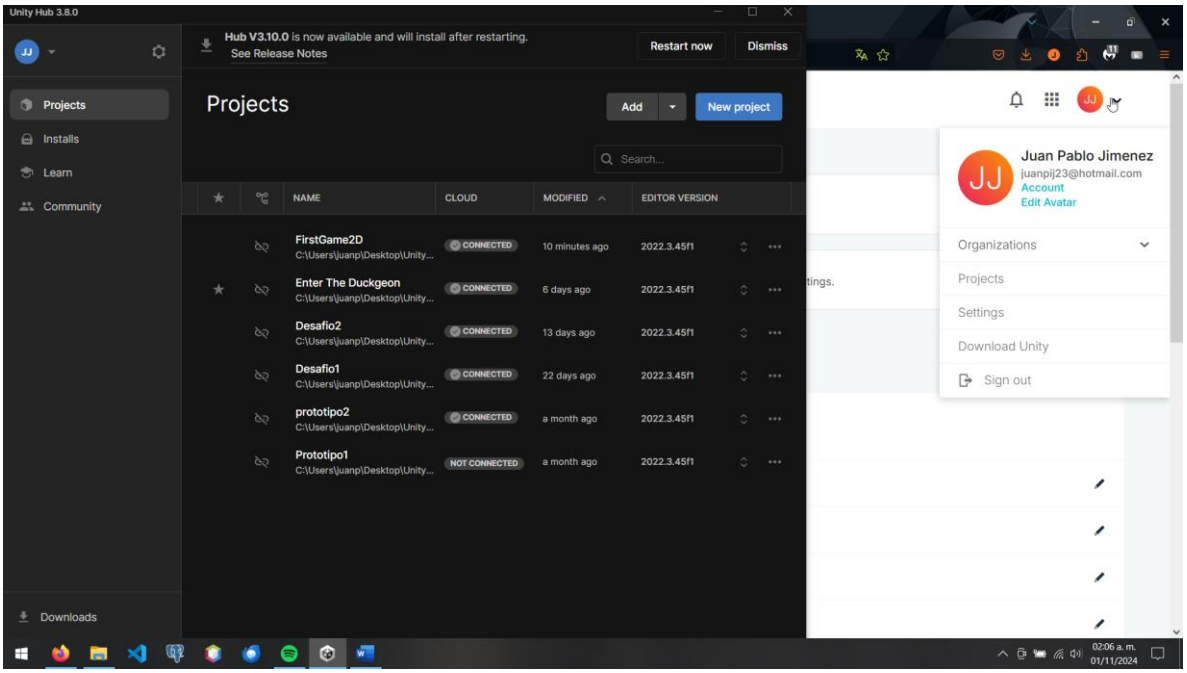
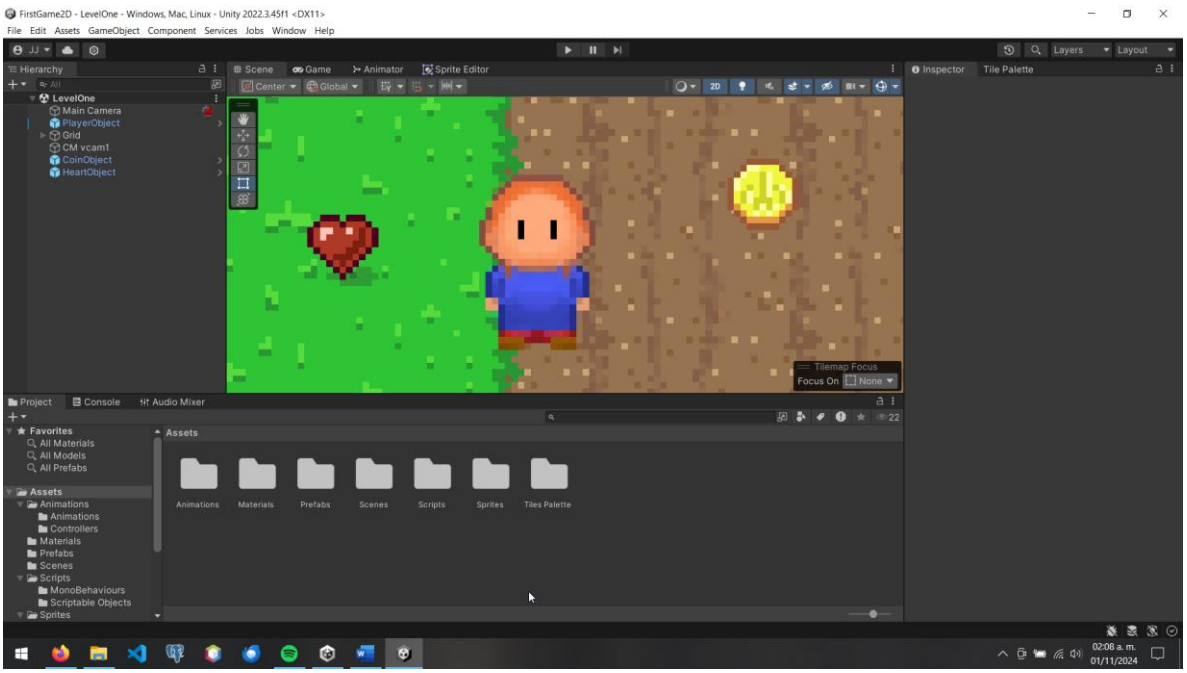
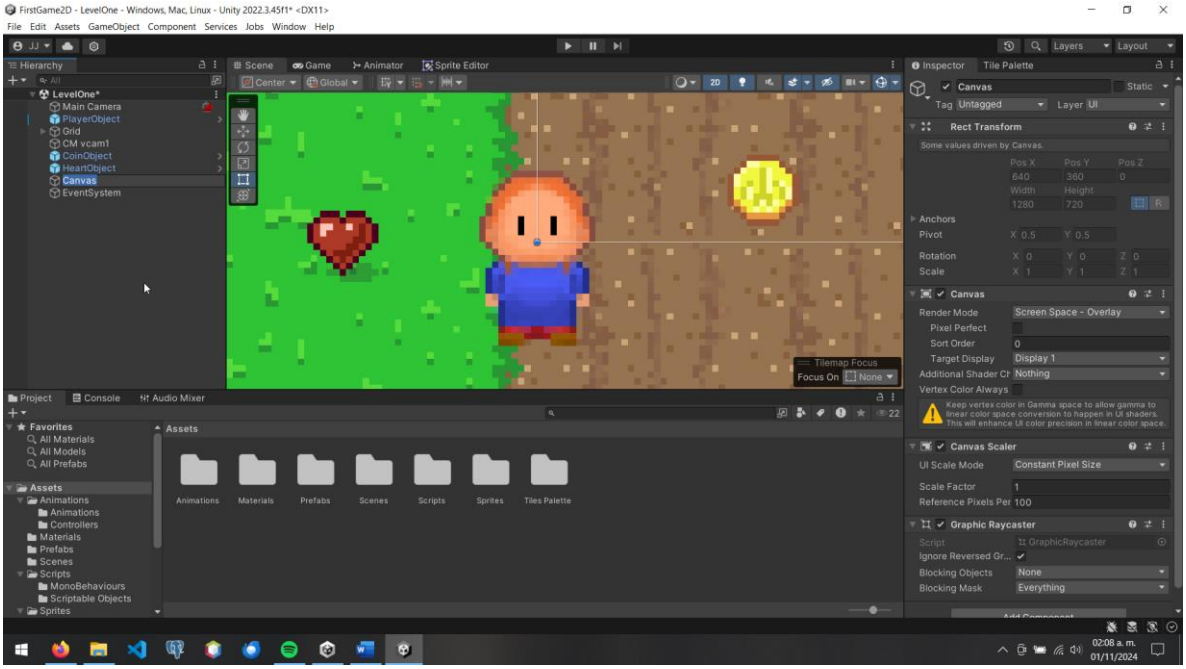
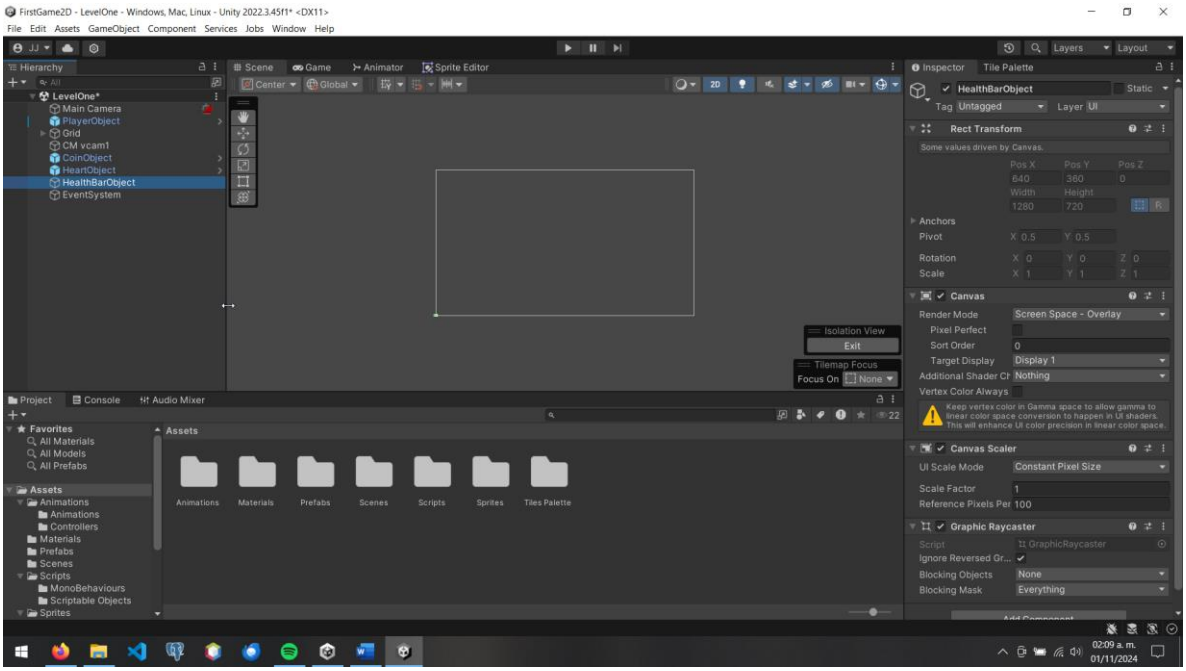
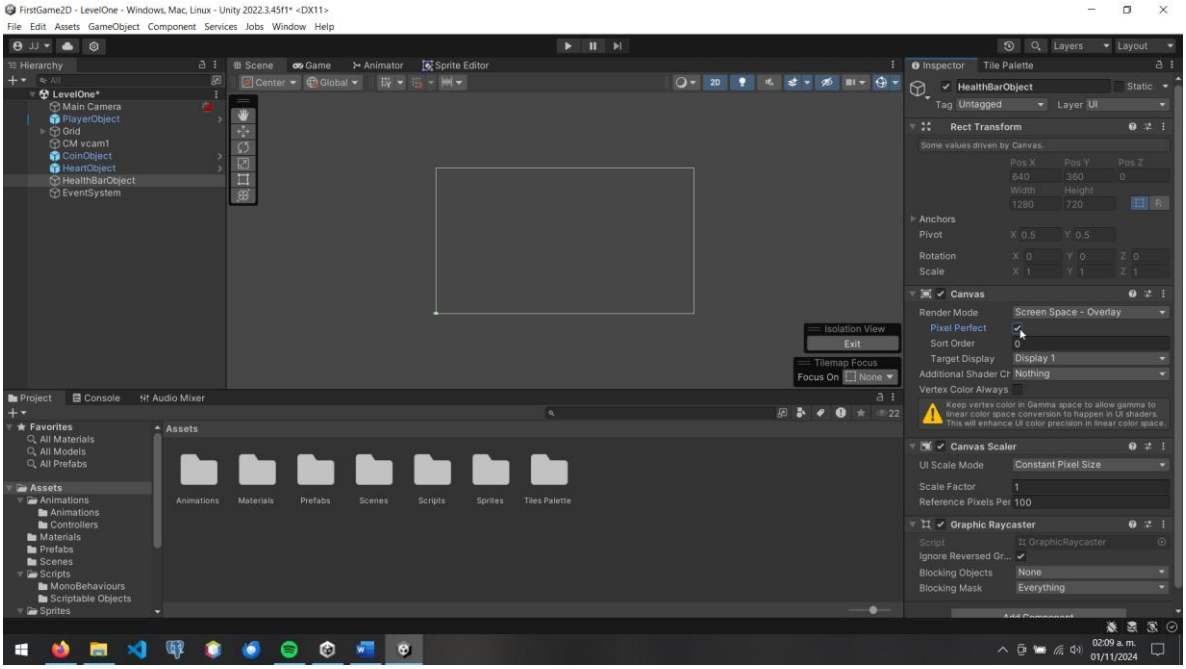
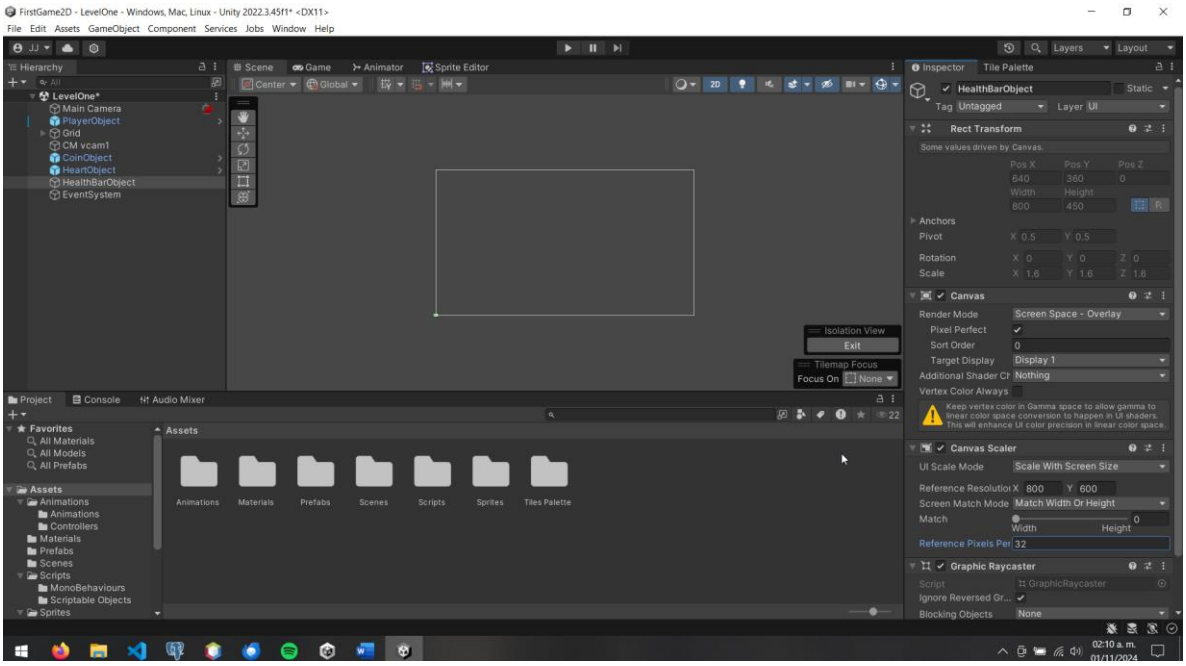

Unity Hub 3.8.0
Hub V3.10.0 is now available and will install after restarting.
See Release Notes
Restart now
Dismiss
Projects
Installs
Learn
Community
Downloads
Projects
Add
New project
Search...
NAME
CLOUD
MODIFIED
EDITOR VERSION
FirstGame2D
C:\Users\juanp\Desktop\Unity...
CONNECTED
10 minutes ago
2022.3.45f1
Enter The Duckgeon
C:\Users\juanp\Desktop\Unity...
CONNECTED
6 days ago
2022.3.45f1
Desafio2
C:\Users\juanp\Desktop\Unity...
CONNECTED
13 days ago
2022.3.45f1
Desafio1
C:\Users\juanp\Desktop\Unity...
CONNECTED
22 days ago
2022.3.45f1
prototipo2
C:\Users\juanp\Desktop\Unity...
CONNECTED
a month ago
2022.3.45f1
Prototipo1
C:\Users\juanp\Desktop\Unity...
NOT CONNECTED
a month ago
2022.3.45f1
Juan Pablo Jimenez
juanpij23@hotmail.com
Account
Edit Avatar
Organizations
Projects
Settings
Download Unity
Sign out
02:06 a. m.
01/11/2024

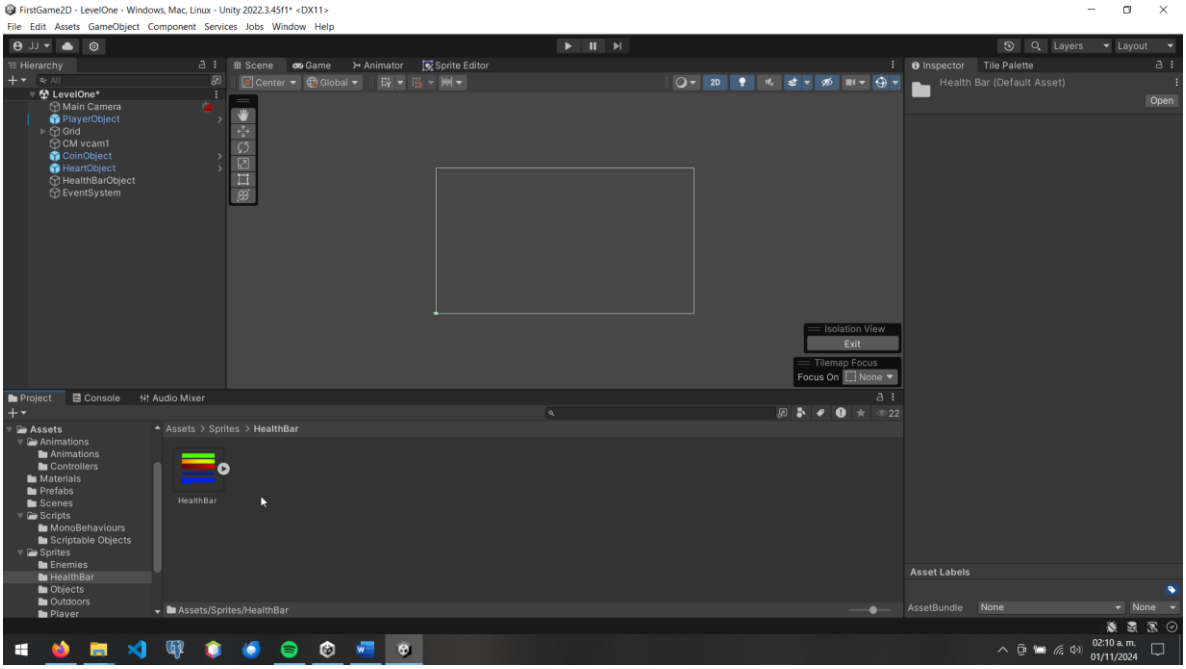

FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne
Main Camera
PlayerObject
Grid
CM vcam1
CoinObject
HeartObject
Scene
Game
Animator
Sprite Editor
Inspector
Tile Palette
Project
Console
Audio Mixer
Favorites
All Materials
All Models
All Prefabs
Assets
Animations
Materials
Prefabs
Scenes
Scripts
Sprites
Tiles Palette
02:08 a. m.
01/11/2024

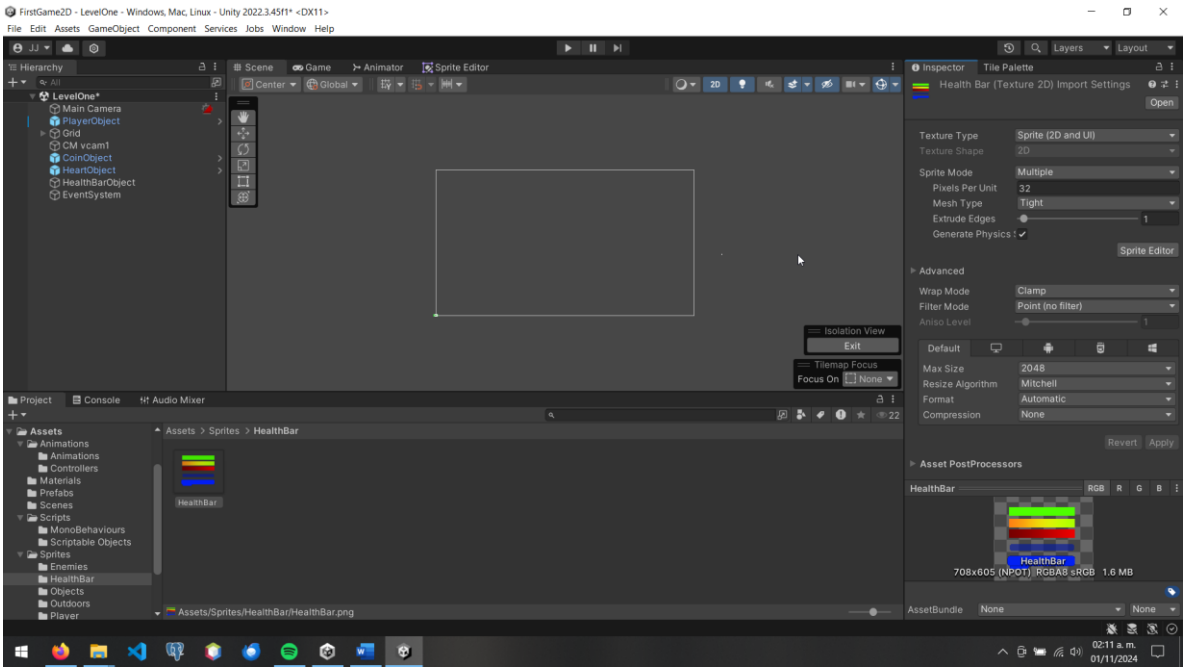

FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
Grid
CM vcam1
CoinObject
HeartObject
Canvas
EventSystem
Scene
Game
Animator
Sprite Editor
Inspector
Tile Palette
Canvas
Rect Transform
Render Mode
Screen Space - Overlay
Canvas Scaler
Graphic Raycaster
Project
Console
Audio Mixer
Favorites
Assets
Animations
Materials
Prefabs
Scenes
Scripts
Sprites
Tiles Palette
02:08 a. m.
01/11/2024

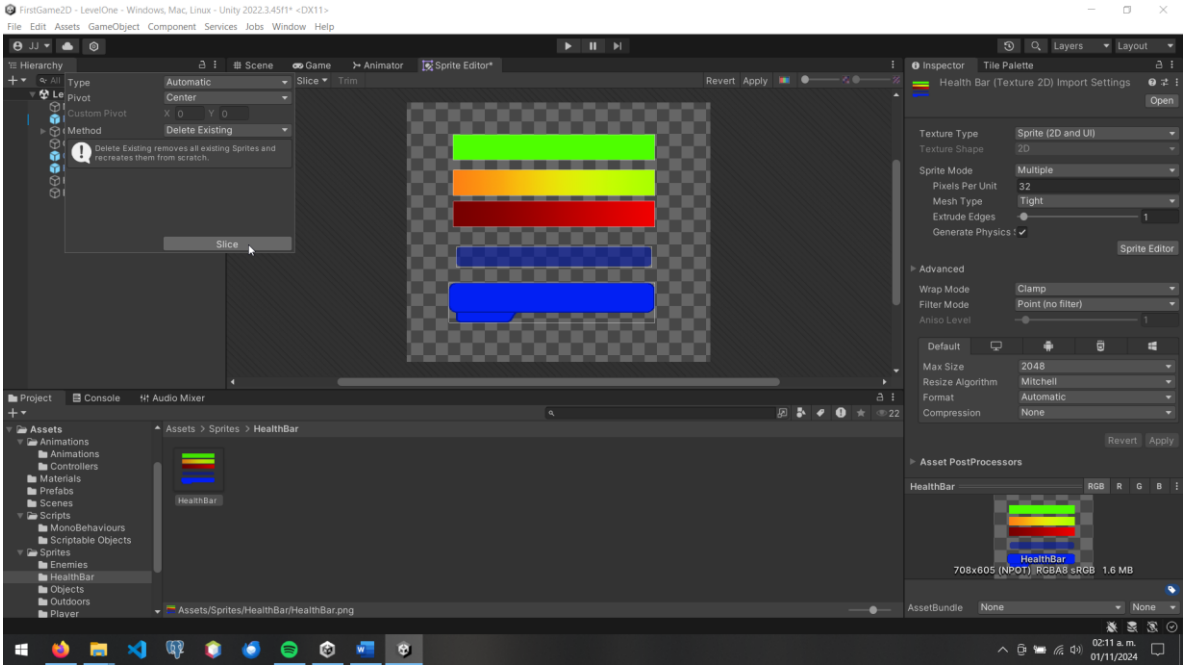

FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
Grid
CM vcam1
CoinObject
HeartObject
HealthBarObject
EventSystem
Scene
Game
Animator
Sprite Editor
Inspector
Tile Palette
HealthBarObject
Rect Transform
Canvas
Render Mode
Screen Space - Overlay
Canvas Scaler
Graphic Raycaster
Isolation View
Exit
Project
Console
Audio Mixer
Favorites
Assets
Animations
Materials
Prefabs
Scenes
Scripts
Sprites
Tiles Palette
02:09 a. m.
01/11/2024

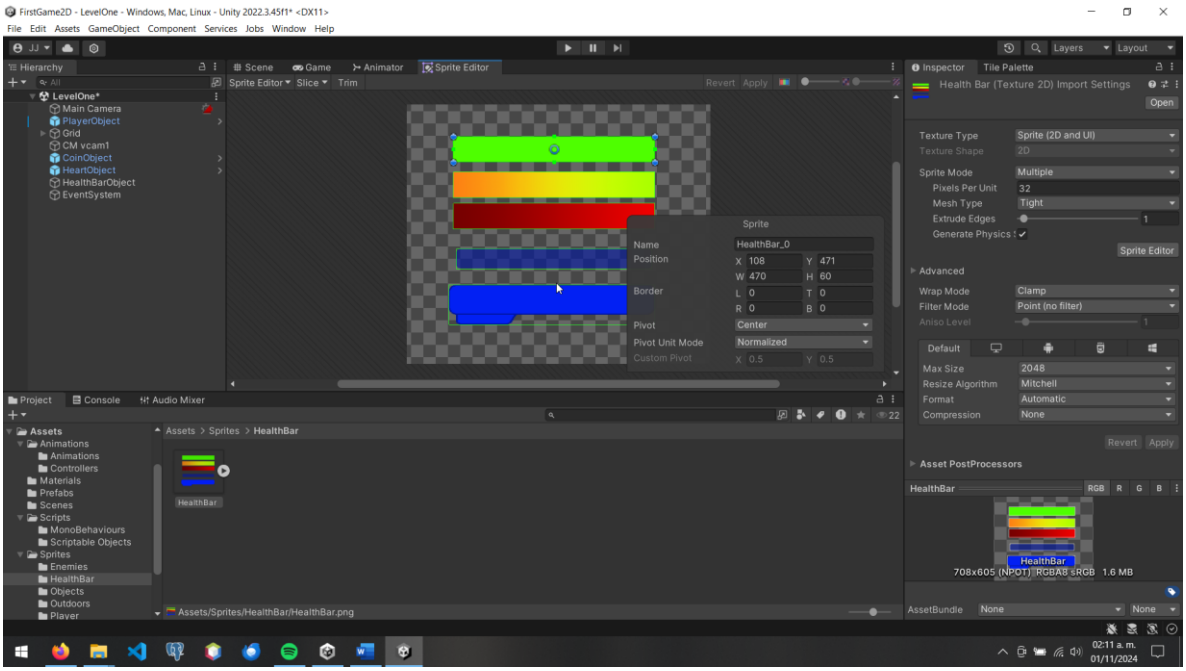

FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
Grid
CM vcam1
CoinObject
HeartObject
HealthBarObject
EventSystem
Scene Game Animator Sprite Editor
Inspector Tile Palette
HealthBarObject
Tag Untagged Layer UI
Rect Transform
Some values driven by Canvas.
Anchors
Pivot
Rotation
Scale
Canvas
Render Mode Screen Space - Overlay
Pixel Perfect
Sort Order
Target Display Display 1
Additional Shader Ch Nothing
Vertex Color Always
Keep vertex color in Gamma space to allow gamma to linear color space conversion to happen in UI shaders. This will enhance UI color precision in linear color space.
Canvas Scaler
UI Scale Mode Constant Pixel Size
Scale Factor
Reference Pixels Per 100
Graphic Raycaster
Script GraphicRaycaster
Ignore Reversed Gr...
Blocking Objects None
Blocking Mask Everything
Isolation View
Exit
Tilemap Focus
Focus On None
Project Console Audio Mixer
Favorites
All Materials
All Models
All Prefabs
Assets
Animations
Materials
Prefabs
Scenes
Scripts
Sprites
Tiles Palette
MonoBehaviours
Scriptable Objects
02:09 a. m.
01/11/2024

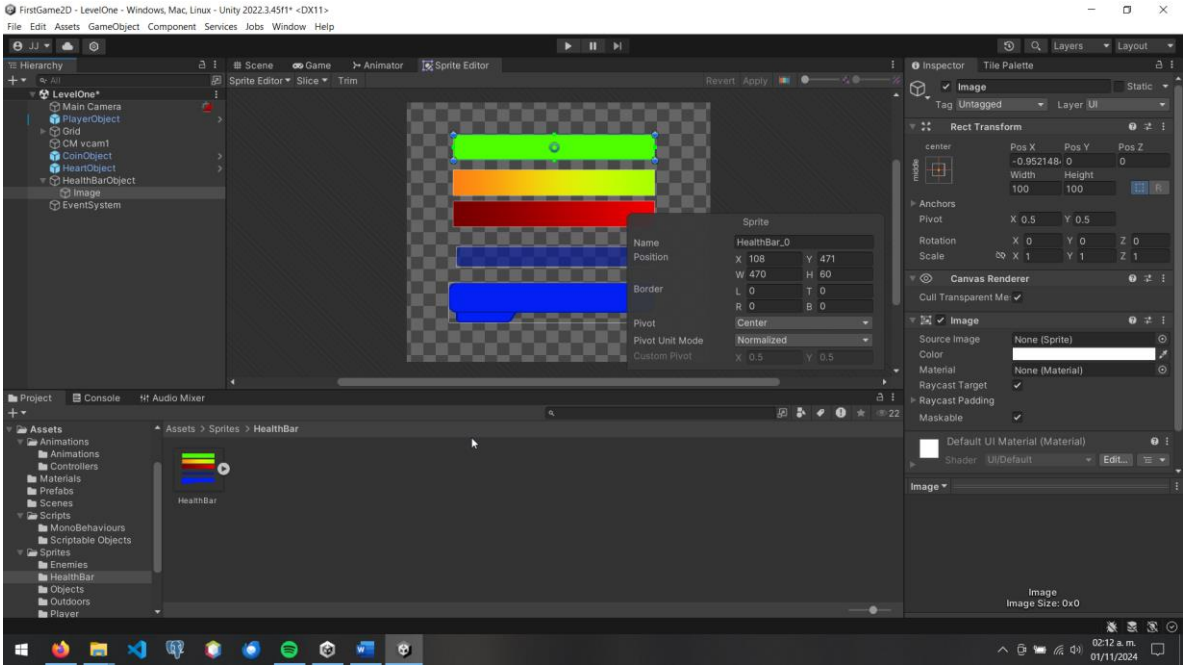

FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
Grid
CM vcam1
CoinObject
HeartObject
HealthBarObject
EventSystem
Scene Game Animator Sprite Editor
Inspector Tile Palette
HealthBarObject
Tag Untagged Layer UI
Rect Transform
Some values driven by Canvas.
Anchors
Pivot
Rotation
Scale
Canvas
Render Mode Screen Space - Overlay
Pixel Perfect
Sort Order
Target Display Display 1
Additional Shader Ch Nothing
Vertex Color Always
Keep vertex color in Gamma space to allow gamma to linear color space conversion to happen in UI shaders. This will enhance UI color precision in linear color space.
Canvas Scaler
UI Scale Mode Scale With Screen Size
Reference Resolution X 800 Y 600
Screen Match Mode Match Width Or Height
Match
Width
Height
Reference Pixels Per 32
Graphic Raycaster
Script GraphicRaycaster
Ignore Reversed Gr...
Blocking Objects None
Isolation View
Exit
Tilemap Focus
Focus On None
Project Console Audio Mixer
Favorites
All Materials
All Models
All Prefabs
Assets
Animations
Materials
Prefabs
Scenes
Scripts
Sprites
Tiles Palette
MonoBehaviours
Scriptable Objects
02:10 a. m.
01/11/2024

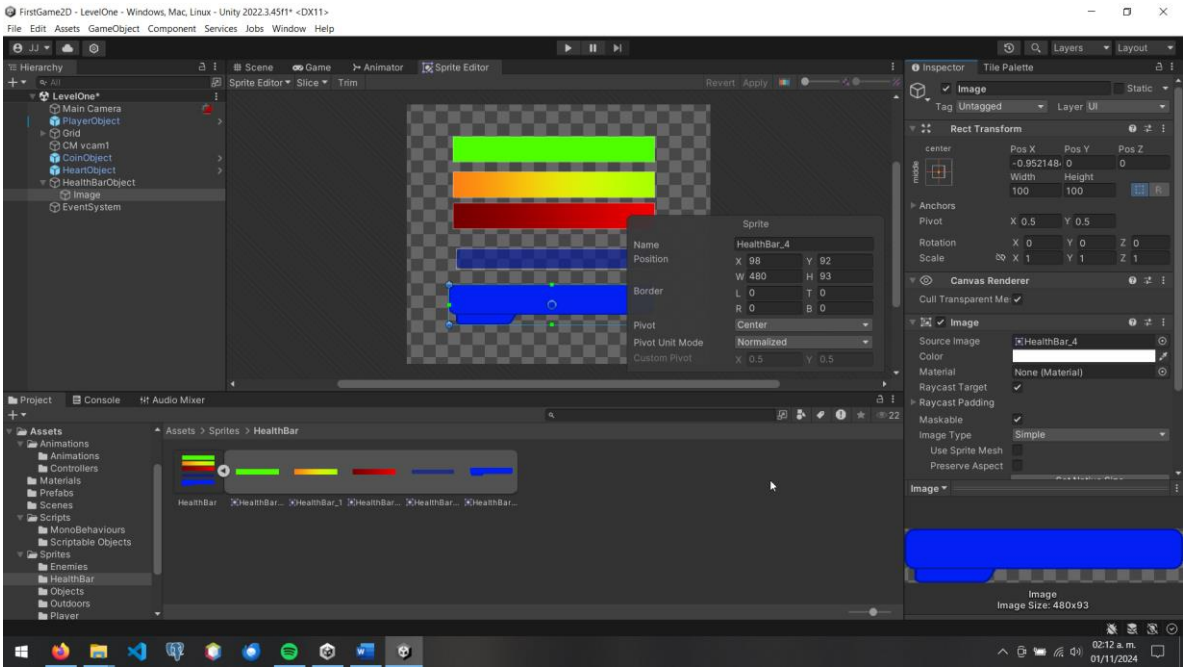

FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
Grid
CM vcam1
CoinObject
HeartObject
HealthBarObject
EventSystem
Scene
Game
Animator
Sprite Editor
Inspector
Tile Palette
Health Bar (Default Asset)
Open
Isolation View
Exit
Tilemap Focus
Focus On
None
Project
Console
Audio Mixer
Assets
Animations
Controllers
Materials
Prefabs
Scenes
Scripts
MonoBehaviours
Scriptable Objects
Sprites
Enemies
HealthBar
Objects
Outdoors
Player
Assets > Sprites > HealthBar
HealthBar
Assets/Sprites/HealthBar
Asset Labels
AssetBundle
None
02:10 a. m.
01/11/2024

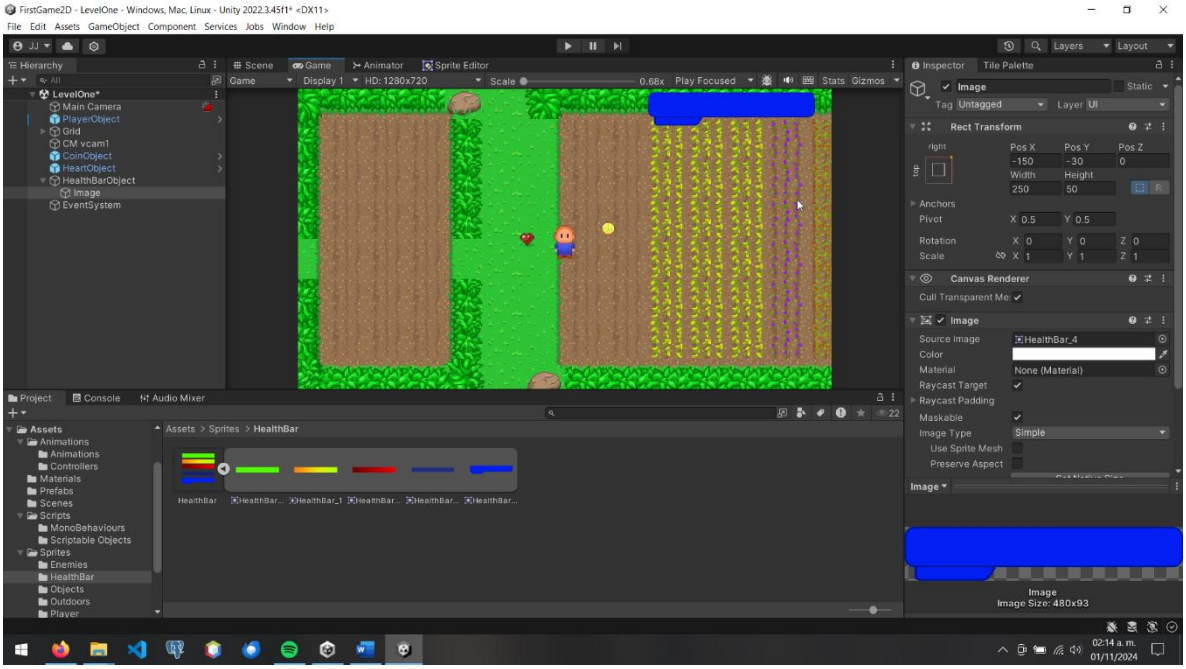

FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
Grid
CM vcam1
CoinObject
HeartObject
HealthBarObject
EventSystem
Scene
Game
Animator
Sprite Editor
Inspector
Tile Palette
Health Bar (Texture 2D) Import Settings
Open
Texture Type
Sprite (2D and UI)
Texture Shape
2D
Sprite Mode
Multiple
Pixels Per Unit
32
Mesh Type
Tight
Extrude Edges
Generate Physics
Sprite Editor
Advanced
Wrap Mode
Clamp
Filter Mode
Point (no filter)
Aniso Level
Default
Max Size
2048
Resize Algorithm
Mitchell
Format
Automatic
Compression
None
Revert
Apply
Asset PostProcessors
HealthBar
708x605 (NPOT) RGBA8 sRGB 1.6 MB
Isolation View
Exit
Tilemap Focus
Focus On
None
Project
Console
Audio Mixer
Assets
Animations
Controllers
Materials
Prefabs
Scenes
Scripts
MonoBehaviours
Scriptable Objects
Sprites
Enemies
HealthBar
Objects
Outdoors
Player
Assets > Sprites > HealthBar
HealthBar
Assets/Sprites/HealthBar/HealthBar.png
AssetBundle
None
02:11 a. m.
01/11/2024

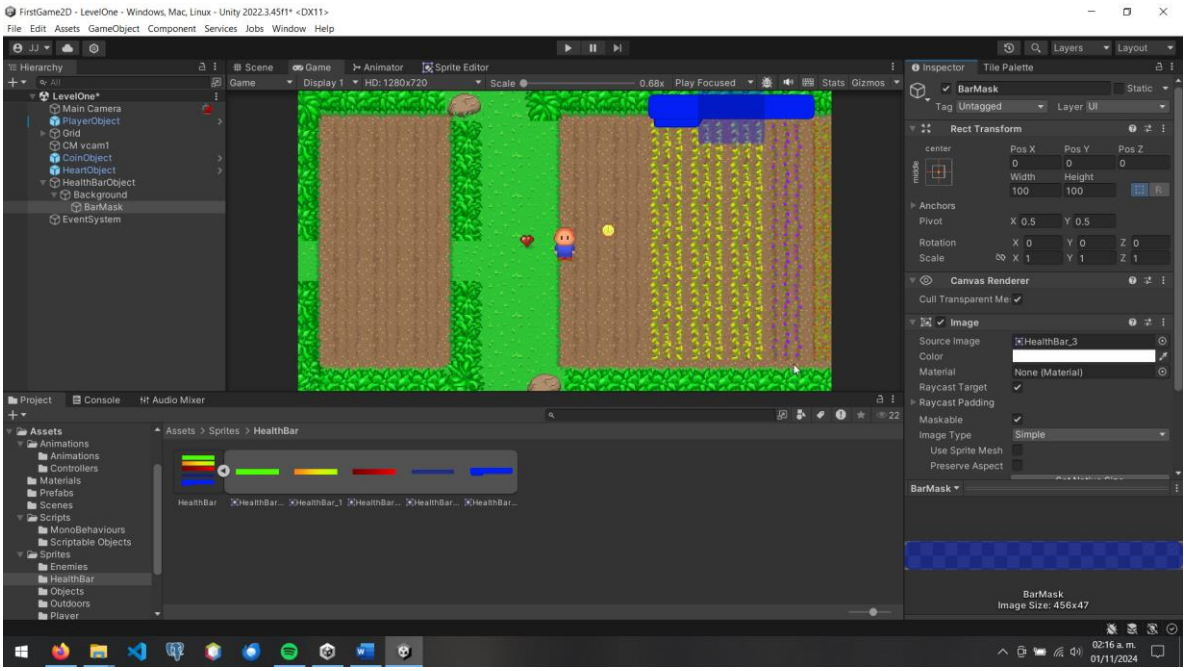

FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
Scene
Game
Animator
Sprite Editor*
Slice
Trim
Revert
Apply
Type
Automatic
Pivot
Center
Custom Pivot
Method
Delete Existing
Delete Existing removes all existing Sprites and recreates them from scratch.
Slice
Inspector
Tile Palette
Health Bar (Texture 2D) Import Settings
Open
Texture Type
Sprite (2D and UI)
Texture Shape
2D
Sprite Mode
Multiple
Pixels Per Unit
32
Mesh Type
Tight
Extrude Edges
Generate Physics
Sprite Editor
Advanced
Wrap Mode
Clamp
Filter Mode
Point (no filter)
Aniso Level
Default
Max Size
2048
Resize Algorithm
Mitchell
Format
Automatic
Compression
None
Revert
Apply
Asset PostProcessors
HealthBar
708x605 (NPOT) RGBA8 sRGB 1.6 MB
AssetBundle
None
Project
Console
Audio Mixer
Assets
Animations
Controllers
Materials
Prefabs
Scenes
Scripts
MonoBehaviours
Scriptable Objects
Sprites
Enemies
HealthBar
Objects
Outdoors
Player
Assets > Sprites > HealthBar
Assets/Sprites/HealthBar/HealthBar.png
02:11 a. m.
01/11/2024

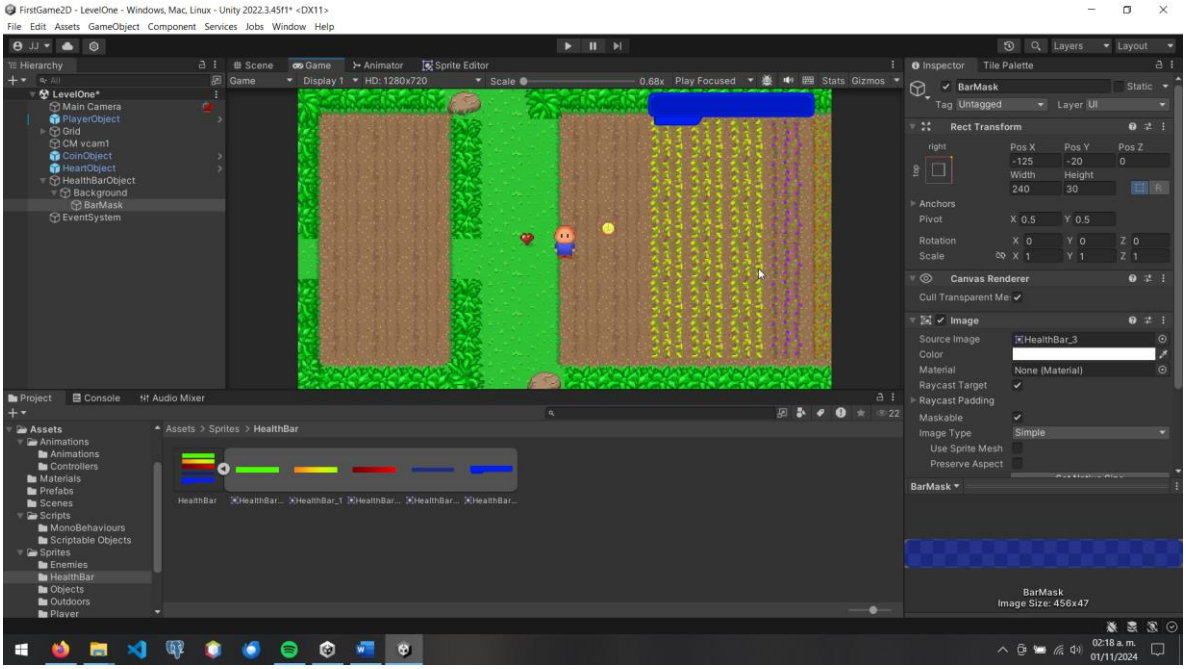

FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
Scene
Game
Animator
Sprite Editor
Sprite Editor
Slice
Trim
Revert
Apply
LevelOne*
Main Camera
PlayerObject
Grid
CM vcam1
CoinObject
HeartObject
HealthBarObject
EventSystem
Sprite
Name
HealthBar_0
Position
X 108
Y 471
W 470
H 60
Border
L 0
T 0
R 0
B 0
Pivot
Center
Pivot Unit Mode
Normalized
Custom Pivot
X 0.5
Y 0.5
Inspector
Tile Palette
Health Bar (Texture 2D) Import Settings
Open
Texture Type
Sprite (2D and UI)
Texture Shape
2D
Sprite Mode
Multiple
Pixels Per Unit
32
Mesh Type
Tight
Extrude Edges
Generate Physics
Sprite Editor
Advanced
Wrap Mode
Clamp
Filter Mode
Point (no filter)
Aniso Level
Default
Max Size
2048
Resize Algorithm
Mitchell
Format
Automatic
Compression
None
Revert
Apply
Asset PostProcessors
HealthBar
708x605 (NPOT) RGBA8 sRGB 1.6 MB
AssetBundle
None
Project
Console
Audio Mixer
Assets
Animations
Controllers
Materials
Prefabs
Scenes
Scripts
MonoBehaviours
Scriptable Objects
Sprites
Enemies
HealthBar
Objects
Outdoors
Player
Assets > Sprites > HealthBar
Assets/Sprites/HealthBar/HealthBar.png
02:11 a. m.
01/11/2024

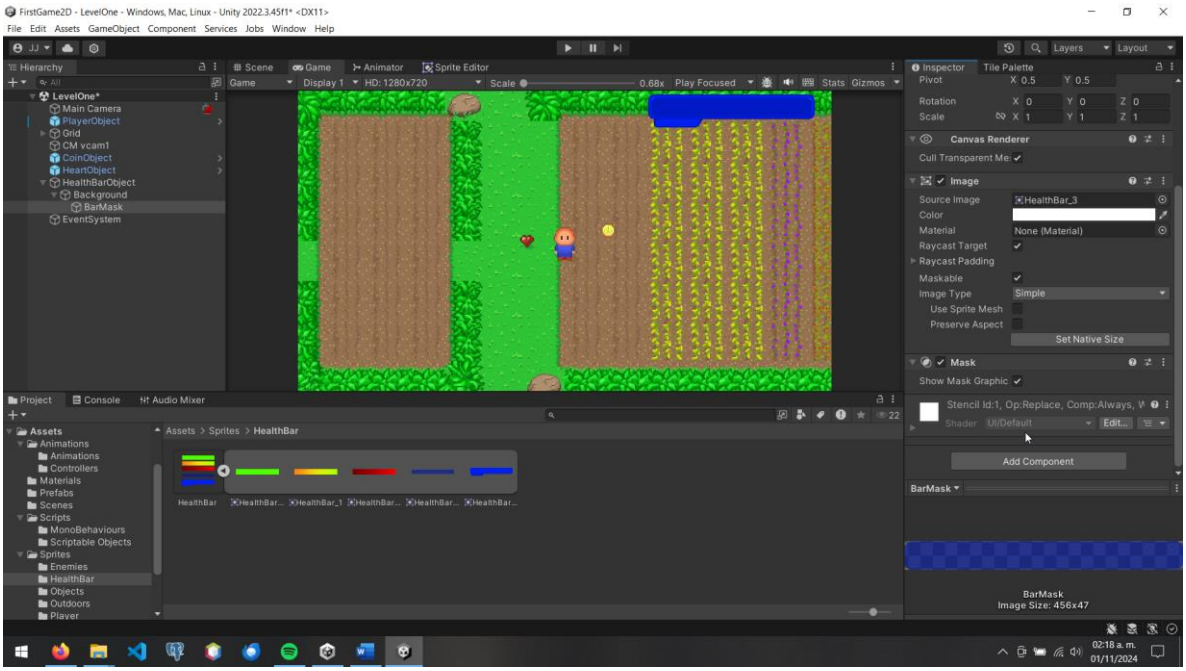

FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
Grid
CM vcam1
CoinObject
HeartObject
HealthBarObject
Image
EventSystem
Scene Game Animator Sprite Editor
Sprite Editor Slice Trim
Revert Apply
Sprite
Name HealthBar_0
Position X 108 Y 471 W 470 H 60
Border L 0 T 0 R 0 B 0
Pivot Center
Pivot Unit Mode Normalized
Custom Pivot X 0.5 Y 0.5
Inspector Tile Palette
Image
Tag Untagged Layer UI
Rect Transform
Pos X -0.952148 Pos Y 0 Pos Z 0
Width 100 Height 100
Anchors
Pivot X 0.5 Y 0.5
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Canvas Renderer
Cull Transparent Me
Image
Source Image None (Sprite)
Color
Material None (Material)
Raycast Target
Raycast Padding
Maskable
Default UI Material (Material)
Shader UI/Default Edit...
Project Console Audio Mixer
Assets > Sprites > HealthBar
Assets
Animations
Controllers
Materials
Prefabs
Scenes
Scripts
MonoBehaviours
Scriptable Objects
Sprites
Enemies
HealthBar
Objects
Outdoors
Player
HealthBar
Image
Image Size: 0x0
02:12 a. m.
01/11/2024

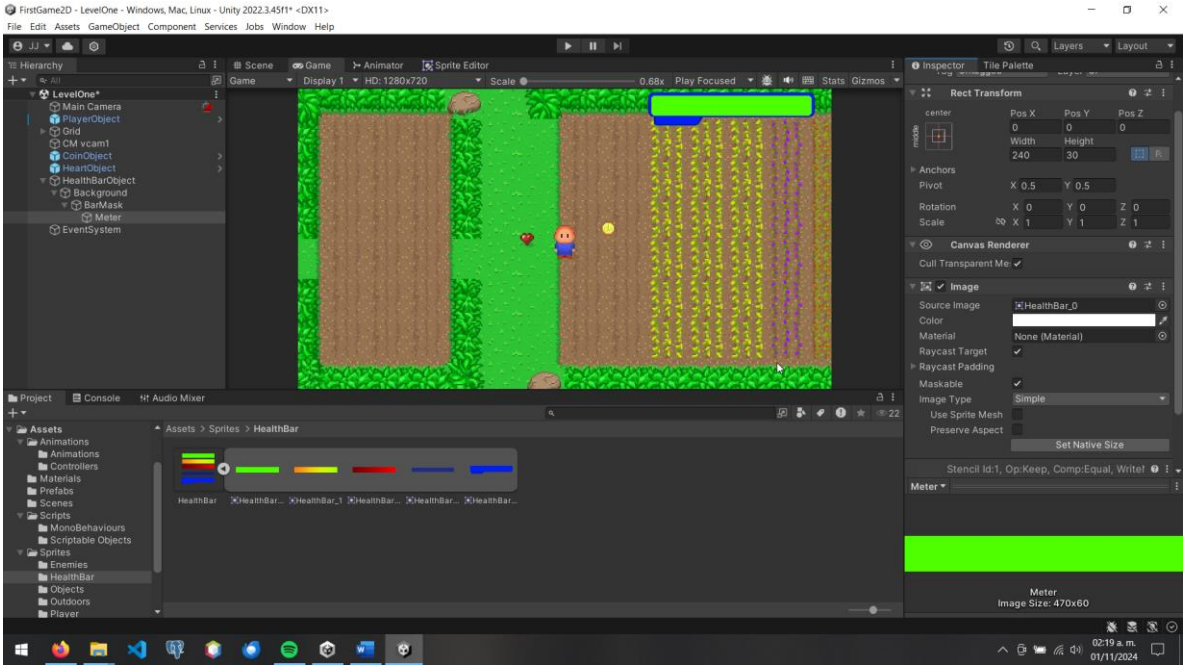

FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
Grid
CM vcam1
CoinObject
HeartObject
HealthBarObject
Image
EventSystem
Scene Game Animator Sprite Editor
Sprite Editor Slice Trim
Revert Apply
Sprite
Name HealthBar_4
Position X 98 Y 92 W 480 H 93
Border L 0 T 0 R 0 B 0
Pivot Center
Pivot Unit Mode Normalized
Custom Pivot X 0.5 Y 0.5
Inspector Tile Palette
Image
Tag Untagged Layer UI
Rect Transform
Pos X -0.952148 Pos Y 0 Pos Z 0
Width 100 Height 100
Anchors
Pivot X 0.5 Y 0.5
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Canvas Renderer
Cull Transparent Me
Image
Source Image HealthBar_4
Color
Material None (Material)
Raycast Target
Raycast Padding
Maskable
Image Type Simple
Use Sprite Mesh
Preserve Aspect
Project Console Audio Mixer
Assets > Sprites > HealthBar
Assets
Animations
Controllers
Materials
Prefabs
Scenes
Scripts
MonoBehaviours
Scriptable Objects
Sprites
Enemies
HealthBar
Objects
Outdoors
Player
HealthBar
Image
Image Size: 480x93
02:12 a. m.
01/11/2024

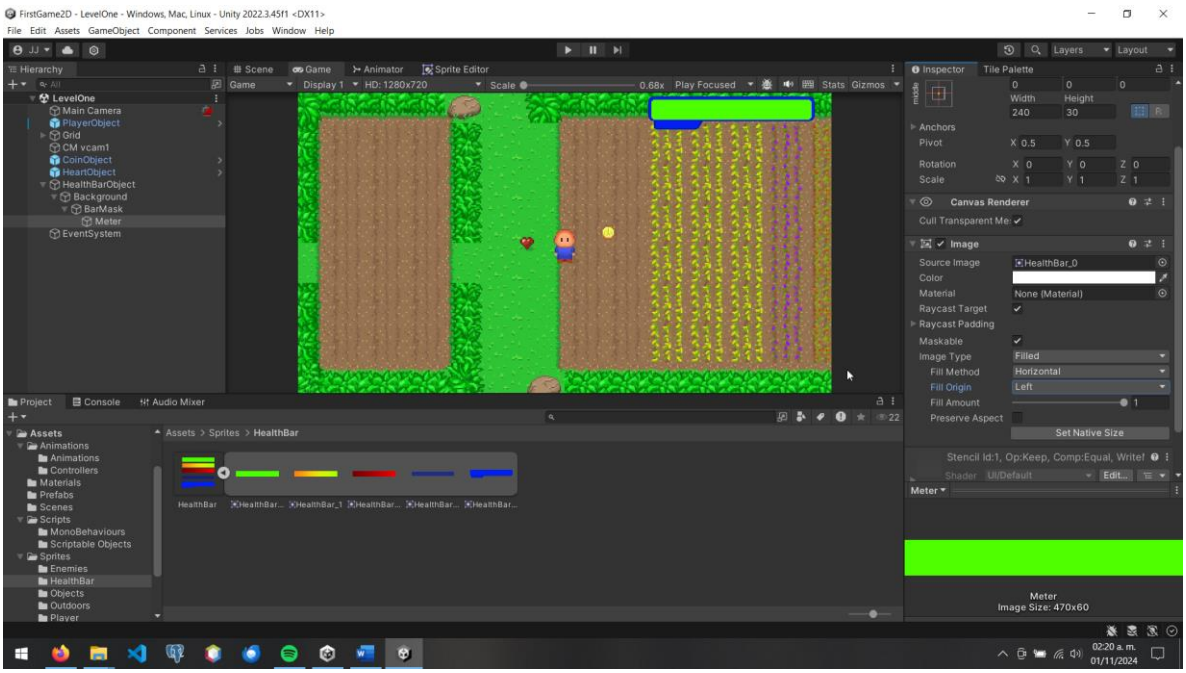

FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
Grid
CM vcam1
CoinObject
HeartObject
HealthBarObject
Image
EventSystem
Scene Game Animator Sprite Editor
Display 1 HD: 1280x720 Scale 0.68x Play Focused Stats Gizmos
Inspector Tile Palette
Image
Tag Untagged Layer UI
Rect Transform
Pos X -150 Pos Y -30 Pos Z 0
Width 250 Height 50
Anchors
Pivot X 0.5 Y 0.5
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Canvas Renderer
Cull Transparent Me
Image
Source Image HealthBar_4
Color
Material None (Material)
Raycast Target
Raycast Padding
Maskable
Image Type Simple
Use Sprite Mesh
Preserve Aspect
Image
Image Size: 480x93
Project Console Audio Mixer
Assets > Sprites > HealthBar
Assets
Animations
Controllers
Materials
Prefabs
Scenes
Scripts
MonoBehaviours
Scriptable Objects
Sprites
Enemies
HealthBar
Objects
Outdoors
Player
02:14 a. m.
01/11/2024

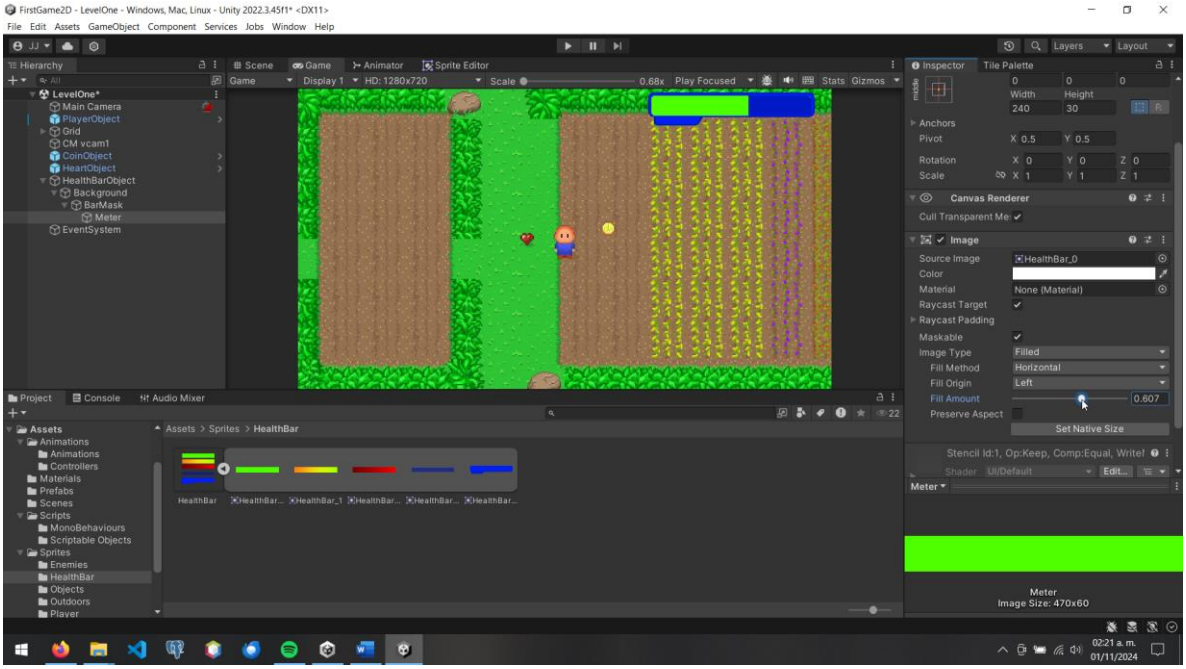

FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
Grid
CM vcam1
CoinObject
HeartObject
HealthBarObject
Background
BarMask
EventSystem
Scene Game Animator Sprite Editor
Display 1 HD: 1280x720 Scale 0.68x Play Focused Stats Gizmos
Inspector Tile Palette
BarMask
Tag Untagged Layer UI
Rect Transform
Pos X 0 Pos Y 0 Pos Z 0
Width 100 Height 100
Anchors
Pivot X 0.5 Y 0.5
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Canvas Renderer
Cull Transparent Me
Image
Source Image HealthBar_3
Color
Material None (Material)
Raycast Target
Raycast Padding
Maskable
Image Type Simple
Use Sprite Mesh
Preserve Aspect
BarMask
BarMask
Image Size: 456x47
Project Console Audio Mixer
Assets > Sprites > HealthBar
Assets
Animations
Controllers
Materials
Prefabs
Scenes
Scripts
MonoBehaviours
Scriptable Objects
Sprites
Enemies
HealthBar
Objects
Outdoors
Player
02:16 a. m.
01/11/2024

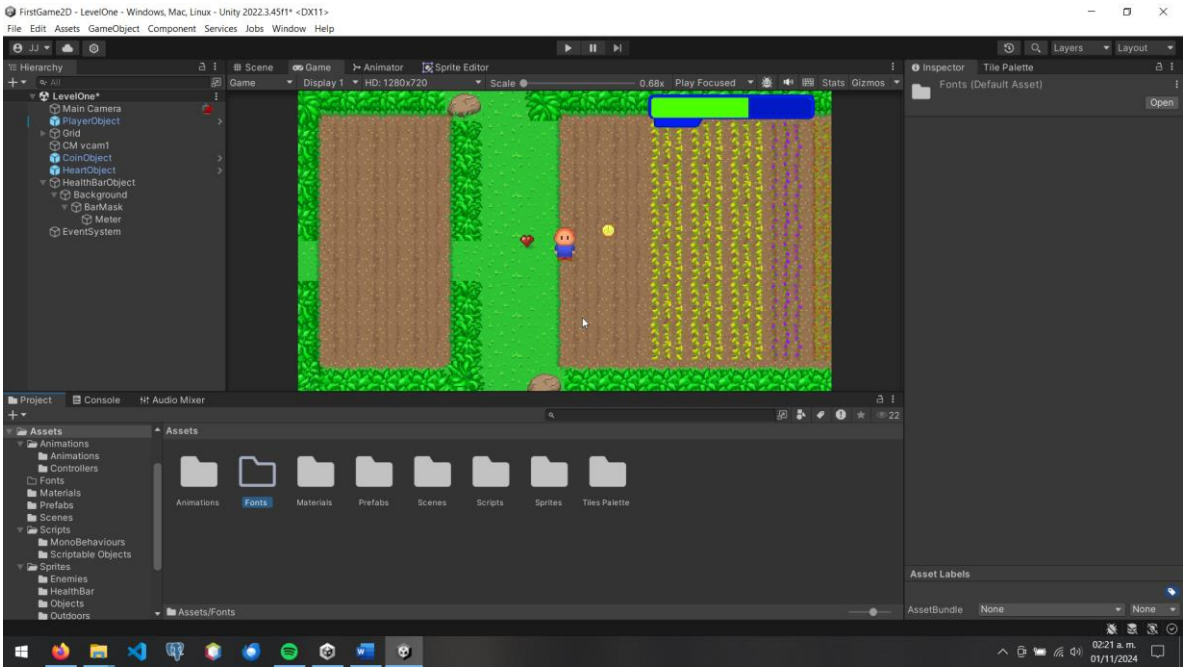

FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
Grid
CM vcam1
CoinObject
HeartObject
HealthBarObject
Background
BarMask
EventSystem
Scene
Game
Animator
Sprite Editor
Display 1
HD: 1280x720
Scale
0.68x
Play Focused
Stats
Gizmos
Inspector
Tile Palette
BarMask
Tag Untagged
Layer UI
Rect Transform
Pos X
Pos Y
Pos Z
Width
Height
Anchors
Pivot
Rotation
Scale
Canvas Renderer
Image
Source Image
HealthBar_3
Color
Material
None (Material)
Raycast Target
Raycast Padding
Maskable
Image Type
Simple
Use Sprite Mesh
Preserve Aspect
BarMask
Image Size: 456x47
Project
Console
Audio Mixer
Assets
Animations
Controllers
Materials
Prefabs
Scenes
Scripts
MonoBehaviours
Scriptable Objects
Sprites
Enemies
HealthBar
Objects
Outdoors
Player
Assets > Sprites > HealthBar
02:18 a. m.
01/11/2024

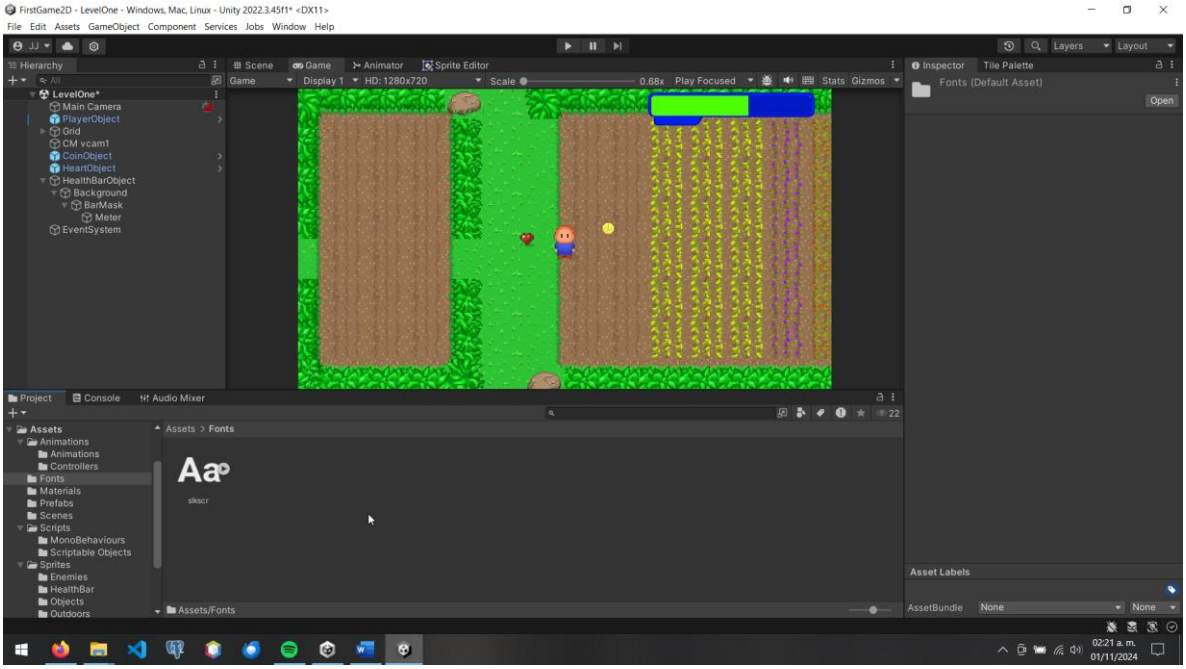

FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
Grid
CM vcam1
CoinObject
HeartObject
HealthBarObject
Background
BarMask
EventSystem
Scene
Game
Animator
Sprite Editor
Display 1
HD: 1280x720
Scale
0.68x
Play Focused
Stats
Gizmos
Inspector
Tile Palette
Pivot
Rotation
Scale
Canvas Renderer
Image
Source Image
HealthBar_3
Color
Material
None (Material)
Raycast Target
Raycast Padding
Maskable
Image Type
Simple
Use Sprite Mesh
Preserve Aspect
Set Native Size
Mask
Show Mask Graphic
Stencil Id:1, Op:Replace, Comp:Always,
Shader
UI/Default
Edit...
Add Component
BarMask
Image Size: 456x47
Project
Console
Audio Mixer
Assets
Animations
Controllers
Materials
Prefabs
Scenes
Scripts
MonoBehaviours
Scriptable Objects
Sprites
Enemies
HealthBar
Objects
Outdoors
Player
Assets > Sprites > HealthBar
02:18 a. m.
01/11/2024

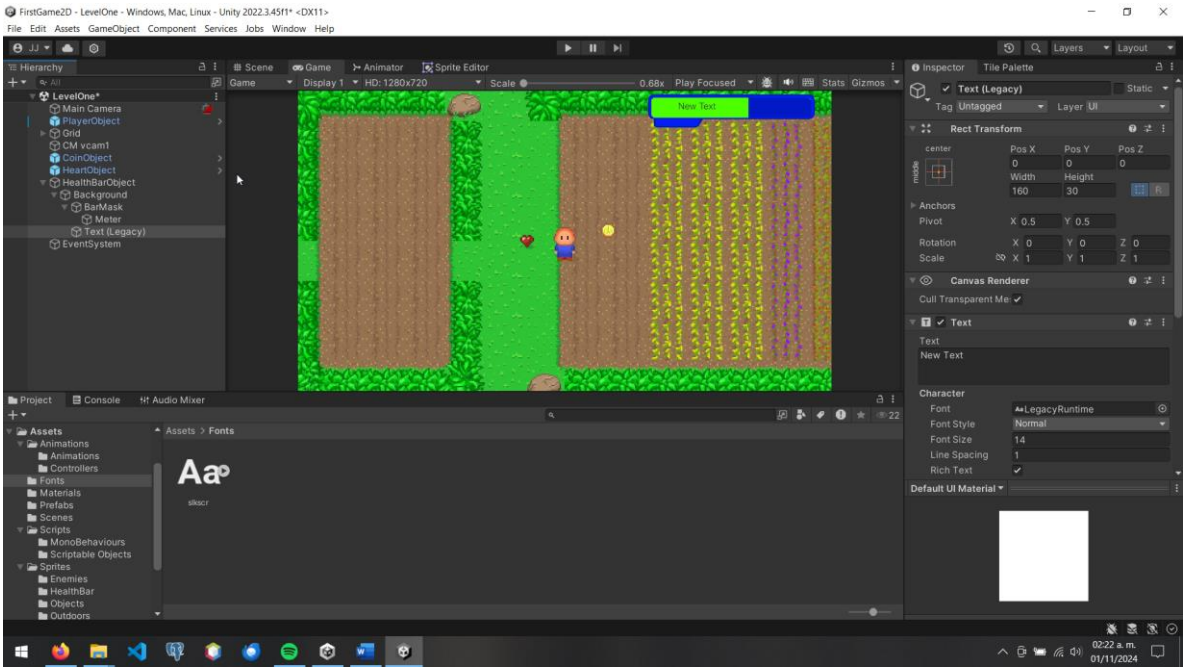

FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
Grid
CM vcam1
CoinObject
HeartObject
HealthBarObject
Background
BarMask
Meter
EventSystem
Scene
Game
Animator
Sprite Editor
Display 1
HD: 1280x720
Scale
0.68x
Play Focused
Stats
Gizmos
Inspector
Tile Palette
Rect Transform
Pos X
Pos Y
Pos Z
Width
Height
Anchors
Pivot
Rotation
Scale
Canvas Renderer
Cull Transparent Me
Image
Source Image
HealthBar_0
Color
Material
None (Material)
Raycast Target
Raycast Padding
Maskable
Image Type
Simple
Use Sprite Mesh
Preserve Aspect
Set Native Size
Stencil Id:1, Op:Keep, Comp:Equal, Write
Meter
Meter
Image Size: 470x60
Project
Console
Audio Mixer
Assets
Animations
Controllers
Materials
Prefabs
Scenes
Scripts
MonoBehaviours
Scriptable Objects
Sprites
Enemies
HealthBar
Objects
Outdoors
Player
Assets > Sprites > HealthBar
02:19 a. m.
01/11/2024

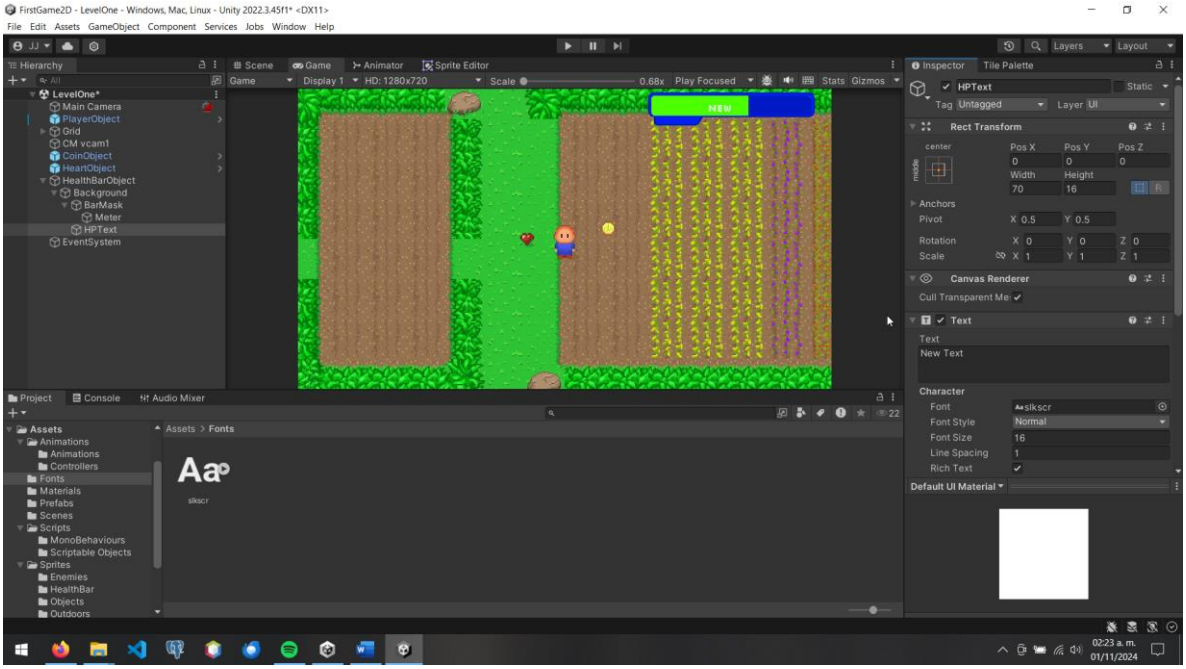

FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne
Main Camera
PlayerObject
Grid
CM vcam1
CoinObject
HeartObject
HealthBarObject
Background
BarMask
Meter
EventSystem
Scene
Game
Animator
Sprite Editor
Display 1
HD: 1280x720
Scale
0.68x
Play Focused
Stats
Gizmos
Inspector
Tile Palette
Width
Height
Anchors
Pivot
Rotation
Scale
Canvas Renderer
Cull Transparent Me
Image
Source Image
HealthBar_0
Color
Material
None (Material)
Raycast Target
Raycast Padding
Maskable
Image Type
Filled
Fill Method
Horizontal
Fill Origin
Left
Fill Amount
Preserve Aspect
Set Native Size
Stencil Id:1, Op:Keep, Comp:Equal, Write
Shader
UI/Default
Edit...
Meter
Meter
Image Size: 470x60
Project
Console
Audio Mixer
Assets
Animations
Controllers
Materials
Prefabs
Scenes
Scripts
MonoBehaviours
Scriptable Objects
Sprites
Enemies
HealthBar
Objects
Outdoors
Player
Assets > Sprites > HealthBar
02:20 a. m.
01/11/2024

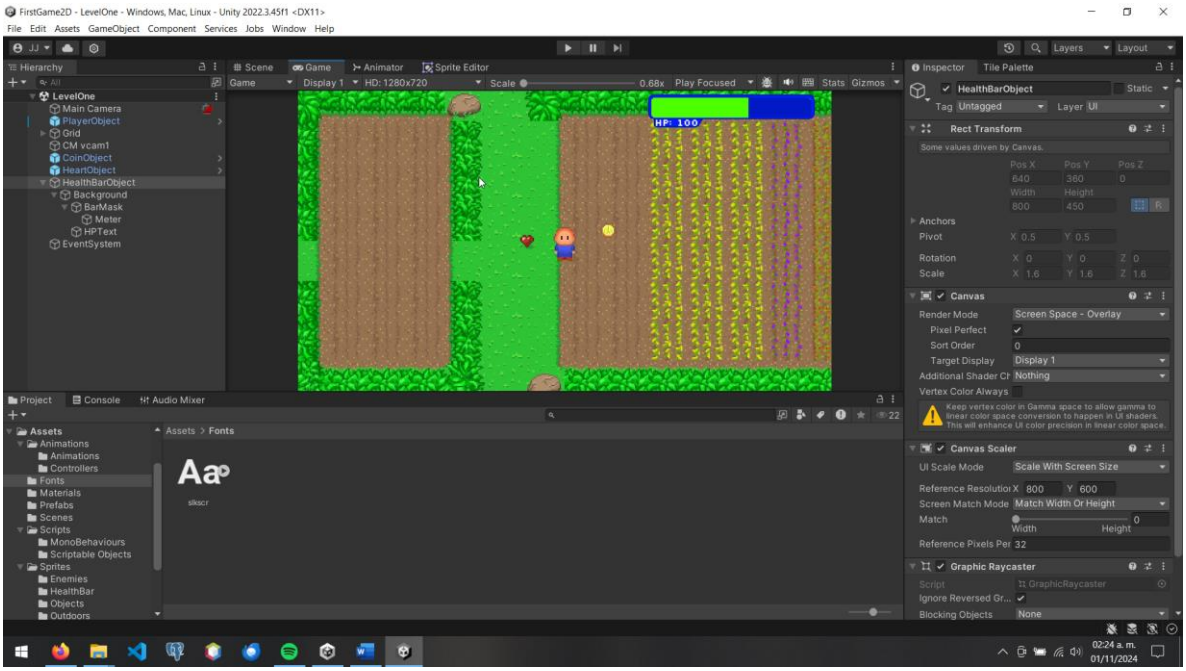

FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
Grid
CM vcam1
CoinObject
HeartObject
HealthBarObject
Background
BarMask
Meter
EventSystem
Scene
Game
Animator
Sprite Editor
Display 1
HD: 1280x720
Scale
0.68x
Play Focused
Stats
Gizmos
Inspector
Tile Palette
Anchors
Pivot
Rotation
Scale
Canvas Renderer
Cull Transparent Me
Image
Source Image
HealthBar_0
Color
Material
None (Material)
Raycast Target
Raycast Padding
Maskable
Image Type
Filled
Fill Method
Horizontal
Fill Origin
Left
Fill Amount
0.607
Preserve Aspect
Set Native Size
Stencil Id:1, Op:Keep, Comp:Equal, Write
Shader
UI/Default
Edit...
Meter
Project
Console
Audio Mixer
Assets
Animations
Controllers
Materials
Prefabs
Scenes
Scripts
MonoBehaviours
Scriptable Objects
Sprites
Enemies
HealthBar
Objects
Outdoors
Player
Assets > Sprites > HealthBar
Meter
Image Size: 470x60
02:21 a. m.
01/11/2024

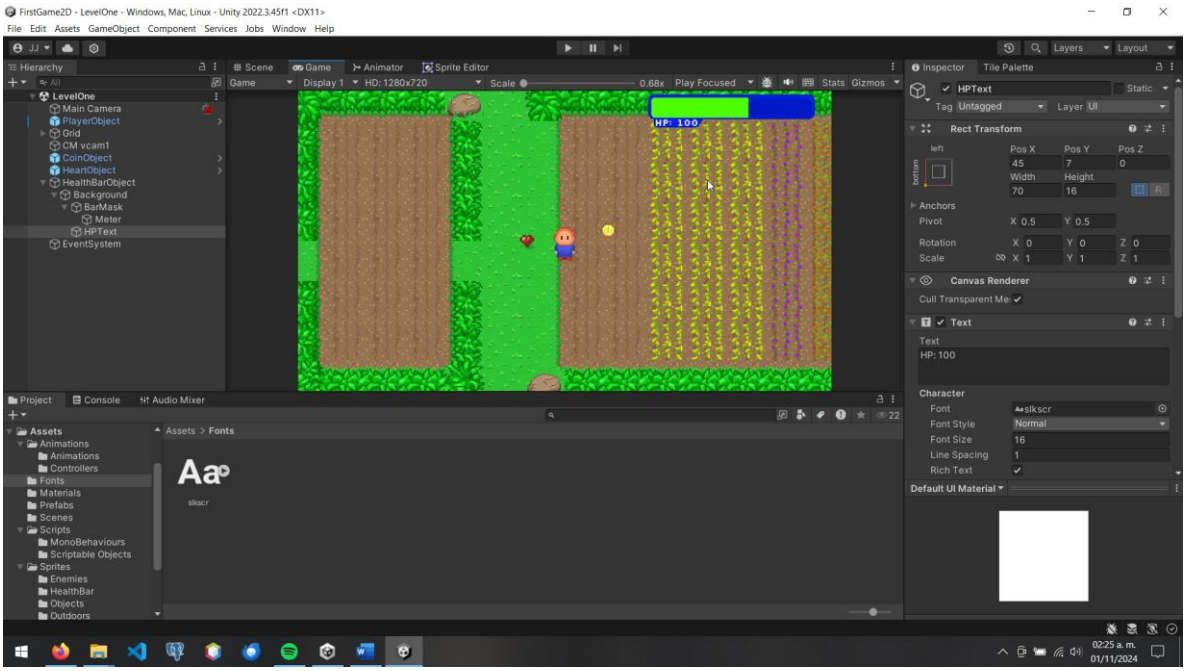

FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
Grid
CM vcam1
CoinObject
HeartObject
HealthBarObject
Background
BarMask
Meter
EventSystem
Scene
Game
Animator
Sprite Editor
Display 1
HD: 1280x720
Scale
0.68x
Play Focused
Stats
Gizmos
Inspector
Tile Palette
Fonts (Default Asset)
Open
Project
Console
Audio Mixer
Assets
Animations
Controllers
Fonts
Materials
Prefabs
Scenes
Scripts
MonoBehaviours
Scriptable Objects
Sprites
Enemies
HealthBar
Objects
Outdoors
Assets/Fonts
Asset Labels
AssetBundle
None
02:21 a. m.
01/11/2024

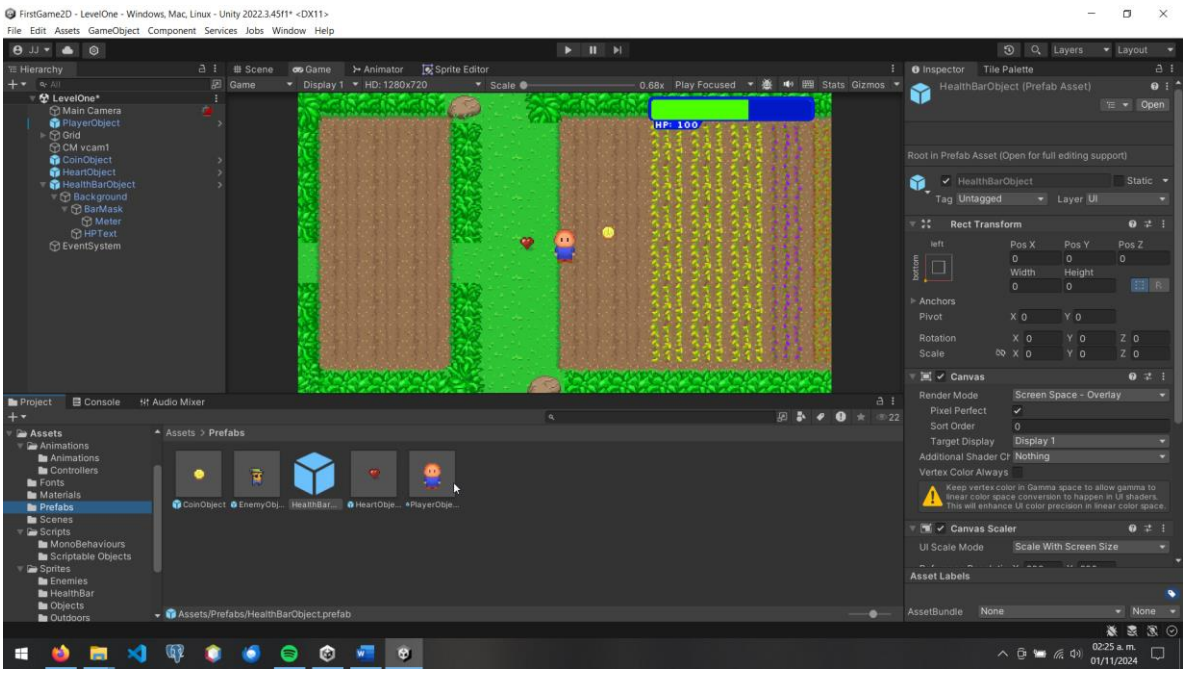

FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
Grid
CM vcam1
CoinObject
HeartObject
HealthBarObject
Background
BarMask
Meter
EventSystem
Scene
Game
Animator
Sprite Editor
Display 1
HD: 1280x720
Scale
0.68x
Play Focused
Stats
Gizmos
Inspector
Tile Palette
Fonts (Default Asset)
Open
Project
Console
Audio Mixer
Assets
Animations
Controllers
Fonts
Materials
Prefabs
Scenes
Scripts
MonoBehaviours
Scriptable Objects
Sprites
Enemies
HealthBar
Objects
Outdoors
Assets > Fonts
Aa
sikscr
Assets/Fonts
Asset Labels
AssetBundle
None
02:21 a. m.
01/11/2024

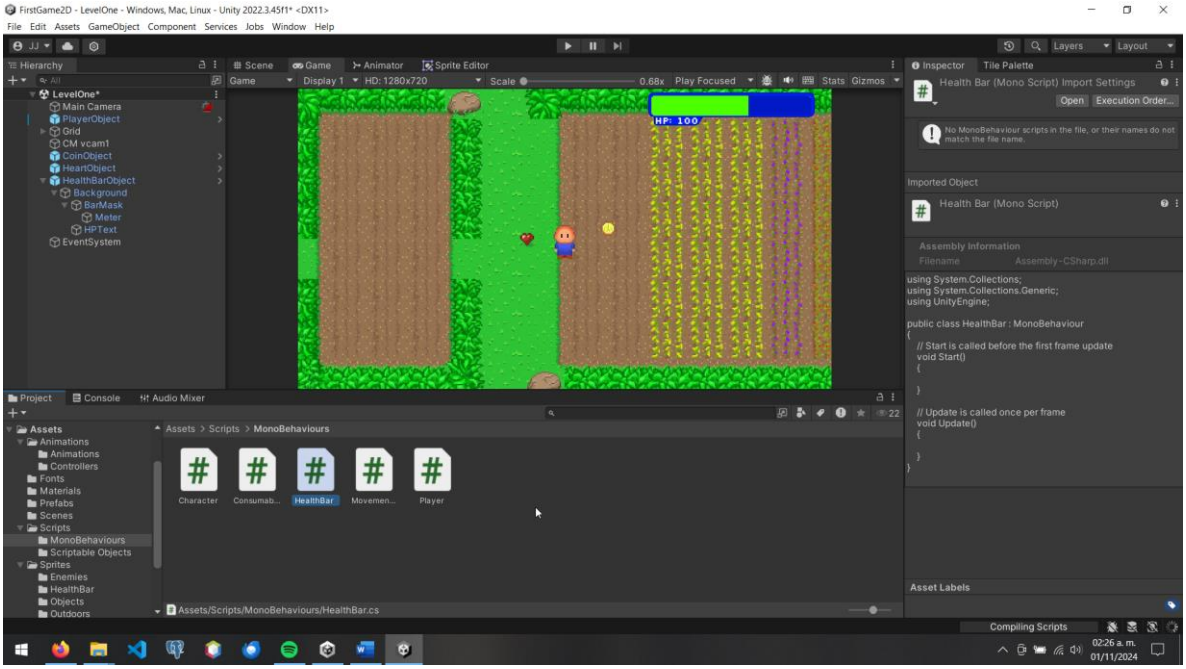

FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
Grid
CM vcam1
CoinObject
HeartObject
HealthBarObject
Background
BarMask
Meter
Text (Legacy)
EventSystem
Scene
Game
Animator
Sprite Editor
Display 1
HD: 1280x720
Scale
0.68x
Play Focused
Stats
Gizmos
New Text
Inspector
Tile Palette
Text (Legacy)
Static
Tag Untagged
Layer UI
Rect Transform
center
middle
Pos X
Pos Y
Pos Z
Width
Height
Anchors
Pivot
Rotation
Scale
Canvas Renderer
Cull Transparent Me
Text
New Text
Character
Font
LegacyRuntime
Font Style
Normal
Font Size
14
Line Spacing
Rich Text
Default UI Material
Project
Console
Audio Mixer
Assets
Animations
Controllers
Fonts
Materials
Prefabs
Scenes
Scripts
MonoBehaviours
Scriptable Objects
Sprites
Enemies
HealthBar
Objects
Outdoors
Assets > Fonts
Aa
sikscr
02:22 a. m.
01/11/2024

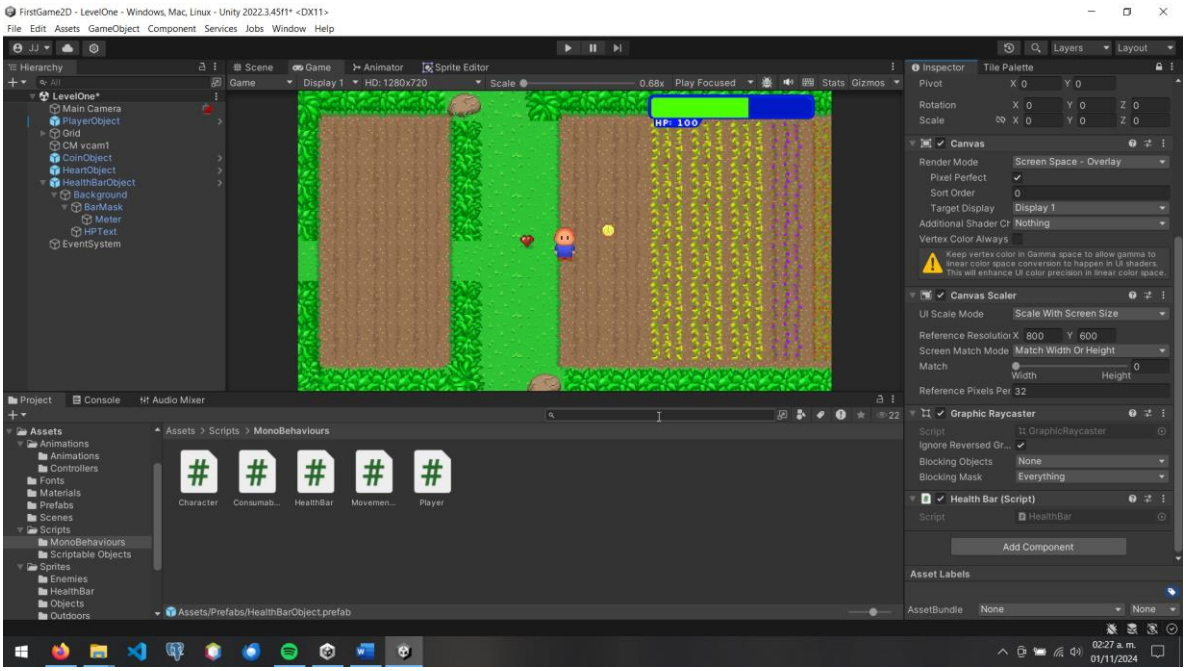

FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
Grid
CM vcam1
CoinObject
HeartObject
HealthBarObject
Background
BarMask
Meter
HPText
EventSystem
Scene
Game
Animator
Sprite Editor
Display 1
HD: 1280x720
Scale
0.68x
Play Focused
Stats
Gizmos
NEW
Inspector
Tile Palette
HPText
Static
Tag Untagged
Layer UI
Rect Transform
center
middle
Pos X
Pos Y
Pos Z
Width
Height
Anchors
Pivot
Rotation
Scale
Canvas Renderer
Cull Transparent Me
Text
New Text
Character
Font
Font Style
Normal
Font Size
16
Line Spacing
1
Rich Text
Default UI Material
Project
Console
Audio Mixer
Assets
Animations
Controllers
Fonts
Materials
Prefabs
Scenes
Scripts
MonoBehaviours
Scriptable Objects
Sprites
Enemies
HealthBar
Objects
Outdoors
Assets > Fonts
Aa
slkscr
02:23 a. m.
01/11/2024

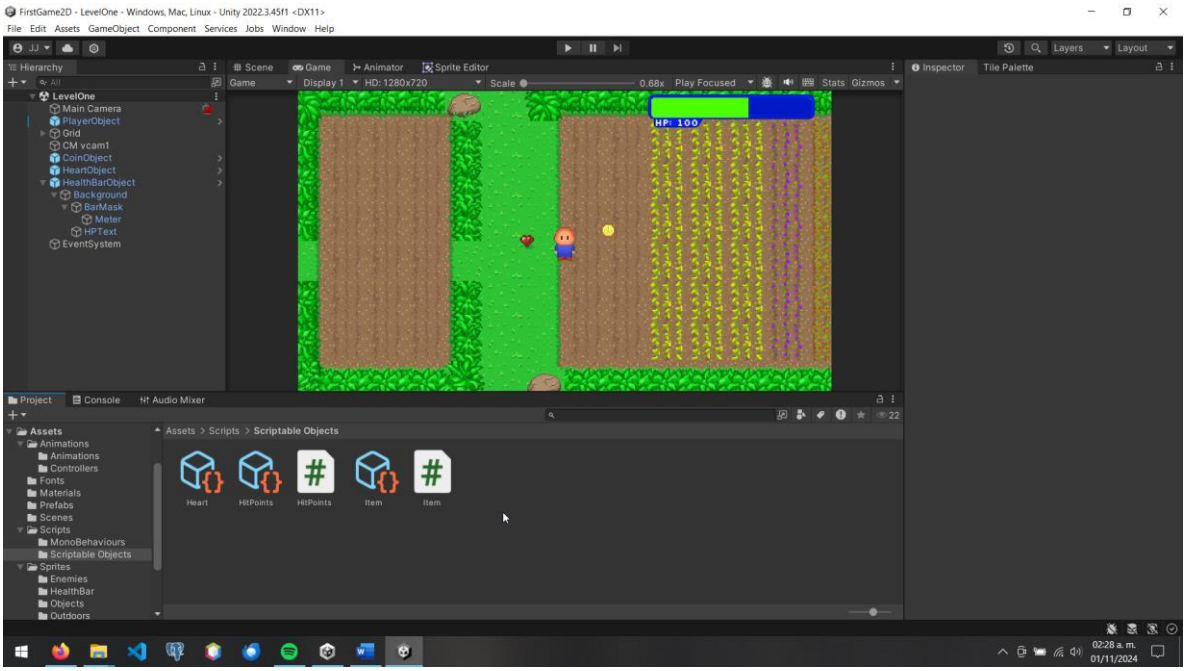

FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne
Main Camera
PlayerObject
Grid
CM vcam1
CoinObject
HeartObject
HealthBarObject
Background
BarMask
Meter
HPText
EventSystem
Scene
Game
Animator
Sprite Editor
Display 1
HD: 1280x720
Scale
0.68x
Play Focused
Stats
Gizmos
HP: 100
Inspector
Tile Palette
HealthBarObject
Static
Tag Untagged
Layer UI
Rect Transform
Some values driven by Canvas.
Pos X
Pos Y
Pos Z
Width
Height
Anchors
Pivot
Rotation
Scale
Canvas
Render Mode
Screen Space - Overlay
Pixel Perfect
Sort Order
Target Display
Display 1
Additional Shader Ch
Nothing
Vertex Color Always
Keep vertex color in Gamma space to allow gamma to linear color space conversion to happen in UI shaders. This will enhance UI color precision in linear color space.
Canvas Scaler
UI Scale Mode
Scale With Screen Size
Reference Resolutio
Screen Match Mode
Match Width Or Height
Match
Width
Height
Reference Pixels Per
Graphic Raycaster
Script
GraphicRaycaster
Ignore Reversed Gr...
Blocking Objects
None
Project
Console
Audio Mixer
Assets
Animations
Controllers
Fonts
Materials
Prefabs
Scenes
Scripts
MonoBehaviours
Scriptable Objects
Sprites
Enemies
HealthBar
Objects
Outdoors
Assets > Fonts
Aa
slkscr
02:24 a. m.
01/11/2024

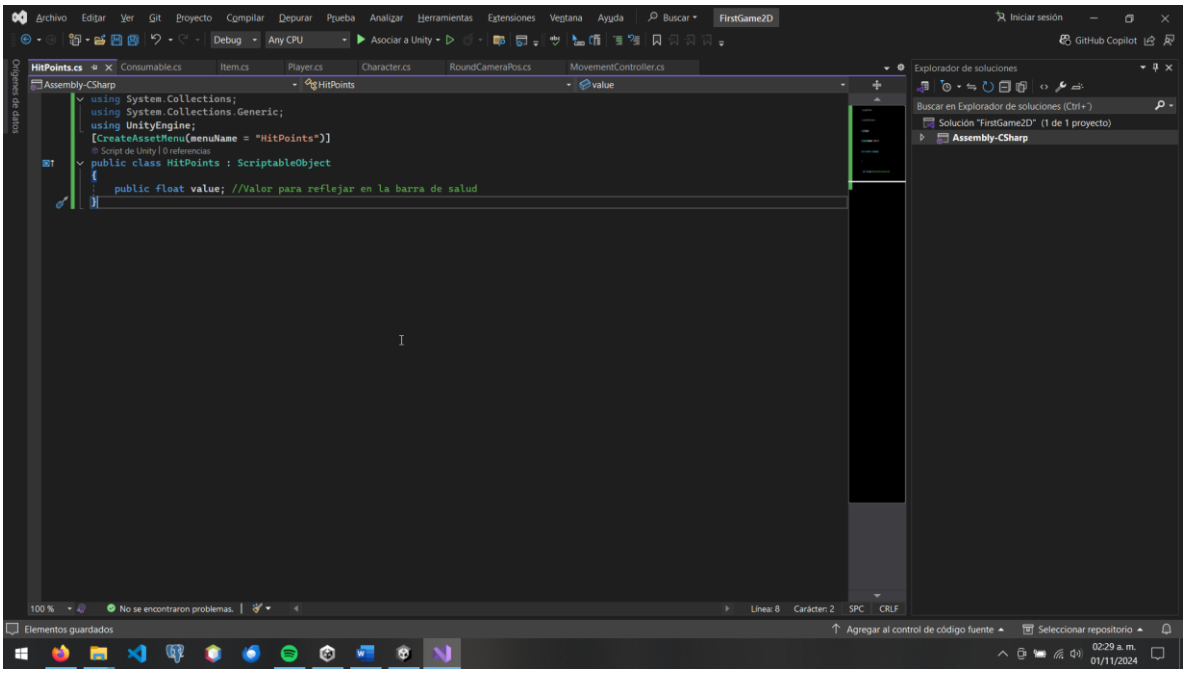

FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne
Main Camera
PlayerObject
Grid
CM vcam1
CoinObject
HeartObject
HealthBarObject
Background
BarMask
Meter
HPText
EventSystem
Scene
Game
Animator
Sprite Editor
Display 1
HD: 1280x720
Scale
0.68x
Play Focused
Stats
Gizmos
HP: 100
Inspector
Tile Palette
HPText
Tag Untagged
Layer UI
Rect Transform
Pos X 45
Pos Y 7
Pos Z 0
Width 70
Height 16
Anchors
Pivot X 0.5 Y 0.5
Rotation
Scale
Canvas Renderer
Text
HP: 100
Character
Font slkscr
Font Style Normal
Font Size 16
Line Spacing 1
Rich Text
Default UI Material
Project
Console
Audio Mixer
Assets
Animations
Controllers
Fonts
Materials
Prefabs
Scenes
Scripts
MonoBehaviours
Scriptable Objects
Sprites
Enemies
HealthBar
Objects
Outdoors
Assets > Fonts
Aa
slkscr
02:25 a. m.
01/11/2024

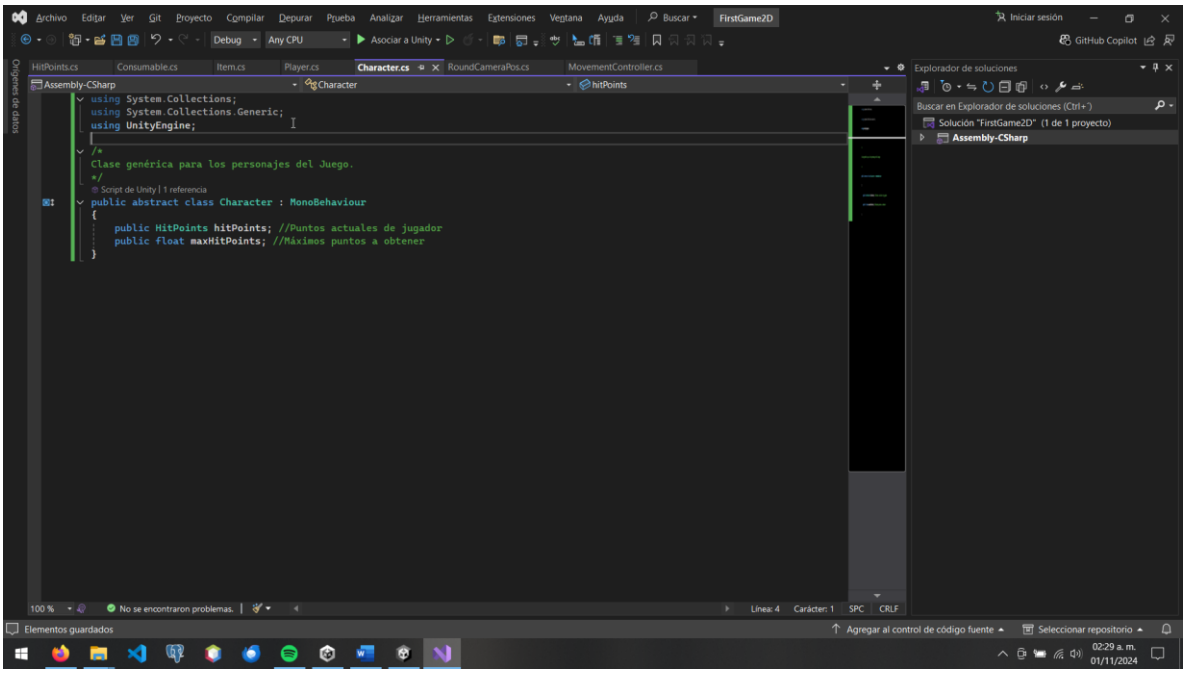

FirstGame2D - LevelOne* - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
Grid
CM vcam1
CoinObject
HeartObject
HealthBarObject
Background
BarMask
Meter
HPText
EventSystem
Scene
Game
Animator
Sprite Editor
Display 1
HD: 1280x720
Scale
0.68x
Play Focused
Stats
Gizmos
HP: 100
Inspector
Tile Palette
HealthBarObject (Prefab Asset)
Open
Root in Prefab Asset (Open for full editing support)
HealthBarObject
Tag Untagged
Layer UI
Rect Transform
Pos X 0
Pos Y 0
Pos Z 0
Width 0
Height 0
Anchors
Pivot X 0 Y 0
Rotation
Scale
Canvas
Render Mode Screen Space - Overlay
Pixel Perfect
Sort Order 0
Target Display Display 1
Additional Shader Ch Nothing
Vertex Color Always
Keep vertex color in Gamma space to allow gamma to linear color space conversion to happen in UI shaders. This will enhance UI color precision in linear color space.
Canvas Scaler
UI Scale Mode Scale With Screen Size
Asset Labels
AssetBundle None None
Project
Console
Audio Mixer
Assets
Animations
Controllers
Fonts
Materials
Prefabs
Scenes
Scripts
MonoBehaviours
Scriptable Objects
Sprites
Enemies
HealthBar
Objects
Outdoors
Assets > Prefabs
CoinObject
EnemyObj...
HealthBar...
HeartObje...
PlayerObje...
Assets/Prefabs/HealthBarObject.prefab
02:25 a. m.
01/11/2024

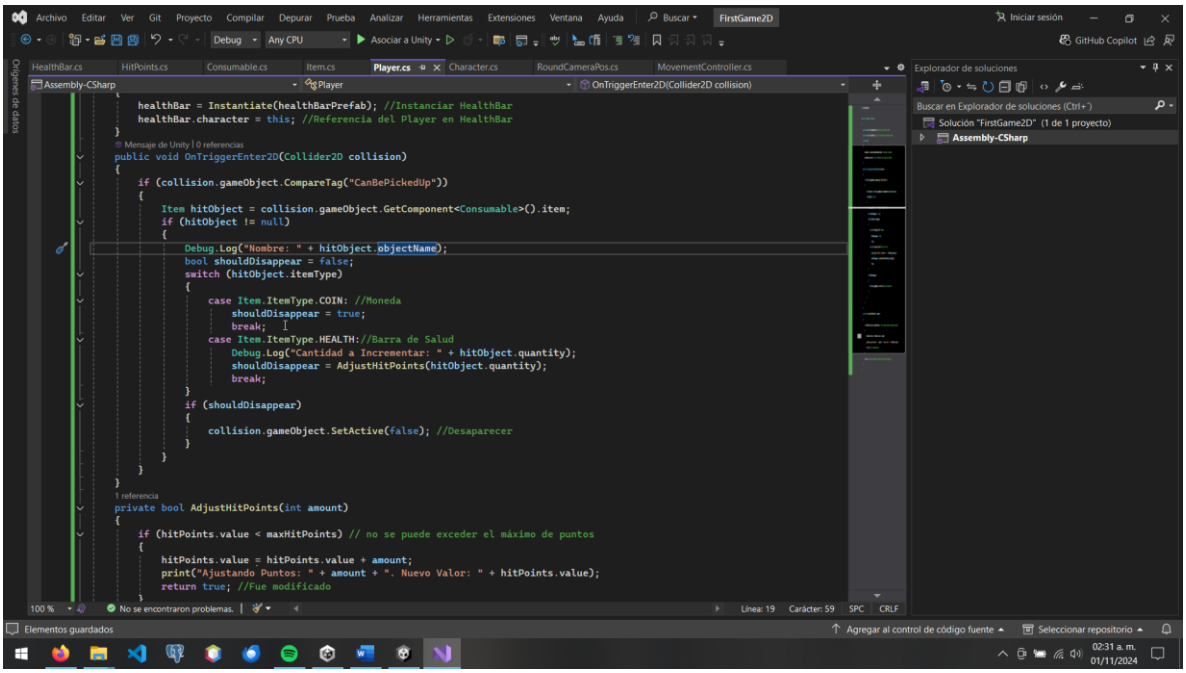

FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
Grid
CM vcam1
CoinObject
HeartObject
HealthBarObject
Background
BarMask
Meter
HPText
EventSystem
Scene
Game
Animator
Sprite Editor
Display 1
HD: 1280x720
Scale
0.68x
Play Focused
Stats
Gizmos
HP: 100
Inspector
Tile Palette
Health Bar (Mono Script) Import Settings
Open
Execution Order...
No MonoBehaviour scripts in the file, or their names do not match the file name.
Imported Object
Health Bar (Mono Script)
Assembly Information
Filename
Assembly-CSharp.dll
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
public class HealthBar : MonoBehaviour
{
// Start is called before the first frame update
void Start()
{
}
// Update is called once per frame
void Update()
{
}
}
Project
Console
Audio Mixer
Assets
Animations
Animations
Controllers
Fonts
Materials
Prefabs
Scenes
Scripts
MonoBehaviours
Scriptable Objects
Sprites
Enemies
HealthBar
Objects
Outdoors
Assets > Scripts > MonoBehaviours
Character
Consumab...
HealthBar
Movemen...
Player
Assets/Scripts/MonoBehaviours/HealthBar.cs
Asset Labels
Compiling Scripts
02:26 a. m.
01/11/2024

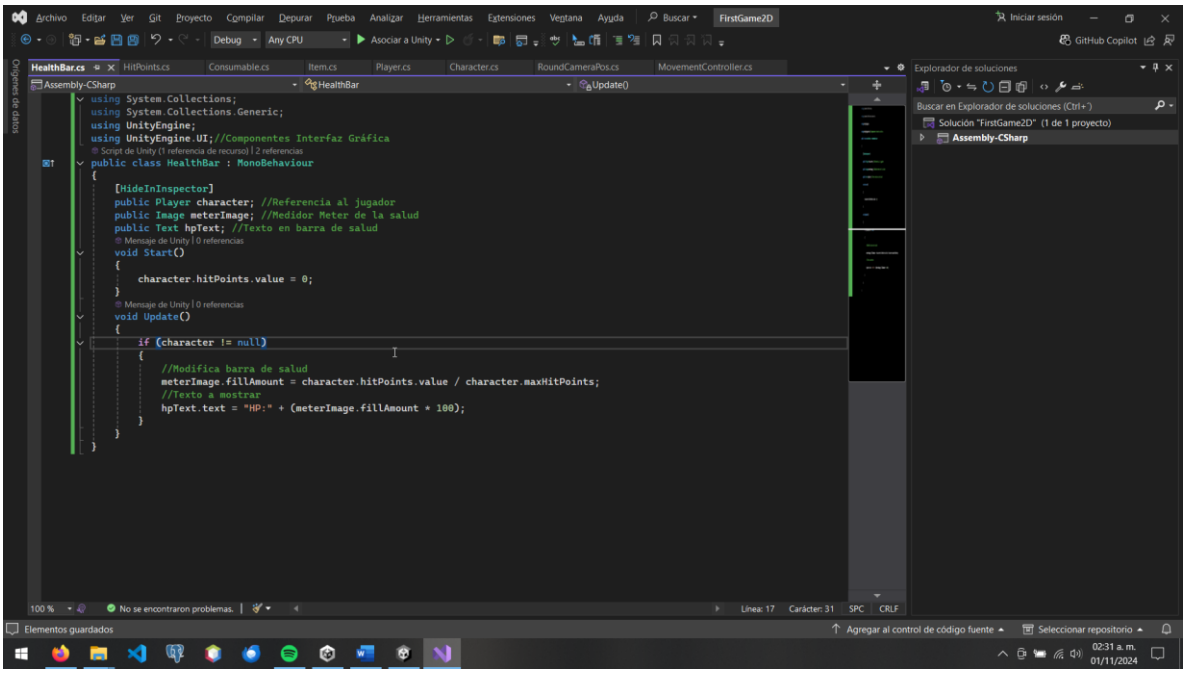

FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
Grid
CM vcam1
CoinObject
HeartObject
HealthBarObject
Background
BarMask
Meter
HPText
EventSystem
Scene
Game
Animator
Sprite Editor
Display 1
HD: 1280x720
Scale
0.68x
Play Focused
Stats
Gizmos
HP: 100
Inspector
Tile Palette
Pivot
Rotation
Scale
Canvas
Render Mode
Screen Space - Overlay
Pixel Perfect
Sort Order
Target Display
Display 1
Additional Shader Ch
Nothing
Vertex Color Always
Keep vertex color in Gamma space to allow gamma to linear color space conversion to happen in UI shaders. This will enhance UI color precision in linear color space.
Canvas Scaler
UI Scale Mode
Scale With Screen Size
Reference Resolution
X 800
Y 600
Screen Match Mode
Match Width Or Height
Match
Width
Height
Reference Pixels Per
32
Graphic Raycaster
Script
GraphicRaycaster
Ignore Reversed Gr...
Blocking Objects
None
Blocking Mask
Everything
Health Bar (Script)
Script
HealthBar
Add Component
Project
Console
Audio Mixer
Assets
Animations
Animations
Controllers
Fonts
Materials
Prefabs
Scenes
Scripts
MonoBehaviours
Scriptable Objects
Sprites
Enemies
HealthBar
Objects
Outdoors
Assets > Scripts > MonoBehaviours
Character
Consumab...
HealthBar
Movemen...
Player
Assets/Prefabs/HealthBarObject.prefab
Asset Labels
AssetBundle
None
None
02:27 a. m.
01/11/2024


FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne
Main Camera
PlayerObject
Grid
CM vcam1
CoinObject
HeartObject
HealthBarObject
Background
BarMask
Meter
HPText
EventSystem
Scene
Game
Animator
Sprite Editor
HP: 100
Inspector
Tile Palette
Project
Console
Audio Mixer
Assets > Scripts > Scriptable Objects
Heart
HitPoints
HitPoints
Item
Item
Animations
Controllers
Fonts
Materials
Prefabs
Scenes
Scripts
MonoBehaviours
Scriptable Objects
Sprites
Enemies
HealthBar
Objects
Outdoors
02:28 a. m.
01/11/2024

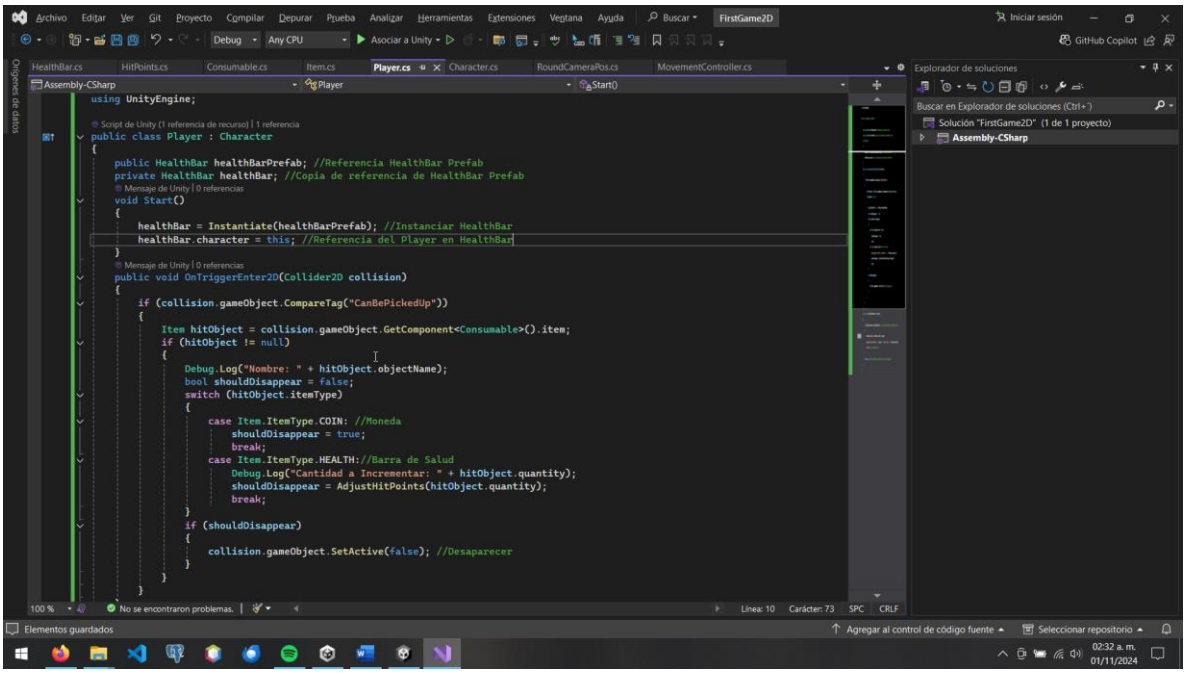

Archivo Editar Ver Git Proyecto Compilar Depurar Prueba Analizar Herramientas Extensiones Ventana Ayuda
FirstGame2D
Debug
Any CPU
Asociar a Unity
HitPoints.cs
Consumable.cs
Item.cs
Player.cs
Character.cs
RoundCameraPos.cs
MovementController.cs
Assembly-CSharp
HitPoints
value
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
[CreateAssetMenu(menuName = "HitPoints")]
Script de Unity | 0 referencias
public class HitPoints : ScriptableObject
{
public float value; //Valor para reflejar en la barra de salud
}
Explorador de soluciones
Solución "FirstGame2D" (1 de 1 proyecto)
Assembly-CSharp
No se encontraron problemas.
Línea: 8 Carácter: 2 SPC CRLF
Elementos guardados
Agregar al control de código fuente
Seleccionar repositorio
02:29 a. m.
01/11/2024


Archivo Editar Ver Git Proyecto Compilar Depurar Prueba Analizar Herramientas Extensiones Ventana Ayuda Buscar FirstGame2D Iniciar sesión
Debug Any CPU Asociar a Unity GitHub Copilot
HitPoints.cs Consumable.cs Item.cs Player.cs Character.cs RoundCameraPos.cs MovementController.cs
Assembly-CSharp Character hitPoints
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
/*
Clase genérica para los personajes del Juego.
*/
Script de Unity | 1 referencia
public abstract class Character : MonoBehaviour
{
public HitPoints hitPoints; //Puntos actuales de jugador
public float maxHitPoints; //Máximos puntos a obtener
}
Explorador de soluciones
Buscar en Explorador de soluciones (Ctrl+;)
Solución "FirstGame2D" (1 de 1 proyecto)
Assembly-CSharp
100 % No se encontraron problemas. Línea: 4 Carácter: 1 SPC CRLF
Elementos guardados
Agregar al control de código fuente Seleccionar repositorio
02:29 a. m. 01/11/2024


Archivo Editar Ver Git Proyecto Compilar Depurar Prueba Analizar Herramientas Extensiones Ventana Ayuda Buscar FirstGame2D Iniciar sesión
Debug Any CPU Asociar a Unity GitHub Copilot
HealthBar.cs HitPoints.cs Consumable.cs Item.cs Player.cs Character.cs RoundCameraPos.cs MovementController.cs
Assembly-CSharp Player OnTriggerEnter2D(Collider2D collision)
healthBar = Instantiate(healthBarPrefab); //Instanciar HealthBar
healthBar.character = this; //Referencia del Player en HealthBar
Mensaje de Unity | 0 referencias
public void OnTriggerEnter2D(Collider2D collision)
if (collision.gameObject.CompareTag("CanBePickedUp"))
Item hitObject = collision.gameObject.GetComponent<Consumable>().item;
if (hitObject != null)
Debug.Log("Nombre: " + hitObject.objectName);
bool shouldDisappear = false;
switch (hitObject.itemType)
case Item.ItemType.COIN: //Moneda
shouldDisappear = true;
break;
case Item.ItemType.HEALTH://Barra de Salud
Debug.Log("Cantidad a Incrementar: " + hitObject.quantity);
shouldDisappear = AdjustHitPoints(hitObject.quantity);
break;
if (shouldDisappear)
collision.gameObject.SetActive(false); //Desaparecer
1 referencia
private bool AdjustHitPoints(int amount)
if (hitPoints.value < maxHitPoints) // no se puede exceder el máximo de puntos
hitPoints.value = hitPoints.value + amount;
print("Ajustando Puntos: " + amount + ". Nuevo Valor: " + hitPoints.value);
return true; //Fue modificado
Explorador de soluciones
Buscar en Explorador de soluciones (Ctrl+;)
Solución "FirstGame2D" (1 de 1 proyecto)
Assembly-CSharp
100 % No se encontraron problemas. Línea: 19 Carácter: 59 SPC CRLF
Elementos guardados
Agregar al control de código fuente Seleccionar repositorio
02:31 a. m. 01/11/2024

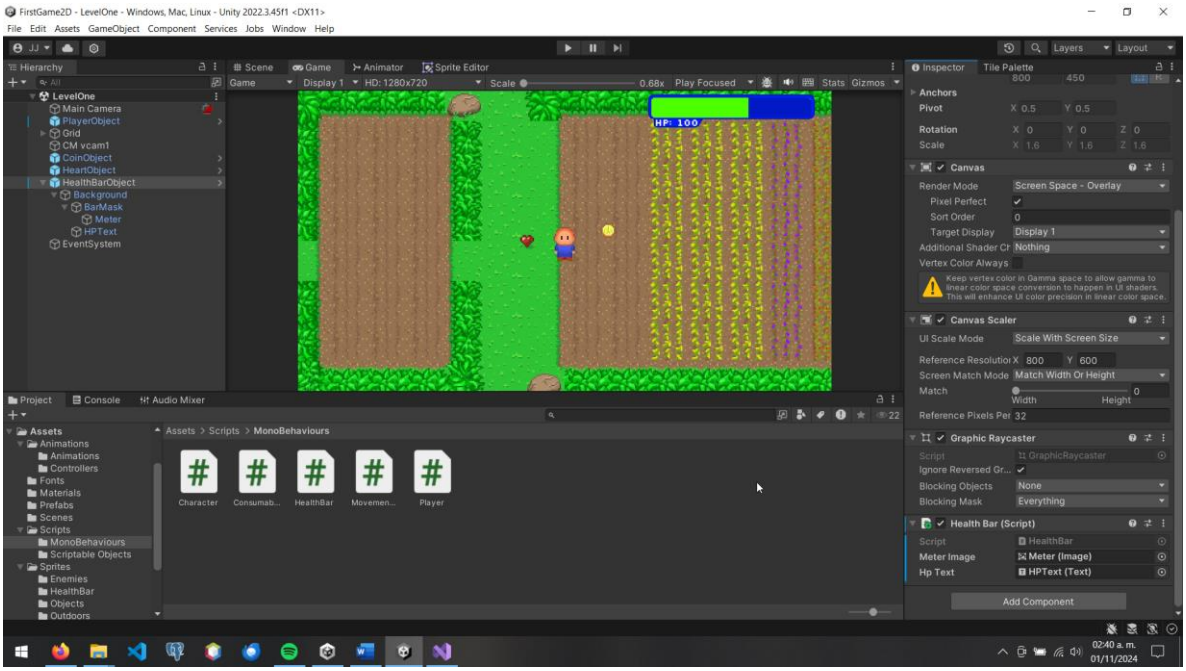


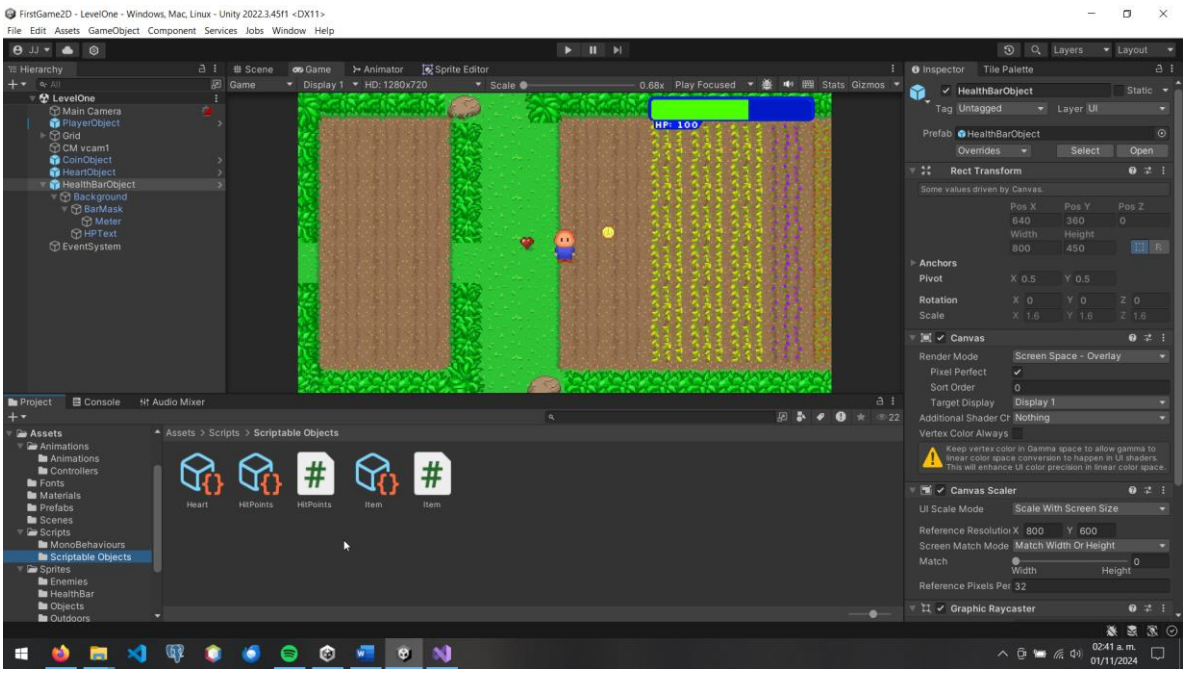
```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using UnityEngine.UI;//Componentes Interfaz Gráfica
Script de Unity (1 referencia de recurso) | 2 referencias
public class HealthBar : MonoBehaviour
{
    [HideInInspector]
    public Player character; //Referencia al jugador
    public Image meterImage; //Medidor Meter de la salud
    public Text hpText; //Texto en barra de salud
    Mensaje de Unity | 0 referencias
    void Start()
    {
        character.hitPoints.value = 0;
    }
    Mensaje de Unity | 0 referencias
    void Update()
    {
        if (character != null)
        {
            //Modifica barra de salud
            meterImage.fillAmount = character.hitPoints.value / character.maxHitPoints;
            //Texto a mostrar
            hpText.text = "HP:" + (meterImage.fillAmount * 100);
        }
    }
}
```

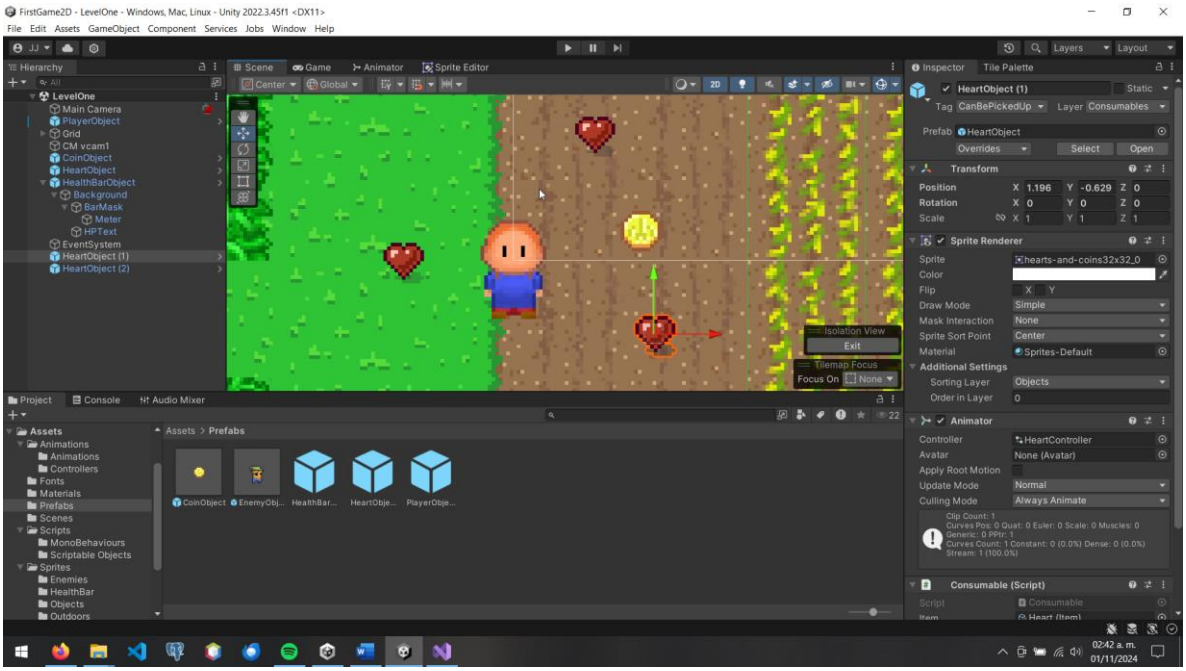


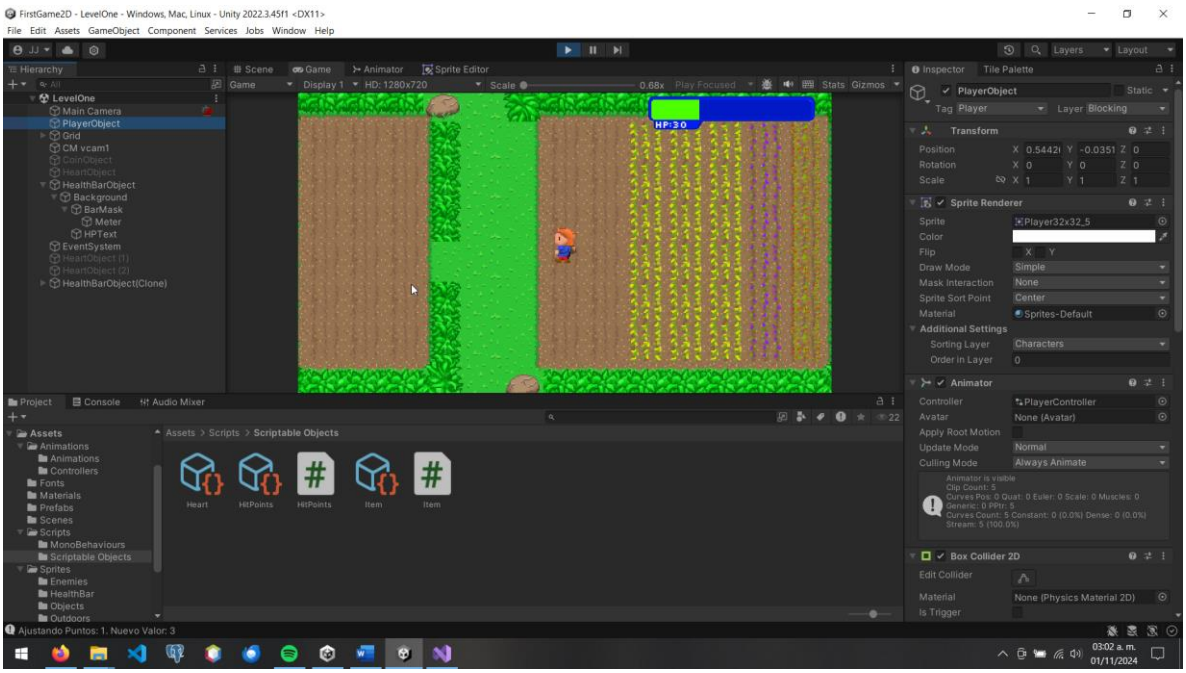
```
using UnityEngine;

Script de Unity (1 referencia de recurso) | 1 referencia
public class Player : Character
{
    public HealthBar healthBarPrefab; //Referencia HealthBar Prefab
    private HealthBar healthBar; //Copia de referencia de HealthBar Prefab
    Mensaje de Unity | 0 referencias
    void Start()
    {
        healthBar = Instantiate(healthBarPrefab); //Instanciar HealthBar
        healthBar.character = this; //Referencia del Player en HealthBar
    }
    Mensaje de Unity | 0 referencias
    public void OnTriggerEnter2D(Collider2D collision)
    {
        if (collision.gameObject.CompareTag("CanBePickedUp"))
        {
            Item hitObject = collision.gameObject.GetComponent<Consumable>().item;
            if (hitObject != null)
            {
                Debug.Log("Nombre: " + hitObject.objectName);
                bool shouldDisappear = false;
                switch (hitObject.itemType)
                {
                    case Item.ItemType.COIN: //Moneda
                        shouldDisappear = true;
                        break;
                    case Item.ItemType.HEALTH://Barra de Salud
                        Debug.Log("Cantidad a Incrementar: " + hitObject.quantity);
                        shouldDisappear = AdjustHitPoints(hitObject.quantity);
                        break;
                }
                if (shouldDisappear)
                {
                    collision.gameObject.SetActive(false); //Desaparecer
                }
            }
        }
```


FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne
Main Camera
PlayerObject
Grid
CM vcam1
CoinObject
HeartObject
HealthBarObject
Background
BarMask
Meter
HPText
EventSystem
Scene Game Animator Sprite Editor
Display 1 HD: 1280x720 Scale 0.68x Play Focused Stats Gizmos
HP: 100
Inspector Tile Palette
Anchors
Pivot
Rotation
Scale
Canvas
Render Mode Screen Space - Overlay
Pixel Perfect
Sort Order
Target Display Display 1
Additional Shader Ch Nothing
Vertex Color Always
Keep vertex color in Gamma space to allow gamma to linear color space conversion to happen in UI shaders. This will enhance UI color precision in linear color space.
Canvas Scaler
UI Scale Mode Scale With Screen Size
Reference Resolution X 800 Y 600
Screen Match Mode Match Width Or Height
Match Width Height
Reference Pixels Per 32
Graphic Raycaster
Script GraphicRaycaster
Ignore Reversed Gr...
Blocking Objects None
Blocking Mask Everything
Health Bar (Script)
Script HealthBar
Meter Image Meter (Image)
Hp Text HPText (Text)
Add Component
Project Console Audio Mixer
Assets
Animations
Controllers
Fonts
Materials
Prefabs
Scenes
Scripts
MonoBehaviours
Scriptable Objects
Sprites
Enemies
HealthBar
Objects
Outdoors
Assets > Scripts > MonoBehaviours
Character Consumab... HealthBar Movemen... Player
02:40 a. m.
01/11/2024


FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne
Main Camera
PlayerObject
Grid
CM vcam1
CoinObject
HeartObject
HealthBarObject
Background
BarMask
Meter
HPText
EventSystem
Scene Game Animator Sprite Editor
Display 1 HD: 1280x720 Scale 0.68x Play Focused Stats Gizmos
HP: 100
Inspector Tile Palette
HealthBarObject
Static
Tag Untagged Layer UI
Prefab HealthBarObject
Overrides Select Open
Rect Transform
Some values driven by Canvas.
Pos X Pos Y Pos Z
640 360 0
Width Height
800 450
Anchors
Pivot
Rotation
Scale
Canvas
Render Mode Screen Space - Overlay
Pixel Perfect
Sort Order
Target Display Display 1
Additional Shader Ch Nothing
Vertex Color Always
Keep vertex color in Gamma space to allow gamma to linear color space conversion to happen in UI shaders. This will enhance UI color precision in linear color space.
Canvas Scaler
UI Scale Mode Scale With Screen Size
Reference Resolution X 800 Y 600
Screen Match Mode Match Width Or Height
Match Width Height
Reference Pixels Per 32
Graphic Raycaster
Project Console Audio Mixer
Assets
Animations
Controllers
Fonts
Materials
Prefabs
Scenes
Scripts
MonoBehaviours
Scriptable Objects
Sprites
Enemies
HealthBar
Objects
Outdoors
Assets > Scripts > Scriptable Objects
Heart HitPoints HitPoints Item Item
02:41 a. m.
01/11/2024


FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne
Main Camera
PlayerObject
Grid
CM vcam1
CoinObject
HeartObject
HealthBarObject
Background
BarMask
Meter
HPText
EventSystem
HeartObject (1)
HeartObject (2)
Scene
Game
Animator
Sprite Editor
Isolation View
Exit
Tilemap Focus
Focus On None
Project
Console
Audio Mixer
Assets
Animations
Controllers
Fonts
Materials
Prefabs
Scenes
Scripts
MonoBehaviours
Scriptable Objects
Sprites
Enemies
HealthBar
Objects
Outdoors
Assets > Prefabs
Inspector
Tile Palette
HeartObject (1)
Tag CanBePickedUp
Layer Consumables
Prefab HeartObject
Overrides
Select
Open
Transform
Position X 1.196 Y -0.629 Z 0
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Sprite Renderer
Sprite hearts-and-coins32x32_0
Color
Flip
Draw Mode Simple
Mask Interaction None
Sprite Sort Point Center
Material Sprites-Default
Additional Settings
Sorting Layer Objects
Order in Layer 0
Animator
Controller HeartController
Avatar None (Avatar)
Apply Root Motion
Update Mode Normal
Culling Mode Always Animate
Consumable (Script)
Script Consumable
02:42 a. m.
01/11/2024


FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne
Main Camera
PlayerObject
Grid
CM vcam1
HealthBarObject
Background
BarMask
Meter
HPText
EventSystem
HealthBarObject(Clone)
Scene
Game
Animator
Sprite Editor
Display 1
HD: 1280x720
Scale
Play Focused
Stats
Gizmos
HP: 3 0
Project
Console
Audio Mixer
Assets
Animations
Controllers
Fonts
Materials
Prefabs
Scenes
Scripts
MonoBehaviours
Scriptable Objects
Sprites
Enemies
HealthBar
Objects
Outdoors
Assets > Scripts > Scriptable Objects
Heart
HitPoints
HitPoints
Item
Item
Ajustando Puntos: 1. Nuevo Valor: 3
Inspector
Tile Palette
PlayerObject
Tag Player
Layer Blocking
Transform
Position X 0.5442(Y -0.0351 Z 0
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Sprite Renderer
Sprite Player32x32_5
Color
Flip
Draw Mode Simple
Mask Interaction None
Sprite Sort Point Center
Material Sprites-Default
Additional Settings
Sorting Layer Characters
Order in Layer 0
Animator
Controller PlayerController
Avatar None (Avatar)
Apply Root Motion
Update Mode Normal
Culling Mode Always Animate
Box Collider 2D
Edit Collider
Material None (Physics Material 2D)
Is Trigger
03:02 a. m.
01/11/2024