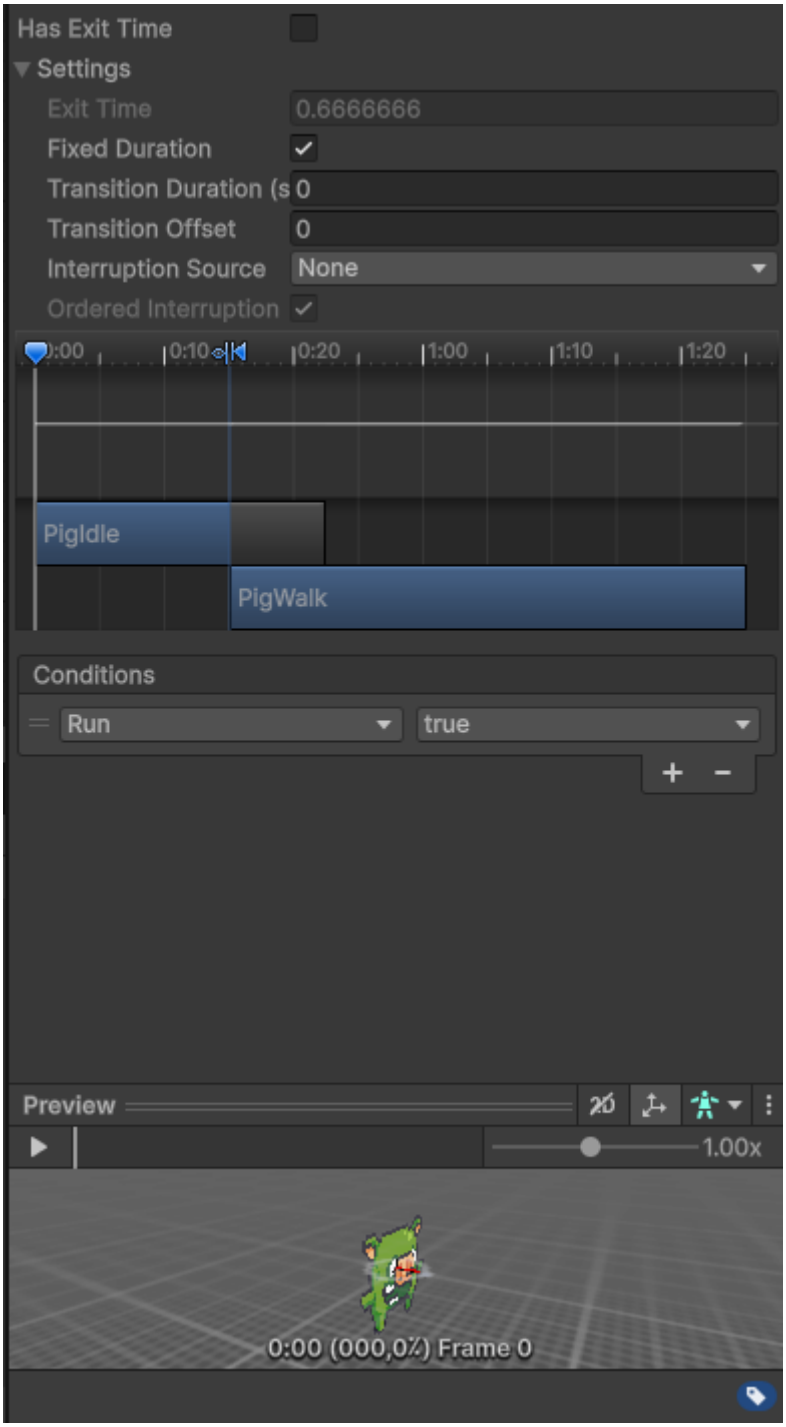

```
2 références | Champ Unity sérialisé
public SpriteRenderer sprRnd;
```

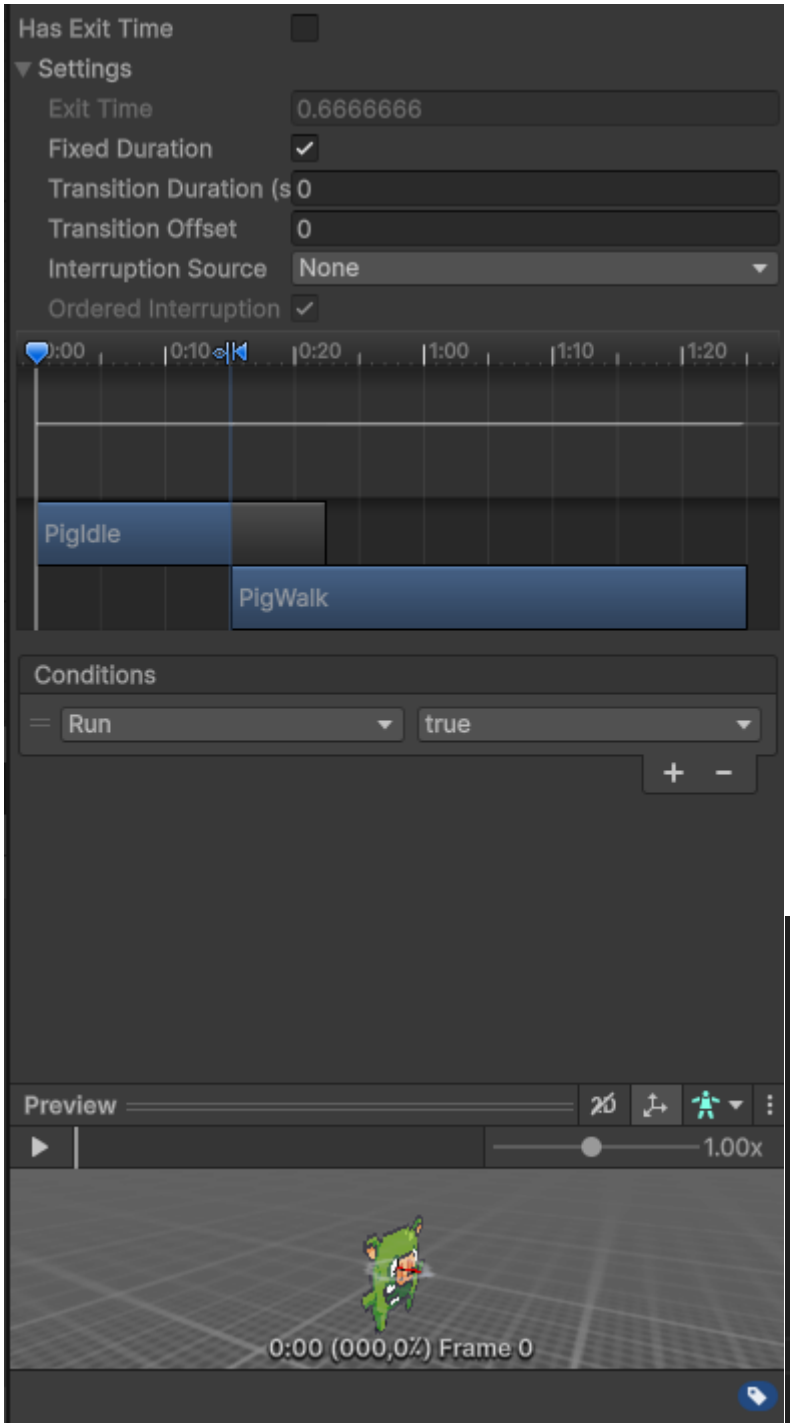

Any State
Entry
PigIdle
PigWalk
Assets > Animations > Pig
AnimationPigCo...
PigIdle
PigWalk


Layers
Parameters
Name
Run
Layers
Parameters
Name
Run


PigWalk -> PigIdle
1 AnimatorTransitionBase
Transitions
Solo
Mute
PigWalk -> PigIdle
PigWalk -> PigIdle
Has Exit Time
Settings
0:00
0:10
0:20
1:10
1:20
2:00
PigWalk
PigIdle
Conditions
Run
false


PigWalk -> PigIdle
1 AnimatorTransitionBase
Transitions
Solo
Mute
PigWalk -> PigIdle
PigWalk -> PigIdle
Has Exit Time
Settings
0:00
0:10
0:20
1:10
1:20
2:00
PigWalk
PigIdle
Conditions
Run
false


Has Exit Time
Settings
Exit Time
0.6666666
Fixed Duration
Transition Duration (s
0
Transition Offset
0
Interruption Source
None
Ordered Interruption
0:00
0:10
0:20
1:00
1:10
1:20
PigIdle
PigWalk
Conditions
Run
true
Preview
1.00x
0:00 (000,0%) Frame 0

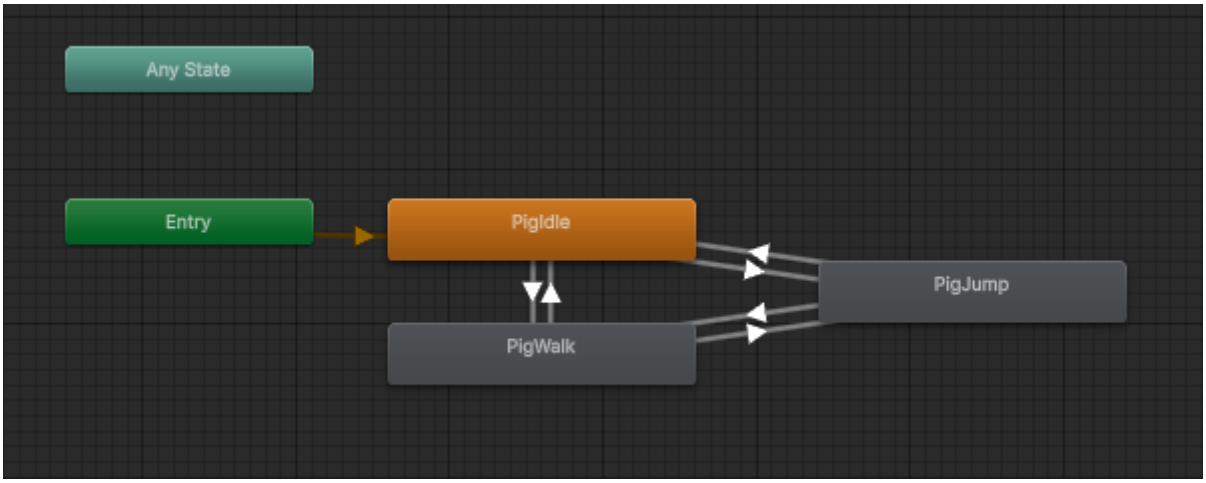


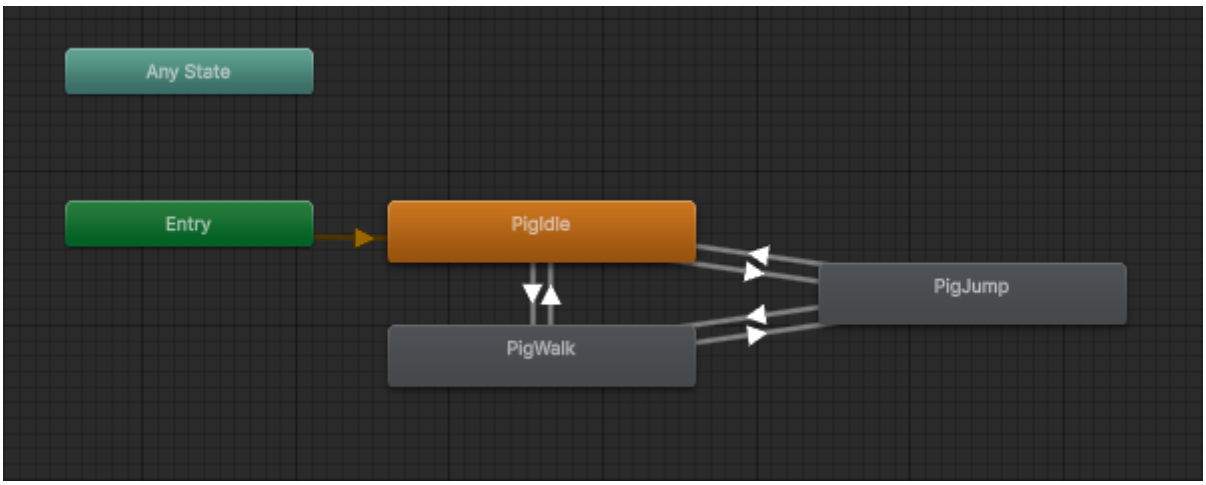

```
if (moveInput > 0) {
    sprRnd.flipX = true;
    anim.SetBool("Run", true);
}
else if (moveInput < 0)
{
    sprRnd.flipX = false;
    anim.SetBool("Run", true);
}
else
{
    anim.SetBool("Run", false);
}
```

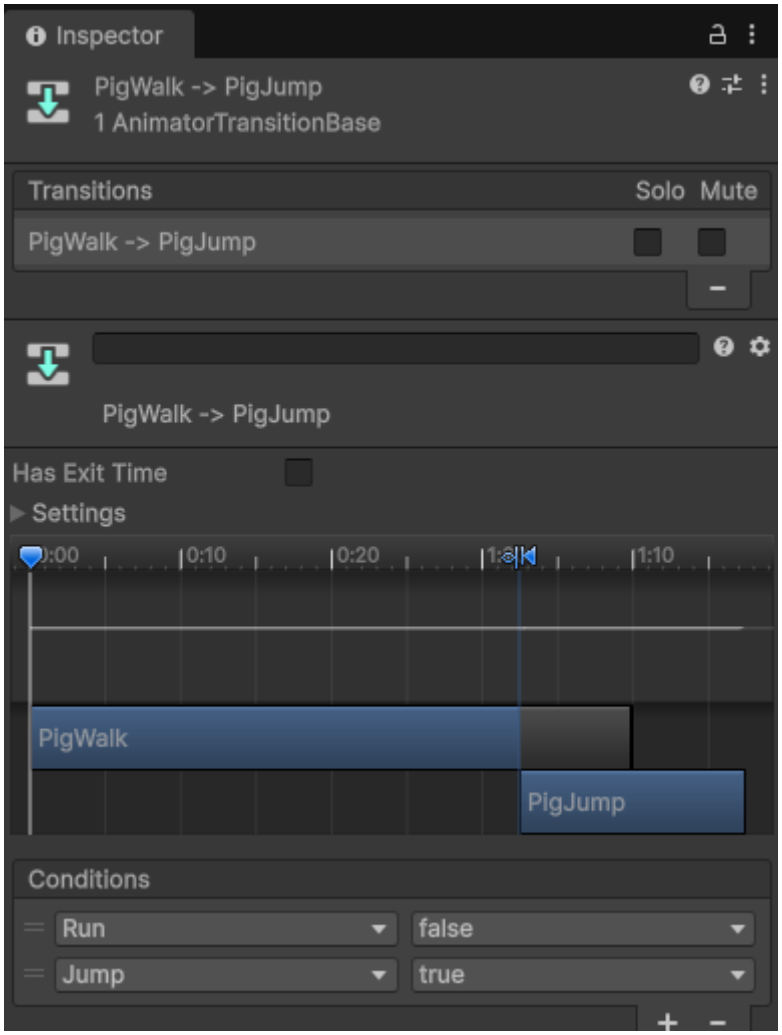

```
if (moveInput > 0) {
    sprRnd.flipX = true;
    anim.SetBool("Run", true);
}
else if (moveInput < 0)
{
    sprRnd.flipX = false;
    anim.SetBool("Run", true);
}
else
{
    anim.SetBool("Run", false);
}
```

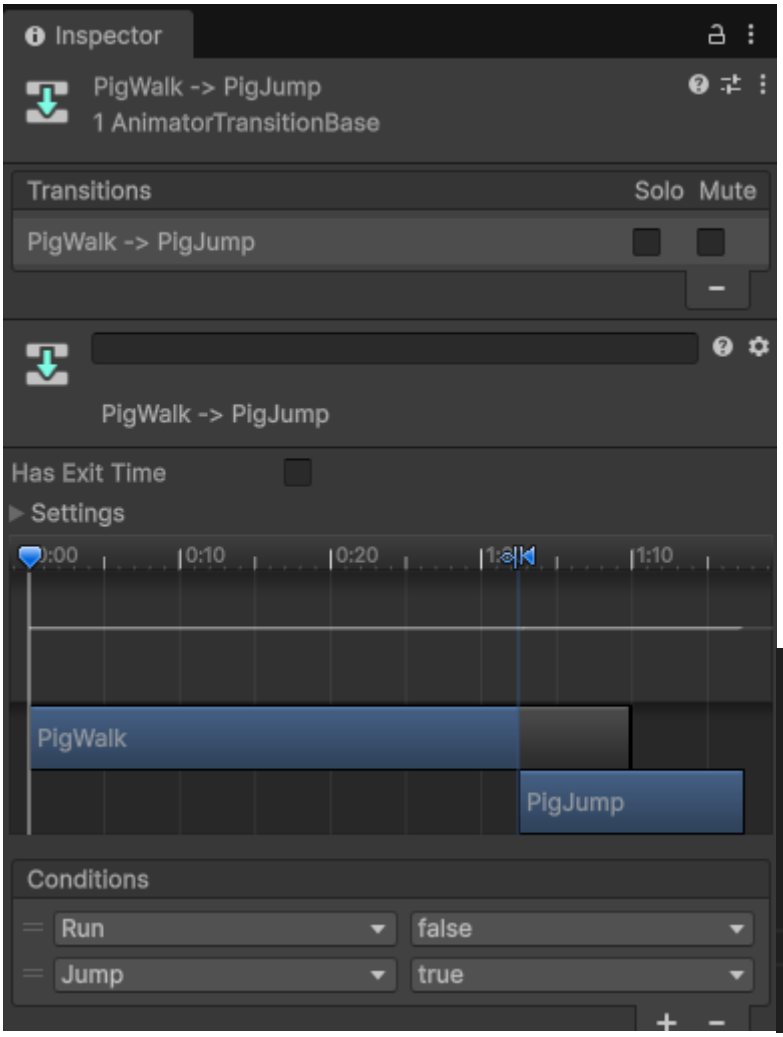

```
3 références | Champ Unity sérialisé
public Animator anim;
```


```
3 références | Champ Unity sérialisé
public Animator anim;
```


Any State
Entry
PigIdle
PigJump
PigWalk

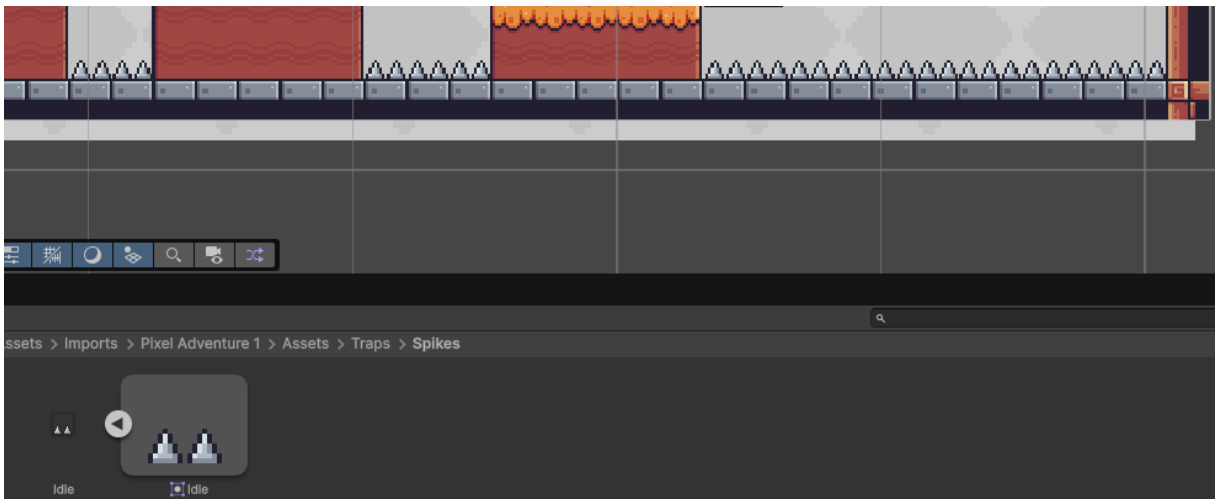

Any State
Entry
PigIdle
PigJump
PigWalk

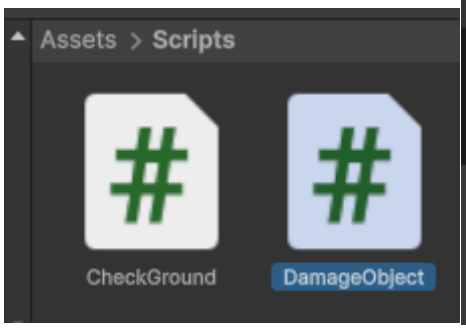

Inspector
PigWalk -> PigJump
1 AnimatorTransitionBase
Transitions
Solo
Mute
PigWalk -> PigJump
PigWalk -> PigJump
Has Exit Time
Settings
0:00
0:10
0:20
1:10
PigWalk
PigJump
Conditions
Run
false
Jump
true

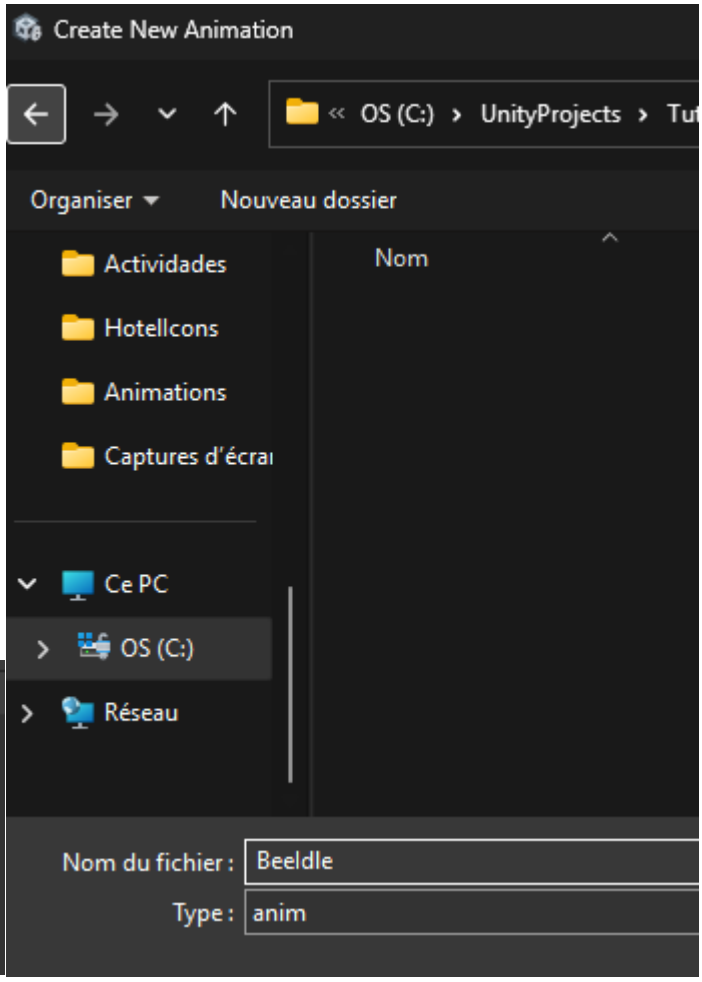



```
if (CheckGround.isGrounded)
{
    anim.SetBool("Jump", false);
}
else
{
    anim.SetBool("Jump", true);
    anim.SetBool("Run", true);
}
```

Tutorial 5

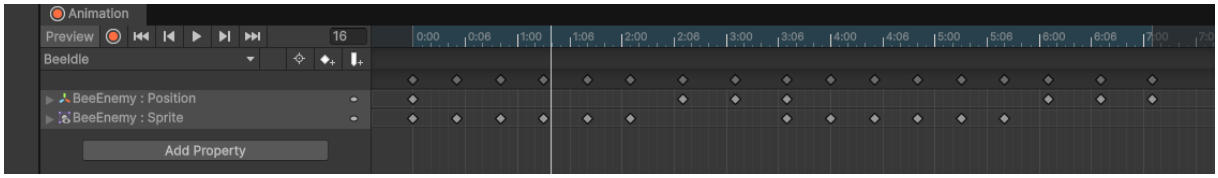

ssets > Imports > Pixel Adventure 1 > Assets > Traps > Spikes
Idle
Idle

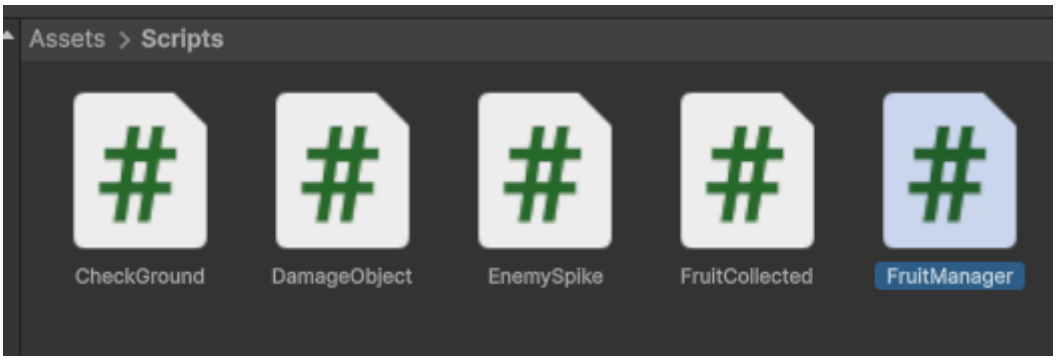

Assets > Scripts
CheckGround
DamageObject


Create New Animation
OS (C:) › UnityProjects › Tut
Organiser
Nouveau dossier
Actividades
HotelIcons
Animations
Captures d'écrai
Nom
Ce PC
OS (C:)
Réseau
Nom du fichier : Beeldle
Type : anim

Assets > Scripts > EnemySpike.cs > EnemySpike > OnTriggerEnter2D

```
1   using UnityEngine;
2
3   // Oscar Ulises Ramirez Cruz
4
    0 références | Script Unity
5   public class EnemySpike : MonoBehaviour
6   {
        0 références | Message Unity
7       private void OnTriggerEnter2D(Collider2D collision)
8       {
9           if (collision.CompareTag("Player"))
10          {
11              Debug.Log("Player Hit");
12              Destroy(collision.gameObject);
13          }
14      }
15  }
16
```

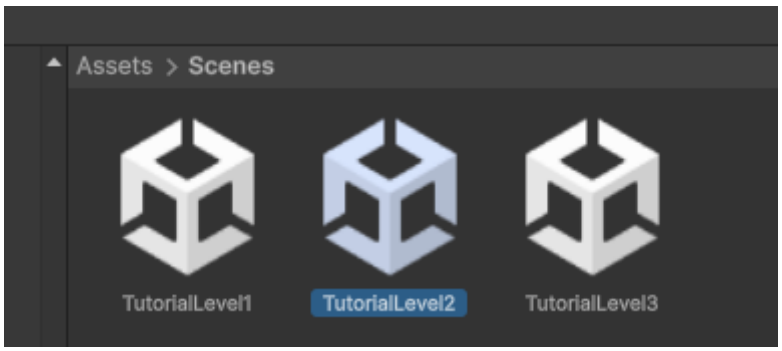


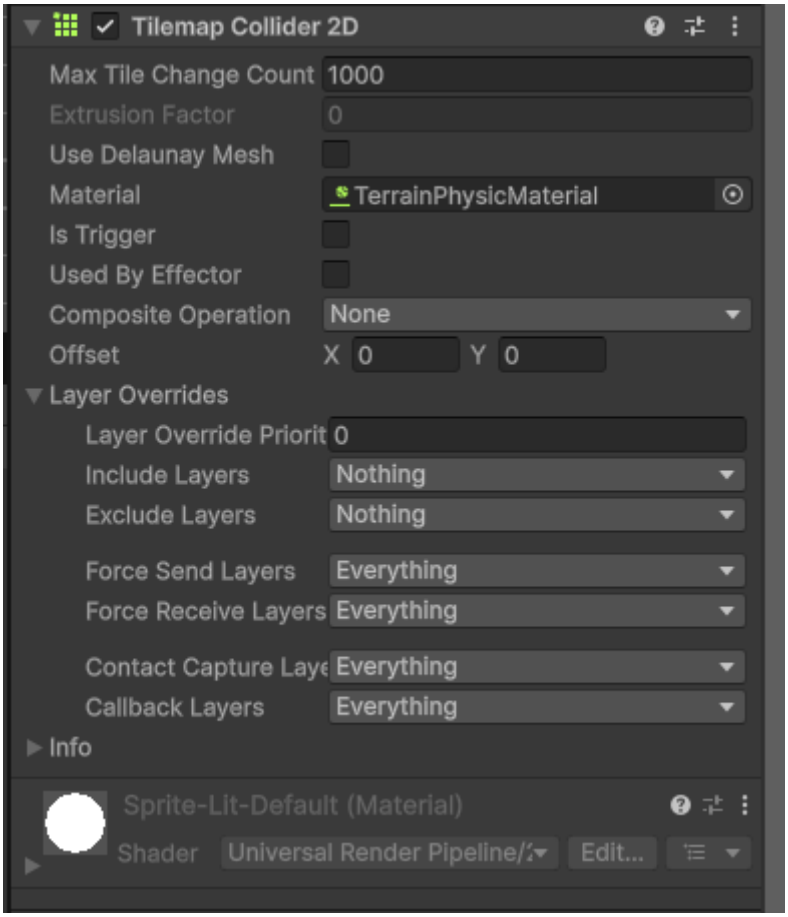


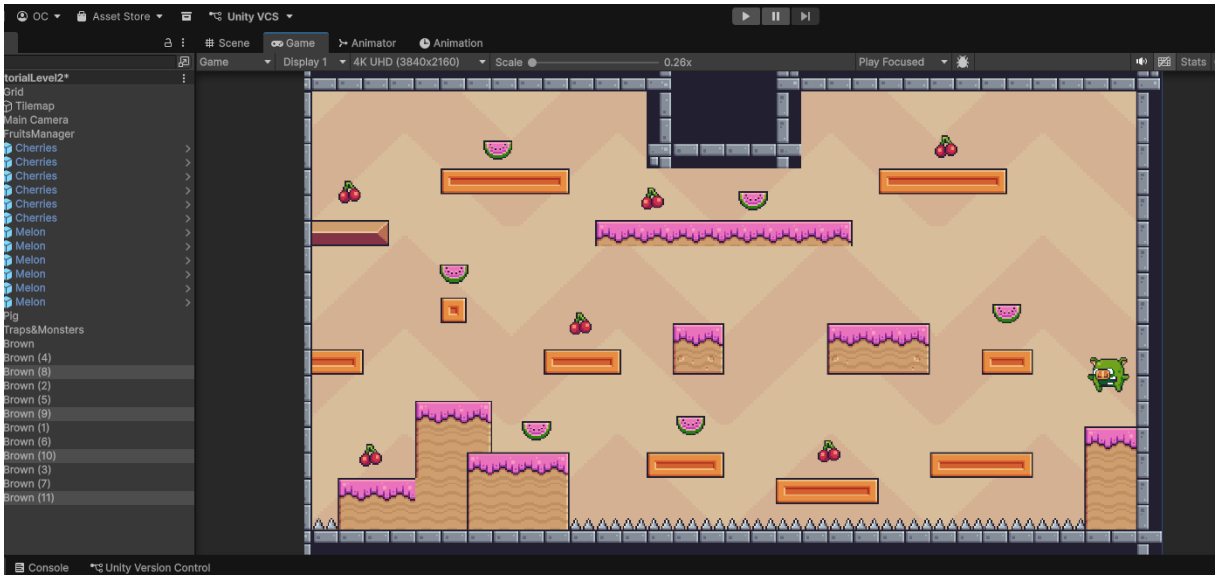
```
public class FruitCollected : MonoBehaviour
{
    0 références | Message Unity
    private void OnTriggerEnter2D(Collider2D collision)
    {
        if (collision.CompareTag("Player"))
        {
            GetComponent<SpriteRenderer>().enabled = false;
            gameObject.transform.GetChild(0).gameObject.SetActive(true);

            FindFirstObjectByType<FruitManager>().AllFruitCollected();

            Destroy(gameObject, 0.5f);
        }
    }
}
```

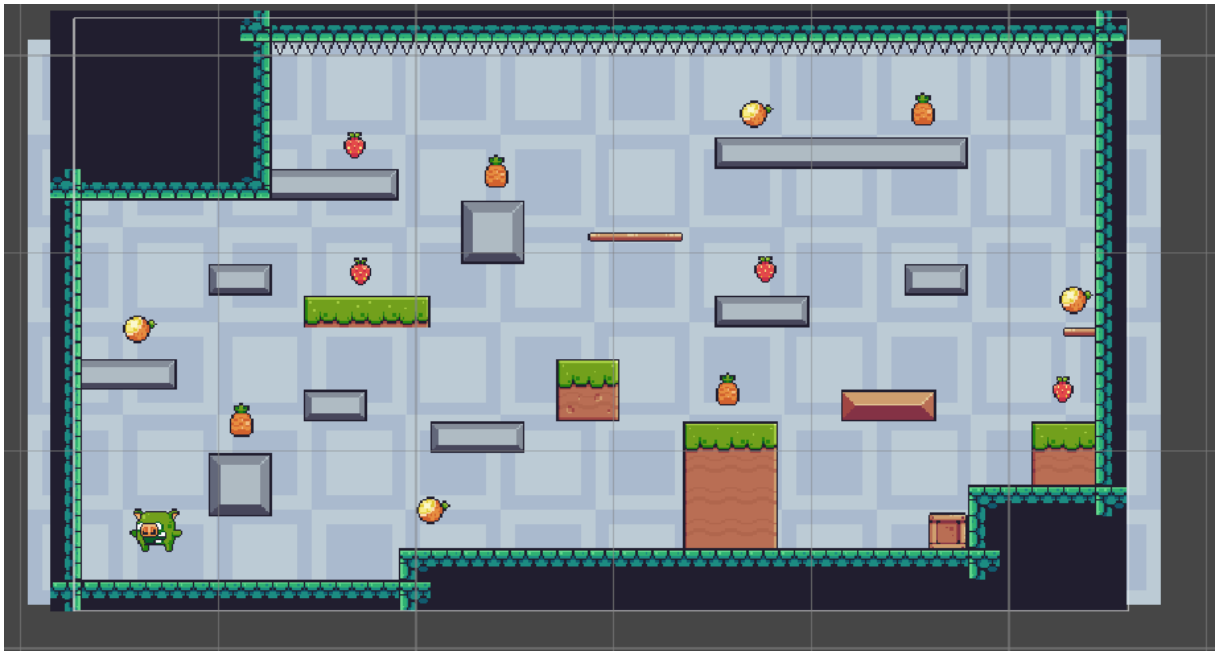
```
using UnityEngine;

// Oscar Ulises Ramirez Cruz

1 référence | Script Unity
public class FruitManager : MonoBehaviour
{
    1 référence
    public void AllFruitCollected()
    {
        if (transform.childCount == 1)
        Debug.Log("All fruits collected!");
    }
}
```

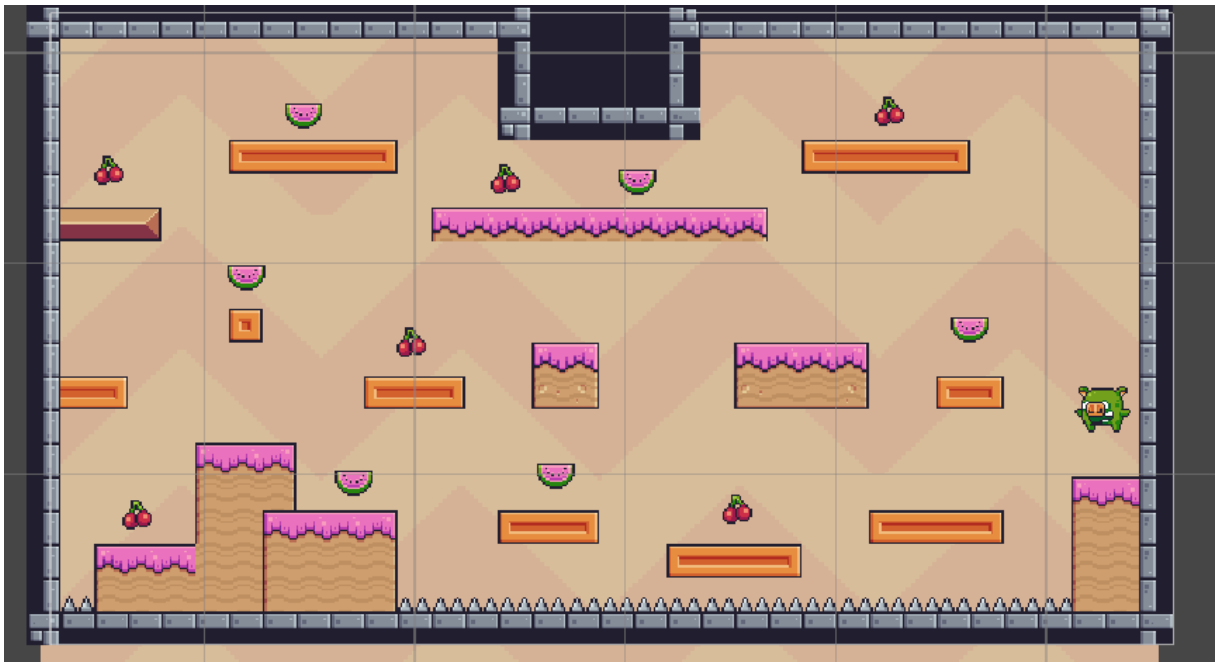
Tutorial 6


Assets > Scenes
TutorialLevel1
TutorialLevel2
TutorialLevel3


Tilemap Collider 2D
Max Tile Change Count 1000
Extrusion Factor 0
Use Delaunay Mesh
Material TerrainPhysicMaterial
Is Trigger
Used By Effector
Composite Operation None
Offset X 0 Y 0
Layer Overrides
Layer Override Priorit 0
Include Layers Nothing
Exclude Layers Nothing
Force Send Layers Everything
Force Receive Layers Everything
Contact Capture Laye Everything
Callback Layers Everything
Info
Sprite-Lit-Default (Material)
Shader Universal Render Pipeline/
Edit...

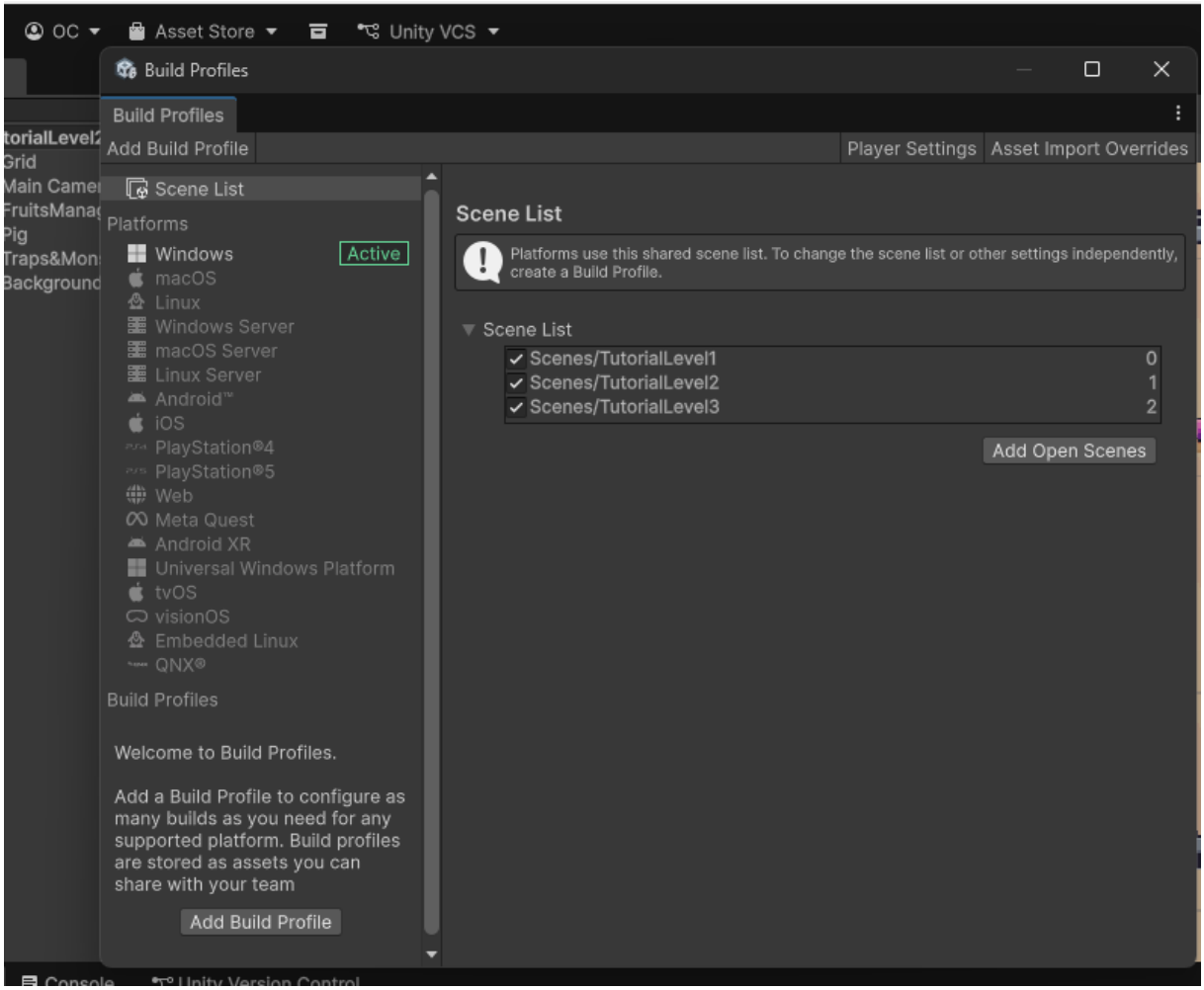

Asset Store
Unity VCS
Scene
Game
Animator
Animation
Display 1
4K UHD (3840x2160)
Scale
0.26x
Play Focused
Stats
Grid
Tilemap
Main Camera
FruitsManager
Cherries
Melon
Pig
Traps&Monsters
Brown
Console
Unity Version Control

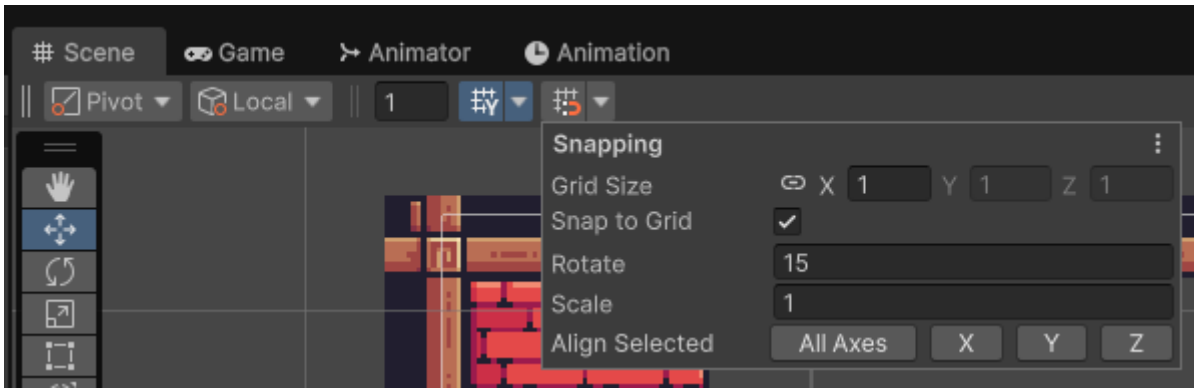


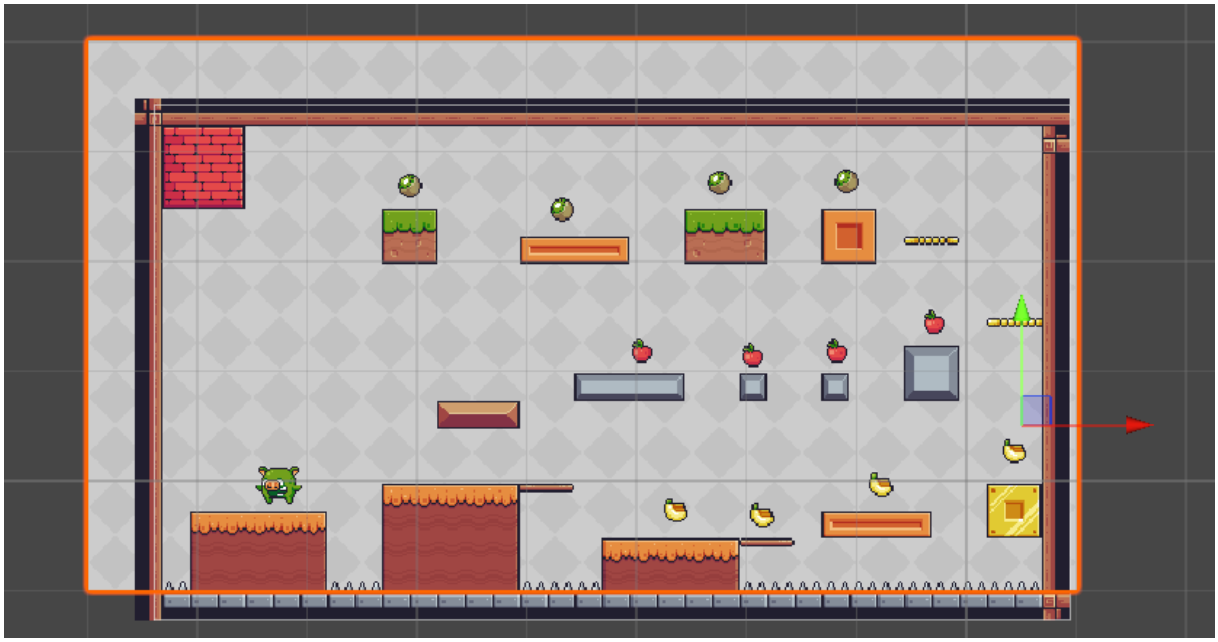


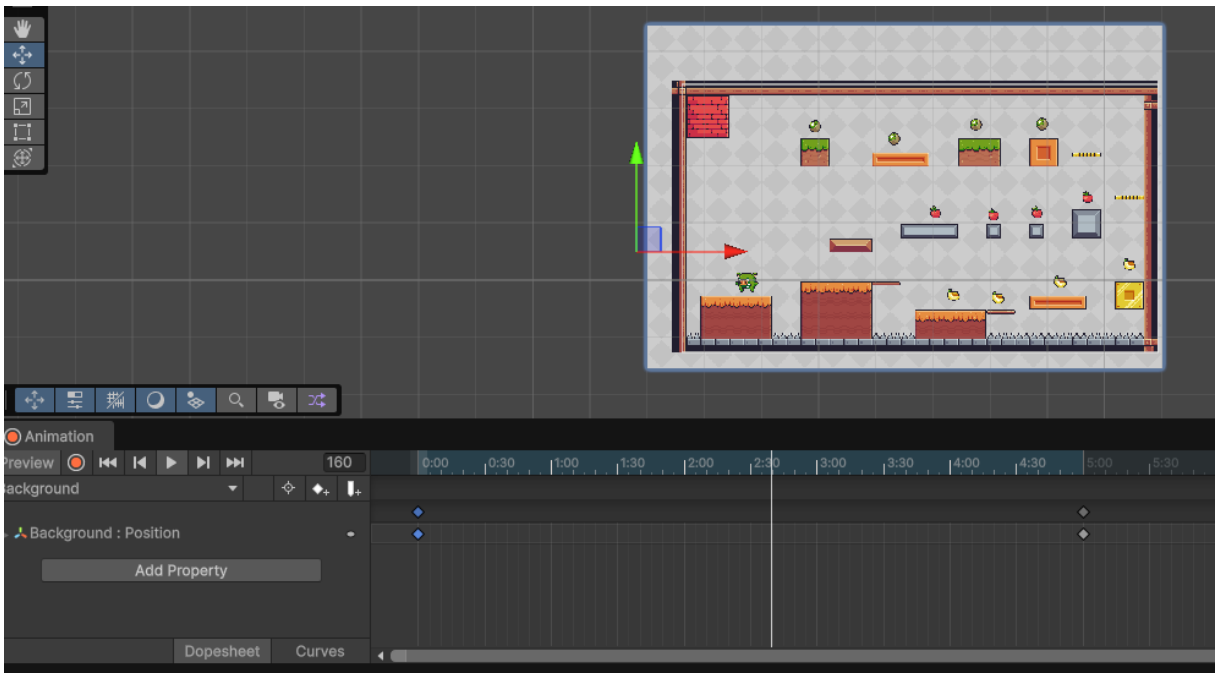
```
1 référence | Script Unity (3 références de ressources)
public class FruitManager : MonoBehaviour
{
    0 références | Message Unity
    private void Update()
    {
        AllFruitCollected();
    }
    2 références
    public void AllFruitCollected()
    {
        if (transform.childCount == 0)
        Debug.Log("All fruits collected!");
    }
}
```

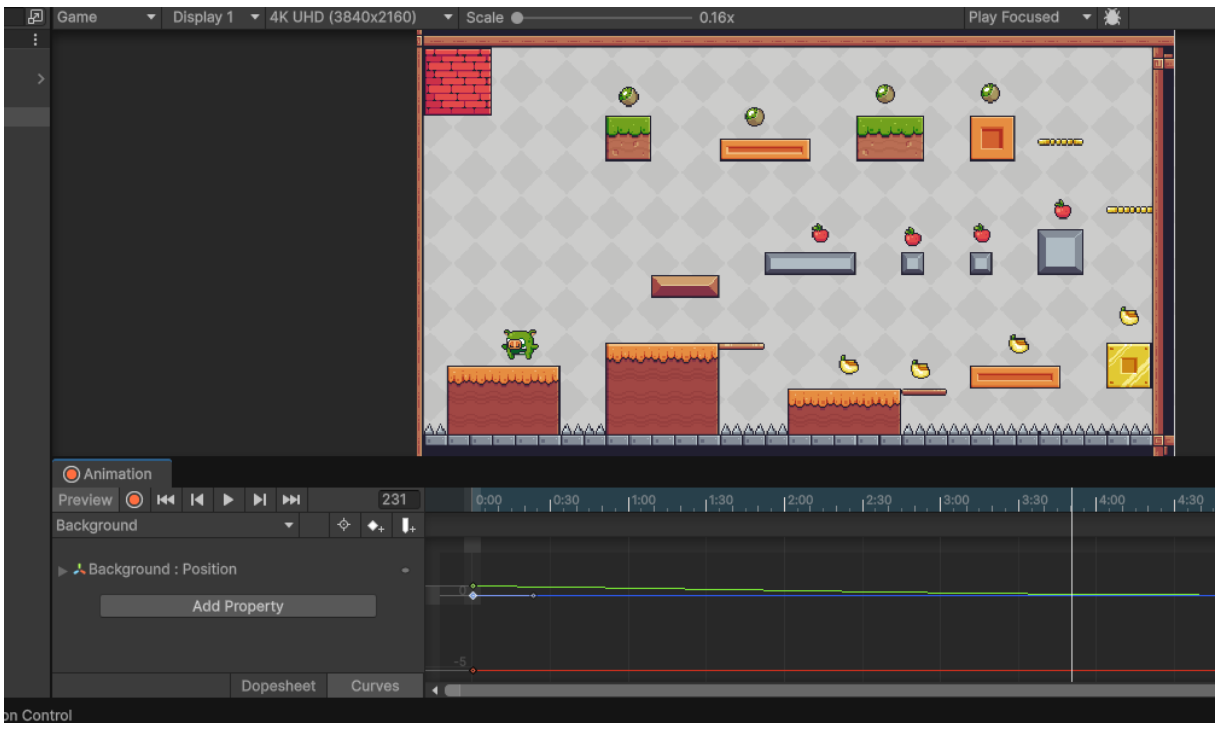
```
public void AllFruitCollected()
{
    if (transform.childCount == 0)
    {
        Debug.Log("All fruits collected!");
        SceneManager.LoadScene(SceneManager.GetActiveScene().buildIndex + 1);
    }
}
```








Animation
Preview
160
Background
Background : Position
Add Property
Dopesheet
Curves


Game
Display 1
4K UHD (3840x2160)
Scale
0.16x
Play Focused
Animation
Preview
231
Background
Background : Position
Add Property
Dopesheet
Curves