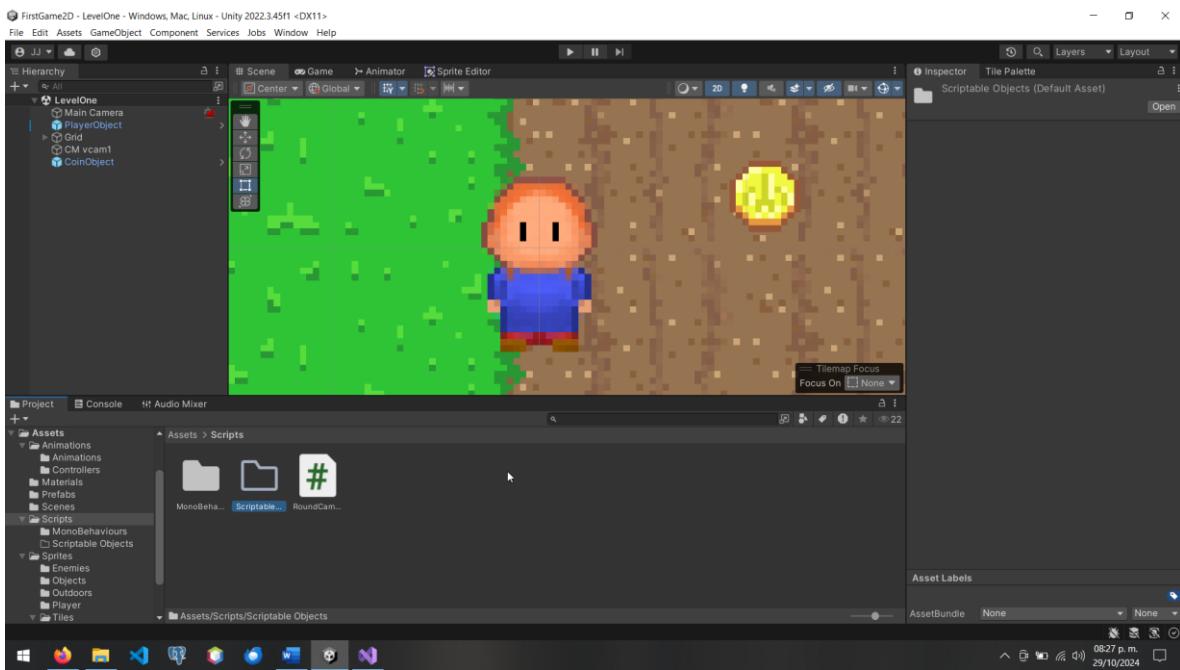
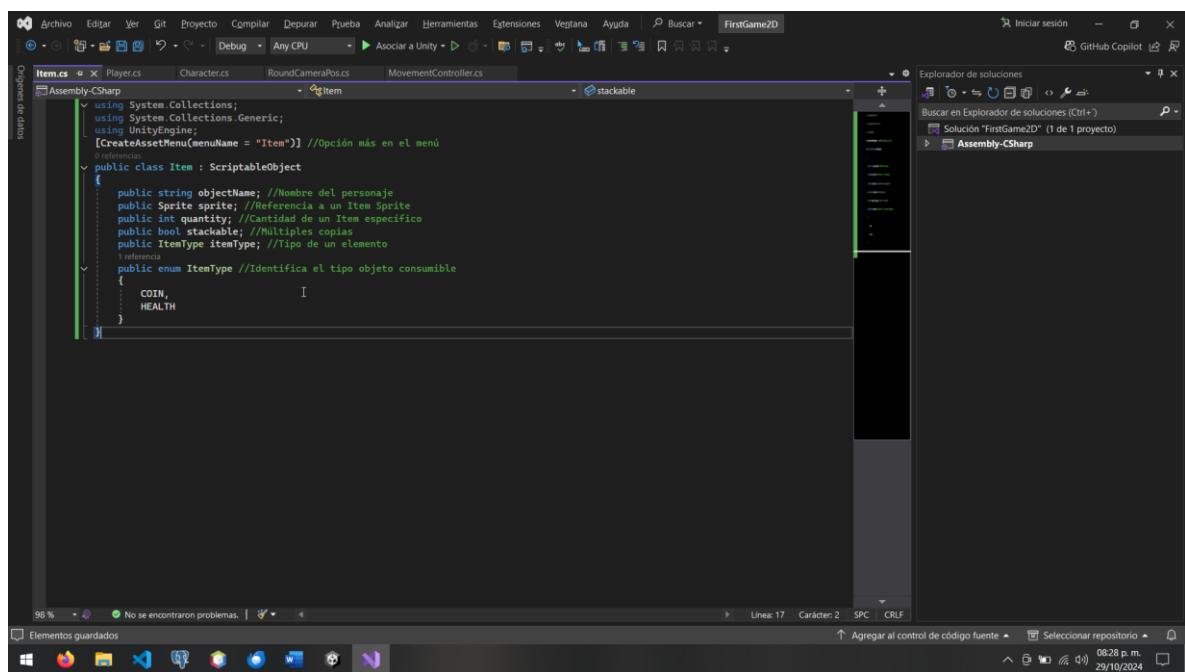
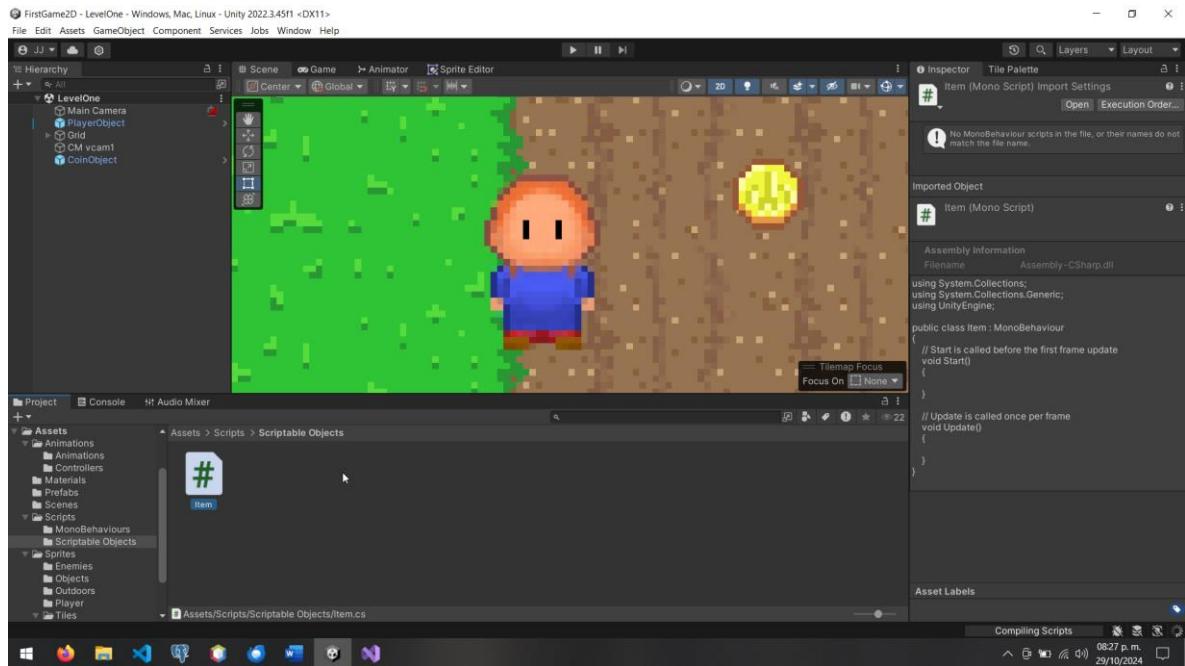


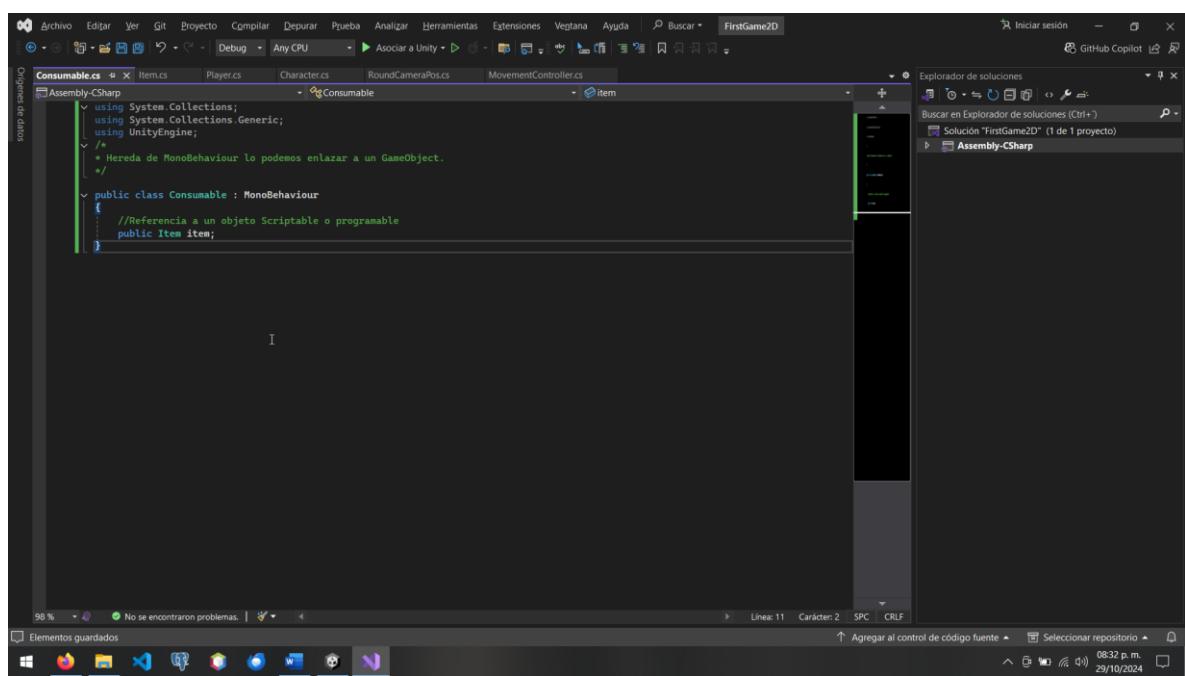
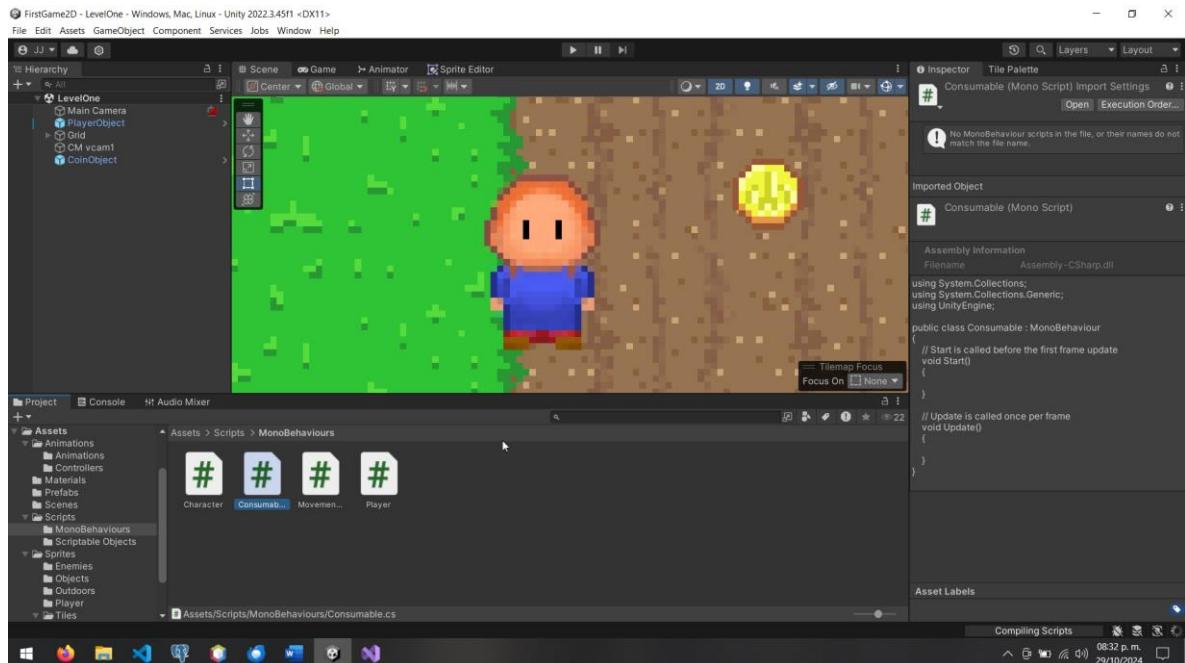
The screenshot shows the Visual Studio code editor with the file `Player.cs` open. The code defines a class `Player` that inherits from `Character`. It includes a private method `OnTriggerEnter2D(Collider2D collision)` that checks if the colliding object has the tag "CanBePickedUp". If it does, the object's active status is set to false.

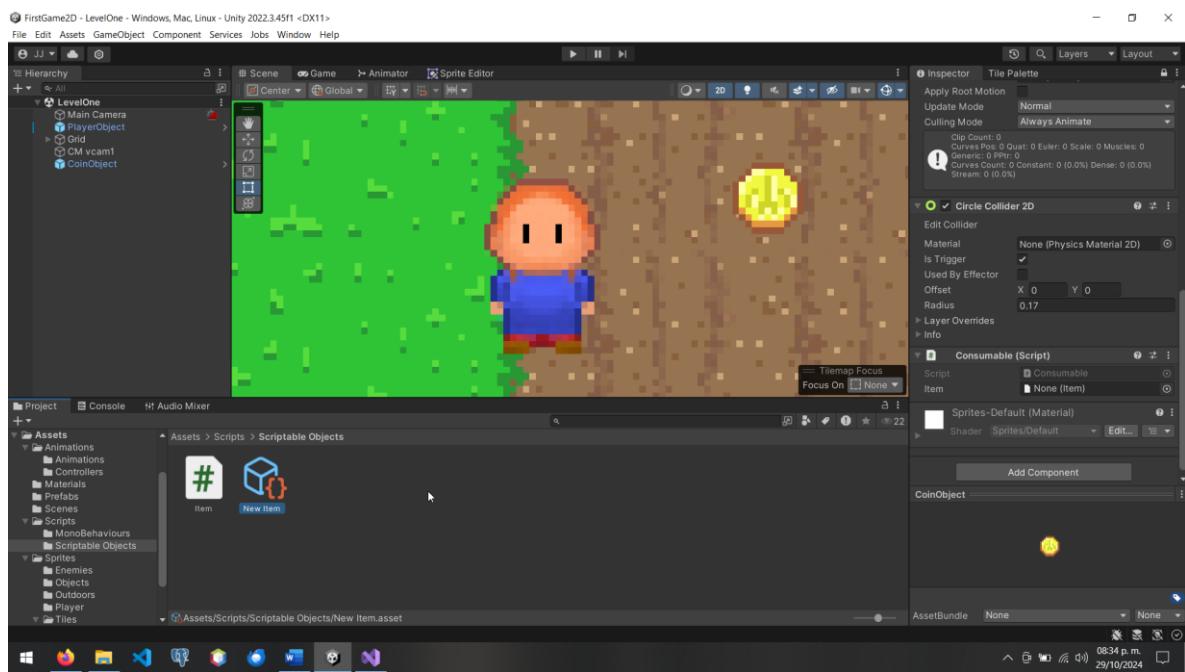
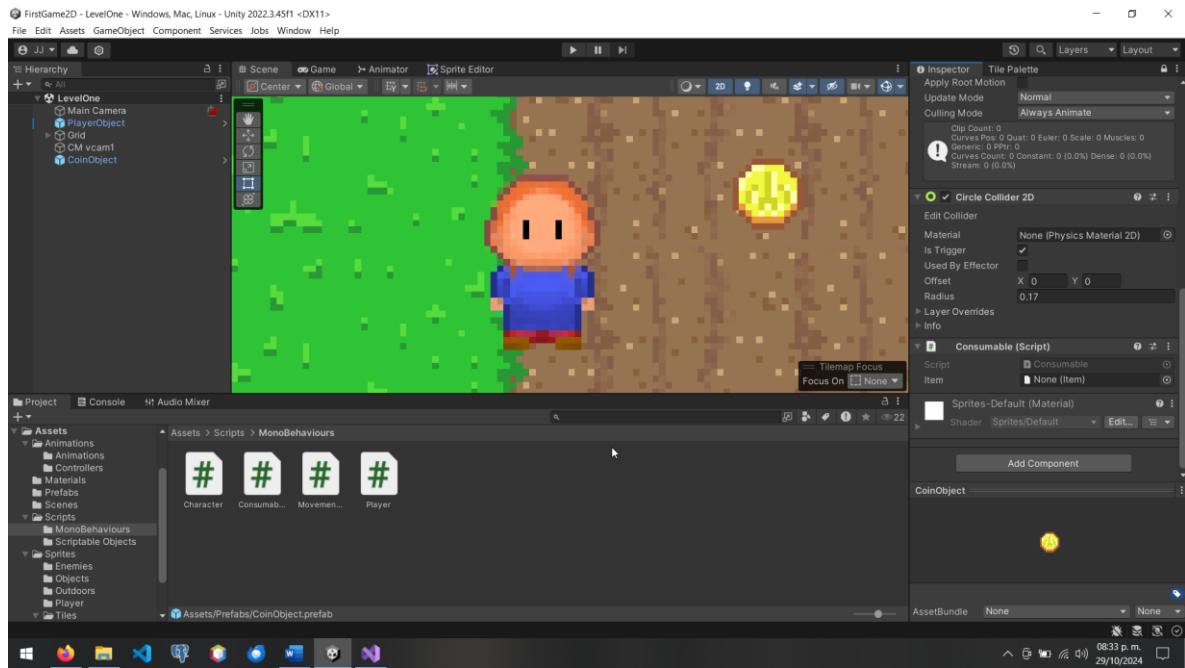
```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

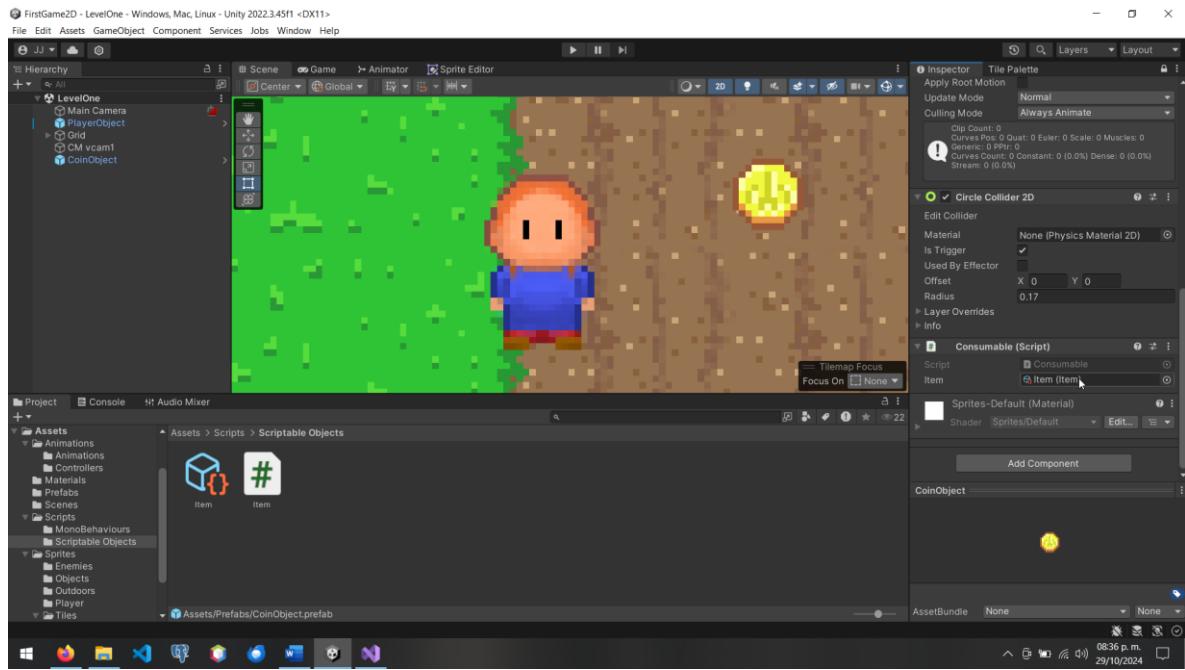
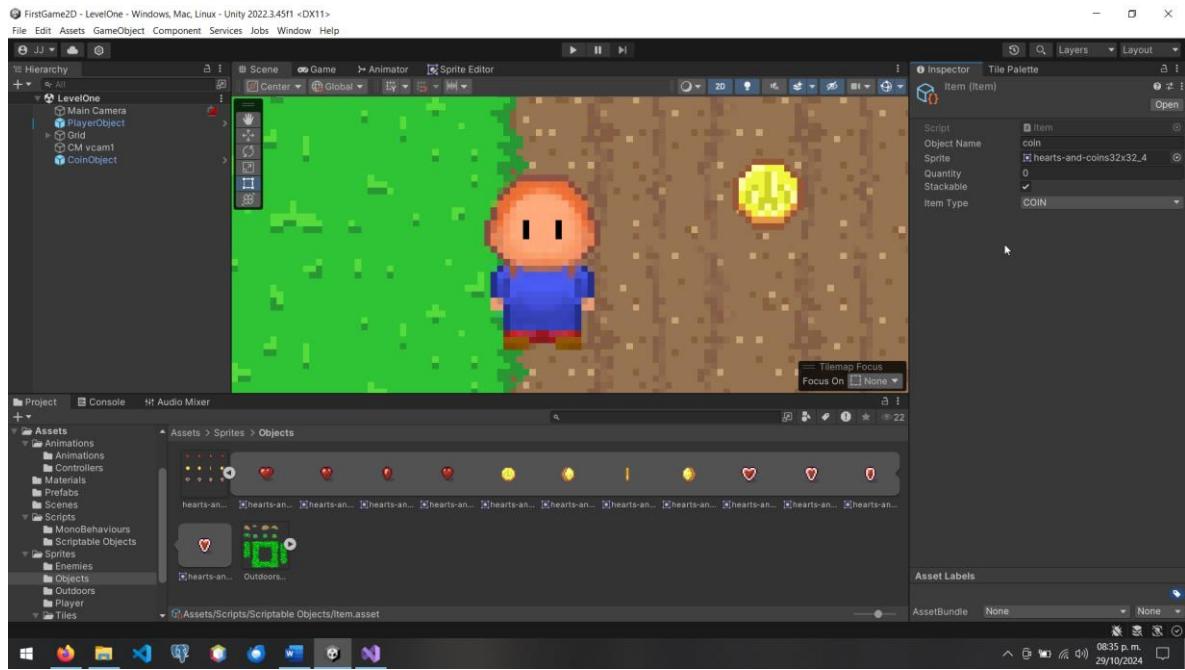
/*
Clase Player que hereda de Character
*/
public class Player : Character
{
    /*
    * Método invocado cuando otro collider colisiona.
    */
    private void OnTriggerEnter2D(Collider2D collision)
    {
        //Verifica si el objeto colisionado tiene como etiqueta CanBePickedUp
        if (collision.gameObject.CompareTag("CanBePickedUp"))
        {
            //Ocultamos el objeto de la escena
            collision.gameObject.SetActive(false);
        }
    }
}
```







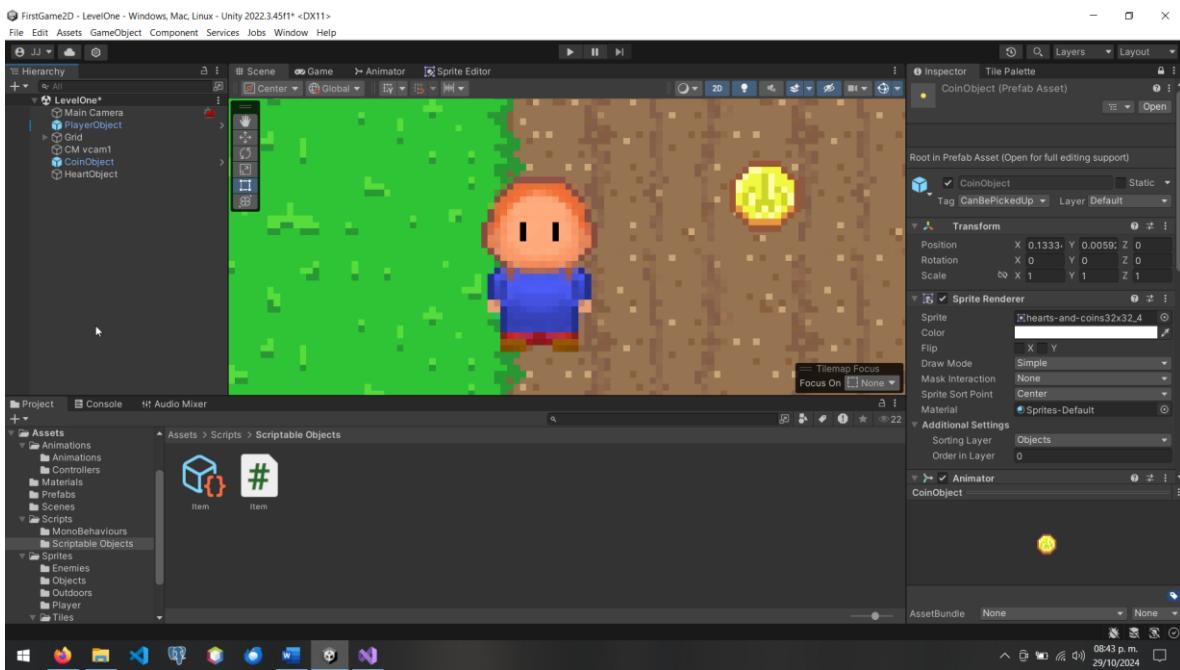


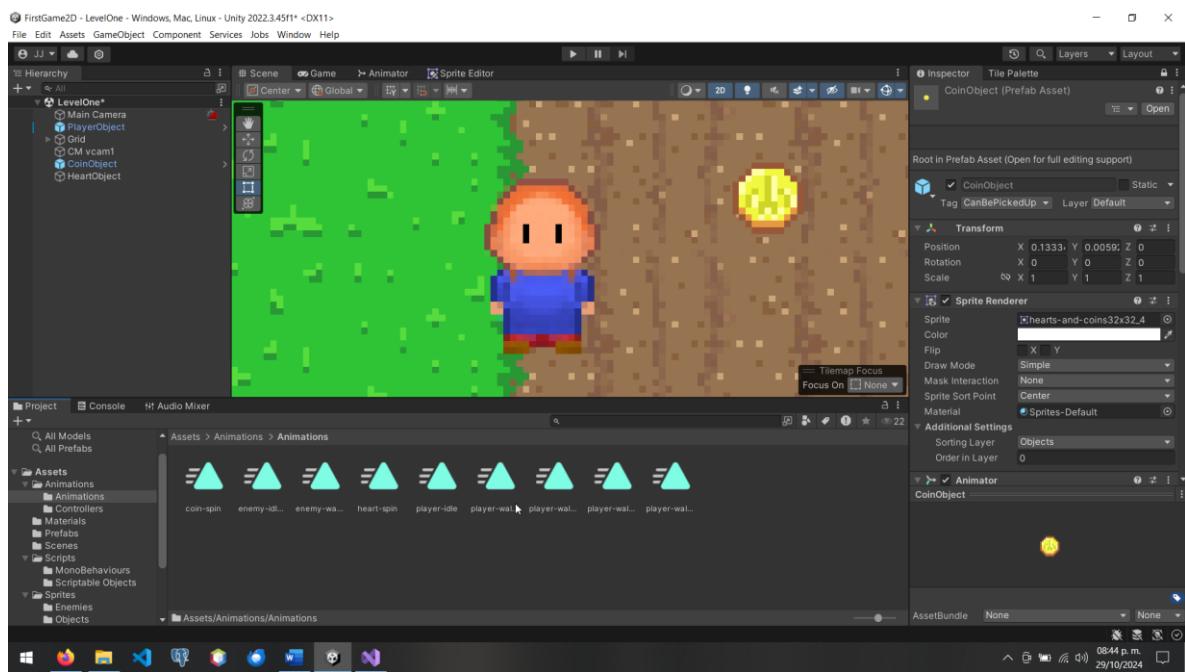
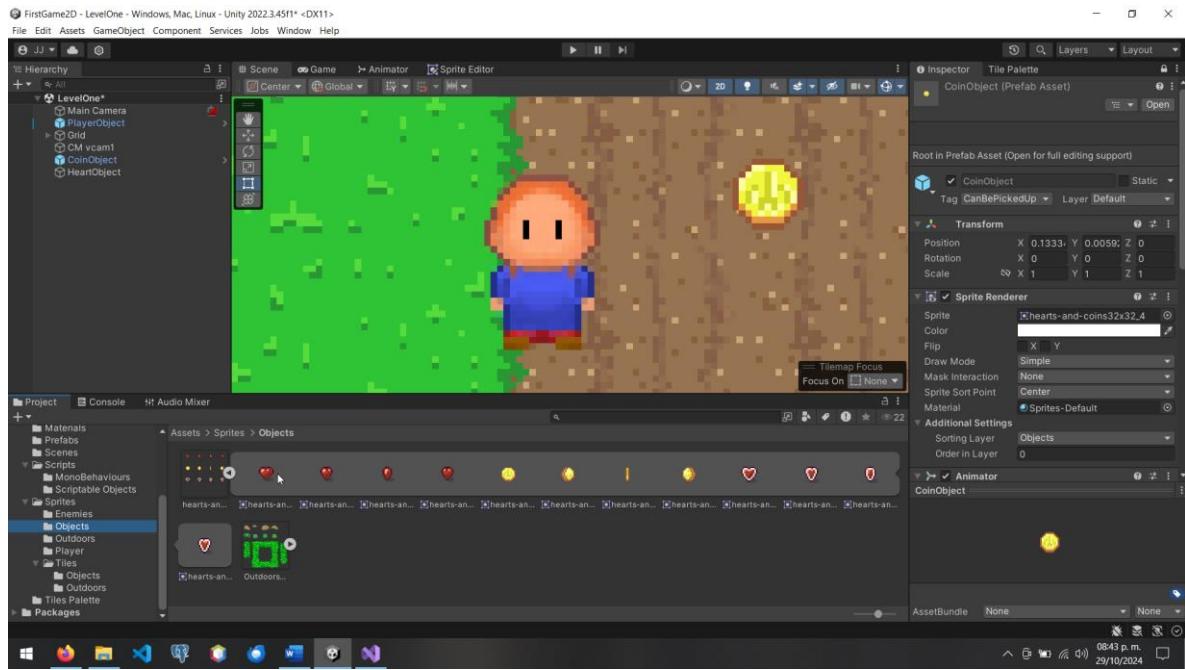


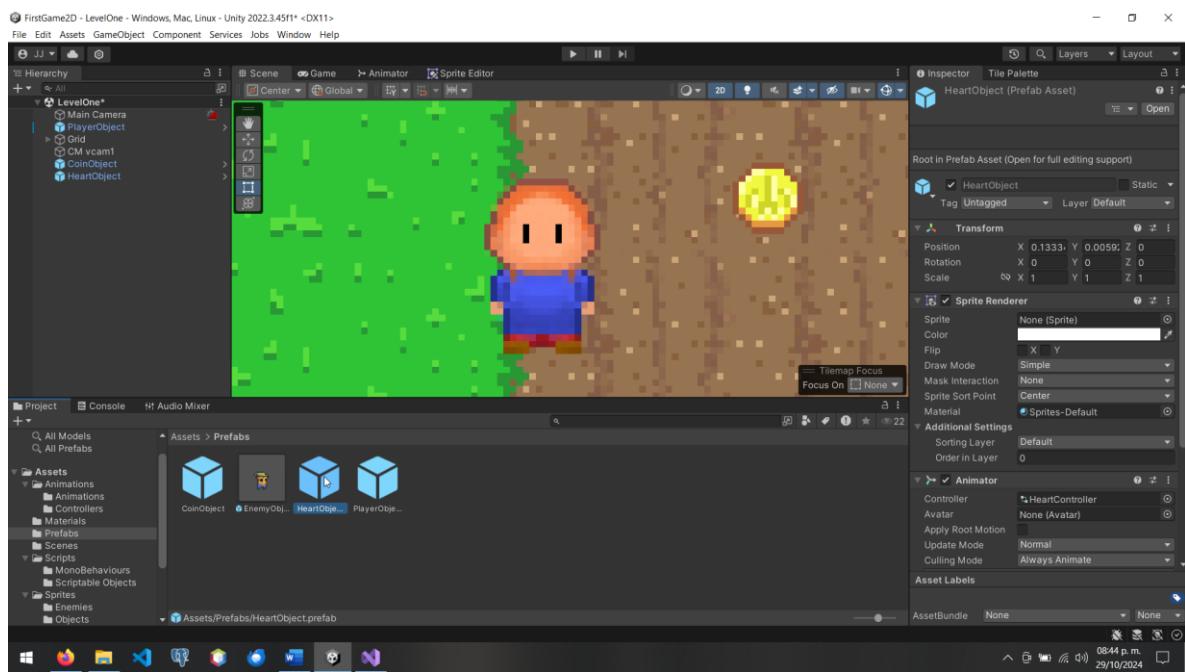
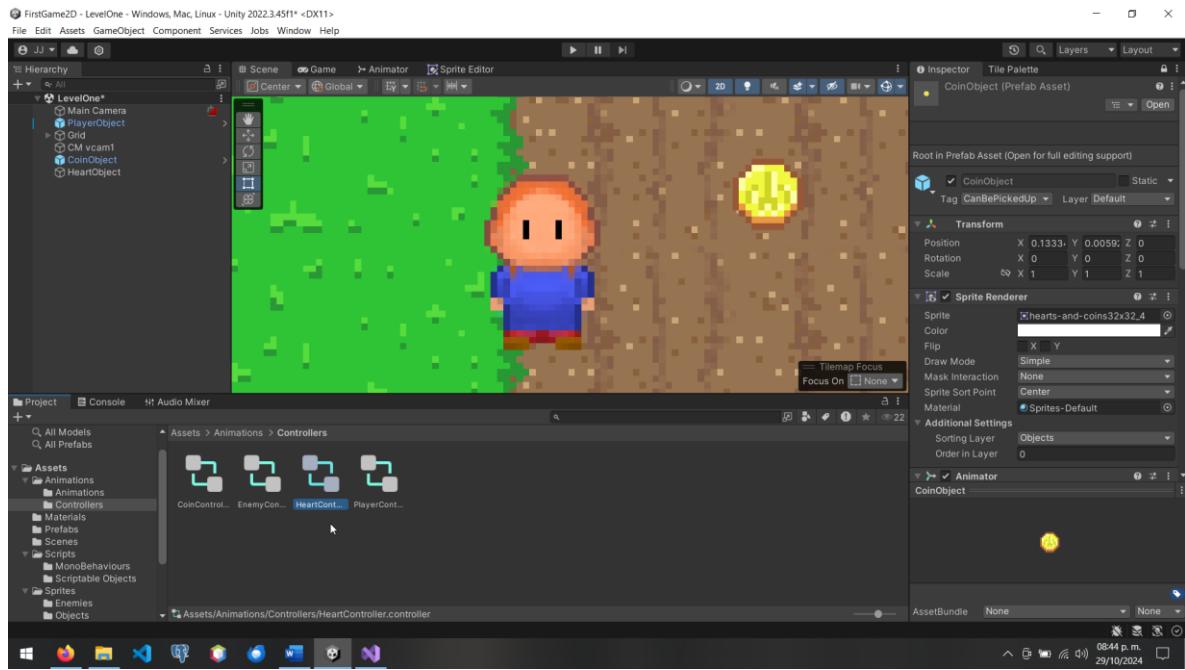
The screenshot shows the Visual Studio code editor with the file `Player.cs` open. The code is part of a class that inherits from `Character`. It contains a method `OnTriggerEnter2D(Collider2D collision)` which checks if the collided object has the tag `"CanBePickedUp"`. If it does, it prints the name of the object and sets its active state to false.

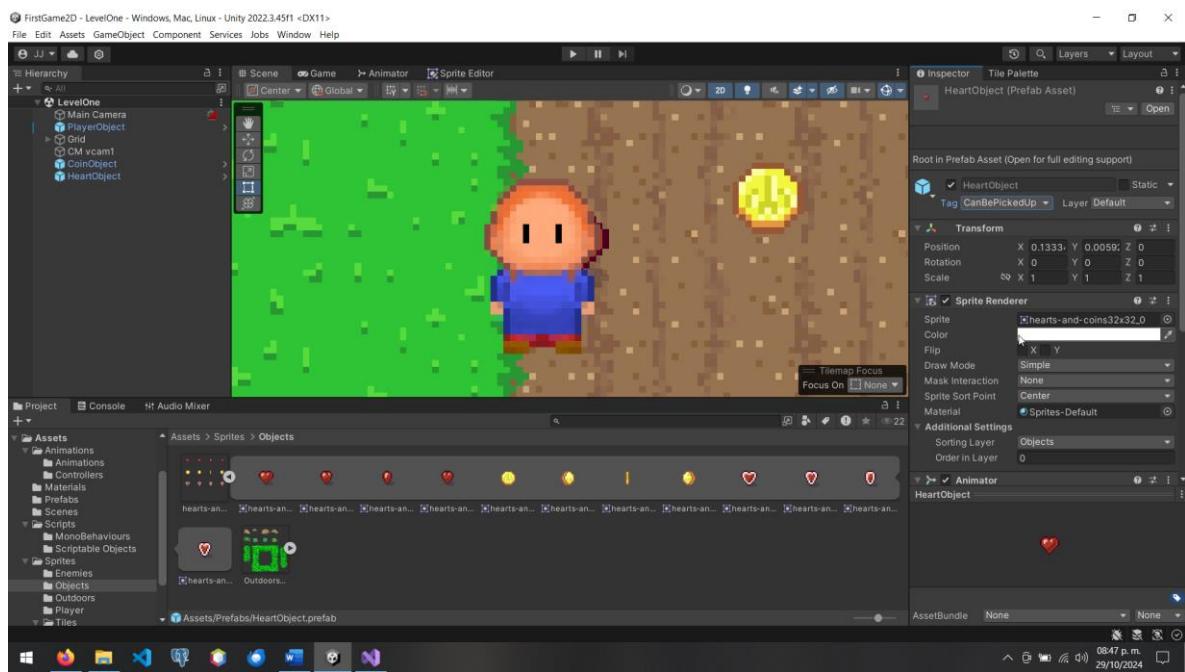
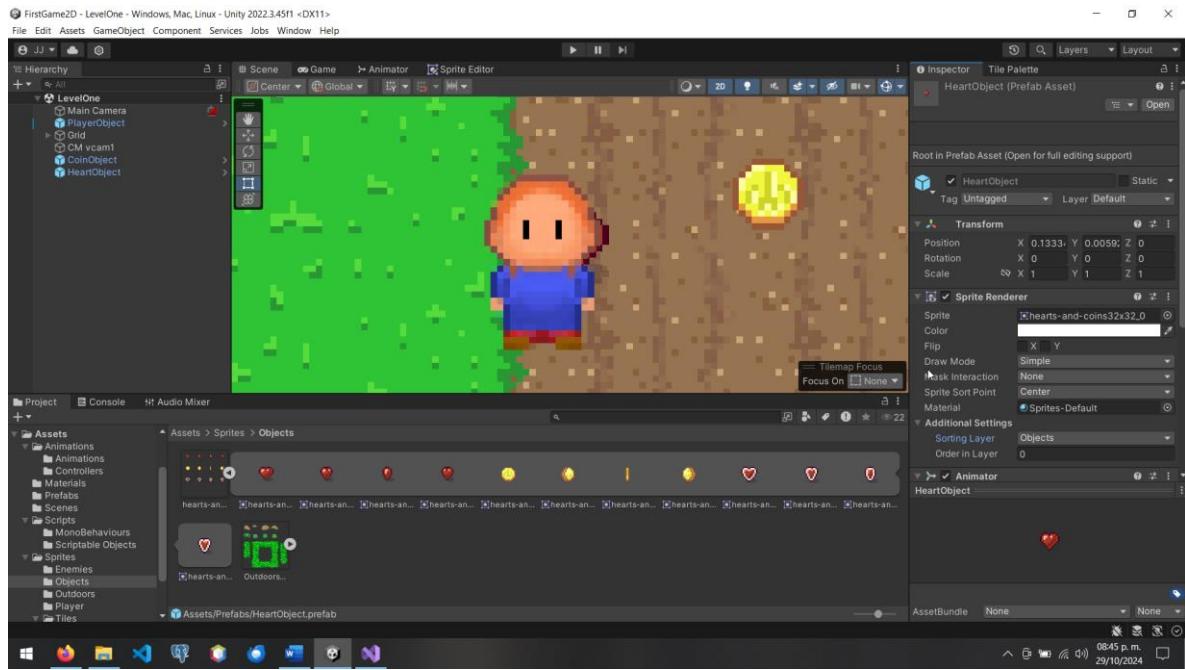
```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

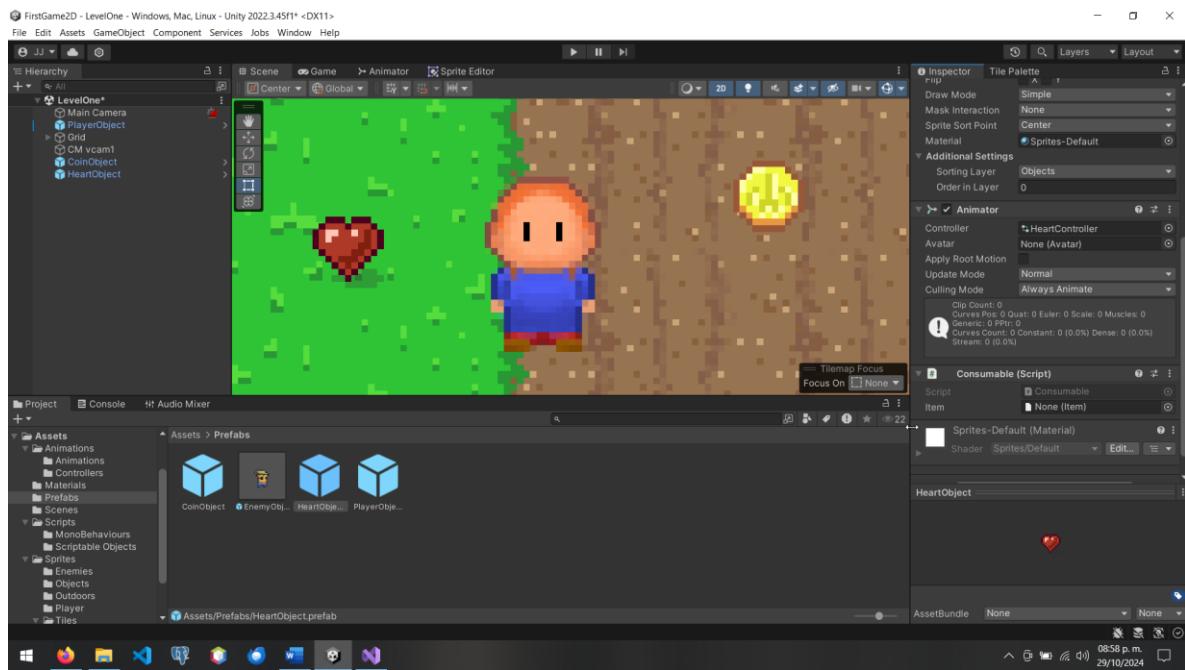
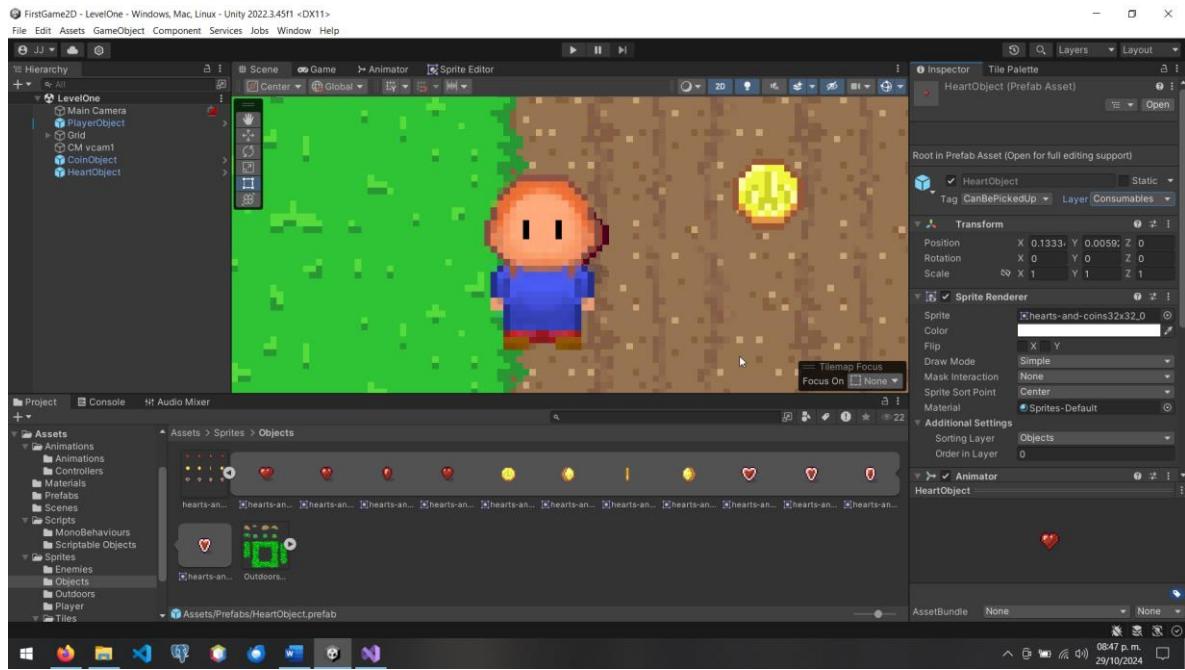
/*
Clase Player que hereda de Character
*/
public class Player : Character
{
    /*
    Método invocado cuando otro collider colisiona.
    */
    private void OnTriggerEnter2D(Collider2D collision)
    {
        //Verifica si el objeto colisionado tiene como etiqueta CanBePickedUp
        if (collision.gameObject.CompareTag("CanBePickedUp"))
        {
            Item hitObject =
                collision.gameObject.GetComponent<Consumable>();
            if (hitObject != null)
            {
                print("Nombre: " + hitObject.gameObject.name);
                collision.gameObject.SetActive(false);
            }
        }
    }
}
```

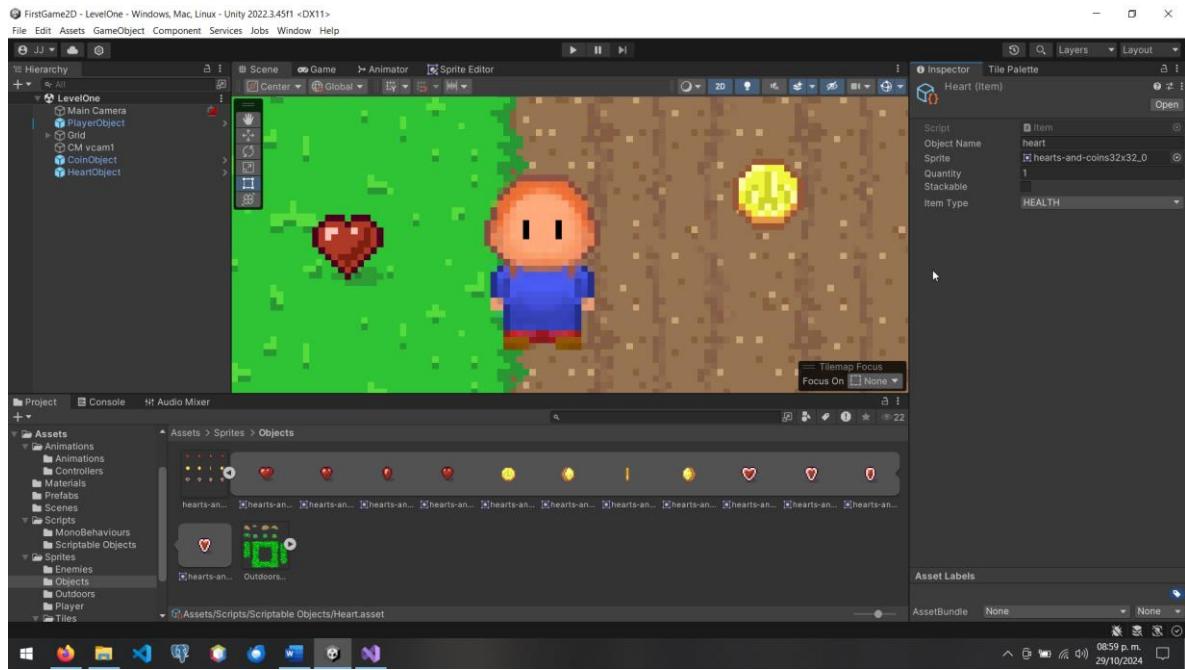
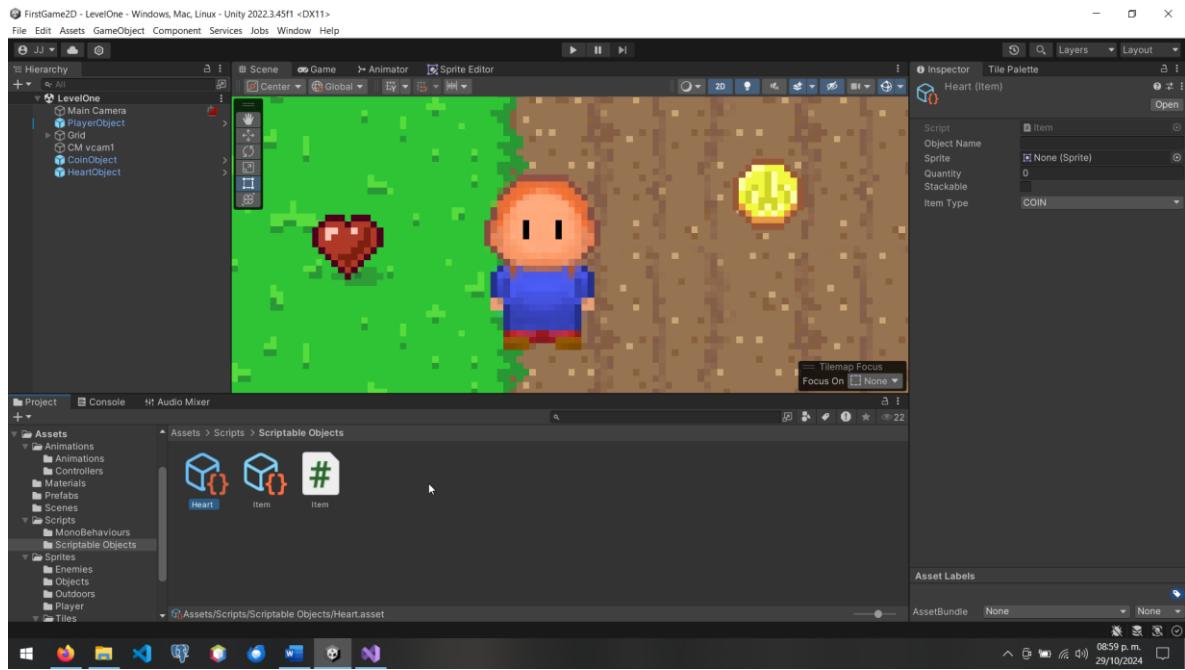


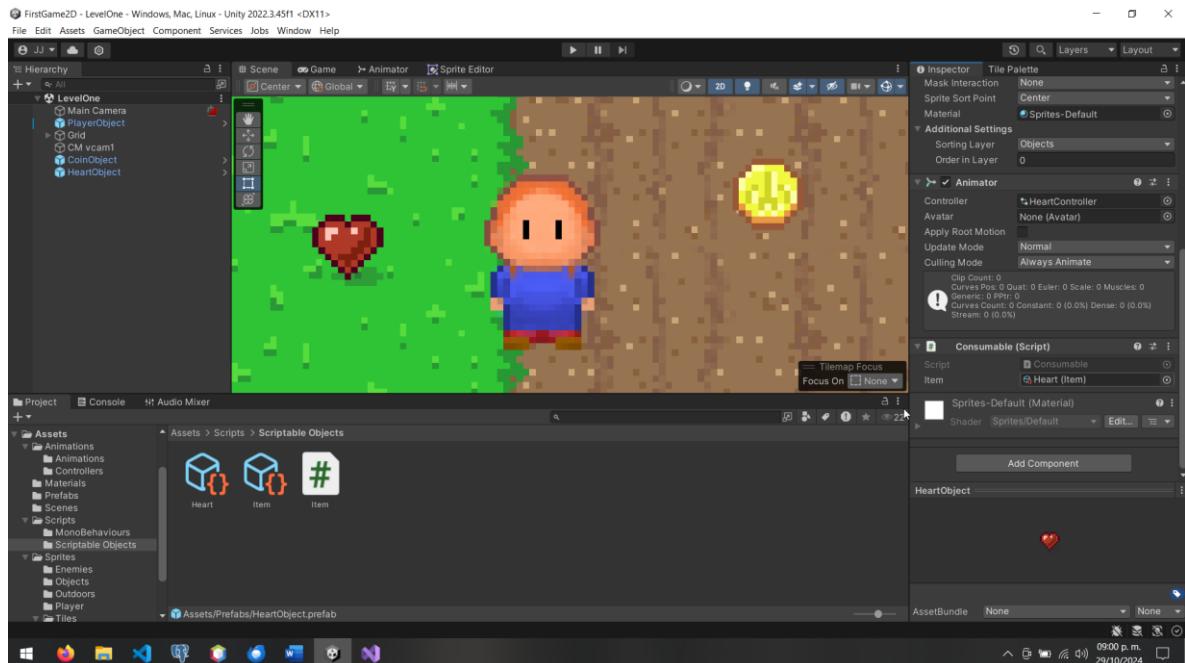












```
* Método invocado cuando otro collider colisiona.
*/
//Referencias
private void OnTriggerEnter2D(Collider2D collision)
{
    //Verifica si el objeto colisionado tiene como etiqueta CanBePickedUp
    if (collision.gameObject.CompareTag("CanBePickedUp"))
    {
        Item hitObject =
        collision.gameObject.GetComponent<Consumable>().item;
        if (hitObject != null)
        {
            print("Nombre: " + hitObject.objectName);

            switch (hitObject.itemType)
            {
                case Item.ItemType.COIN:
                break;
                case Item.ItemType.HEALTH:
                AdjustHitPoints(hitObject.quantity);
                break;
                default:
                break;
            }

            // Ocultamos el objeto de la escena
            collision.gameObject.SetActive(false);
        }
    }
}

// Referencia
public void AdjustHitPoints(int amount)
{
    hitPoints = hitPoints + amount;
    print("Ajustando puntos: " + amount + ". Nuevo valor: " + hitPoints);
}
```

