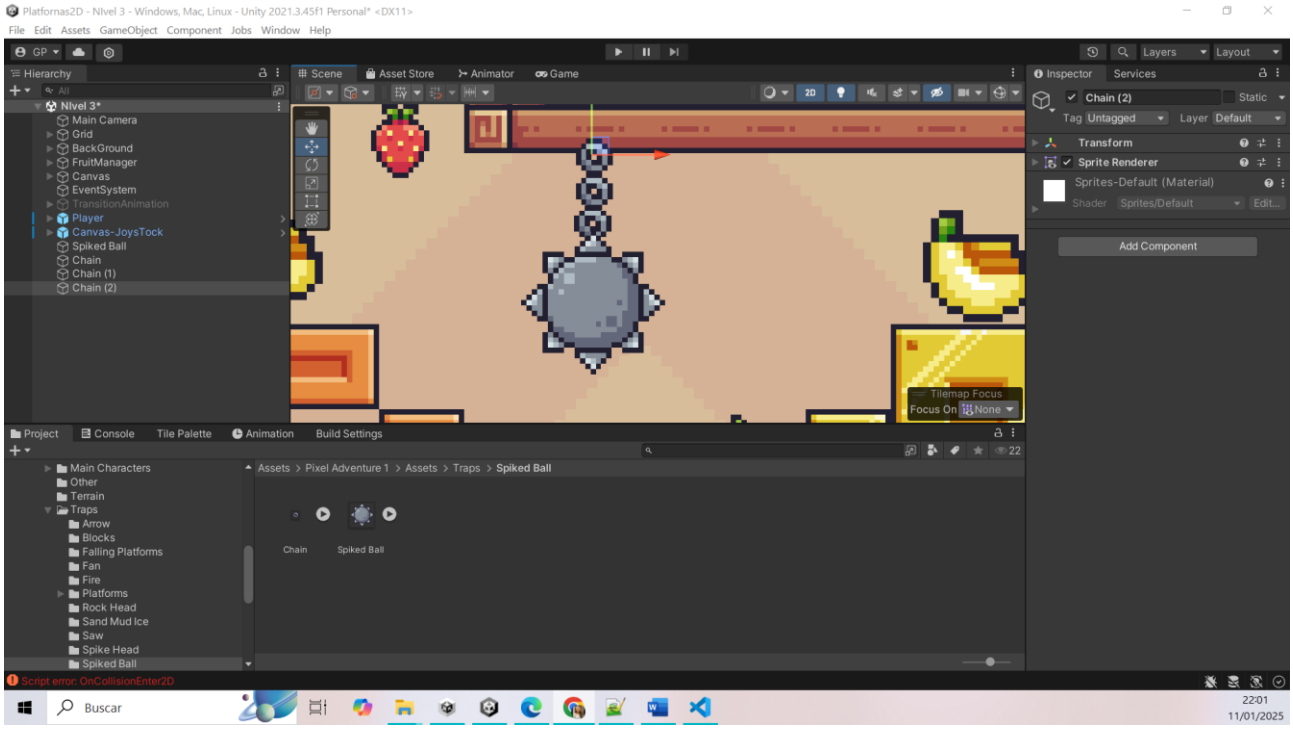
Platformas2D - Nivel 3 - Windows, Mac, Linux - Unity 2021.3.45f1 Personal* <DX11>
File Edit Assets GameObject Component Jobs Window Help
Hierarchy
Nivel 3*
Main Camera
Grid
BackGround
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EventSystem
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Canvas-JoysTock
Spiked Ball
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Chain (2)
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Static
Tag Untagged
Layer Default
Transform
Sprite Renderer
Sprites-Default (Material)
Shader Sprites/Default
Add Component
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Arrow
Blocks
Falling Platforms
Fan
Fire
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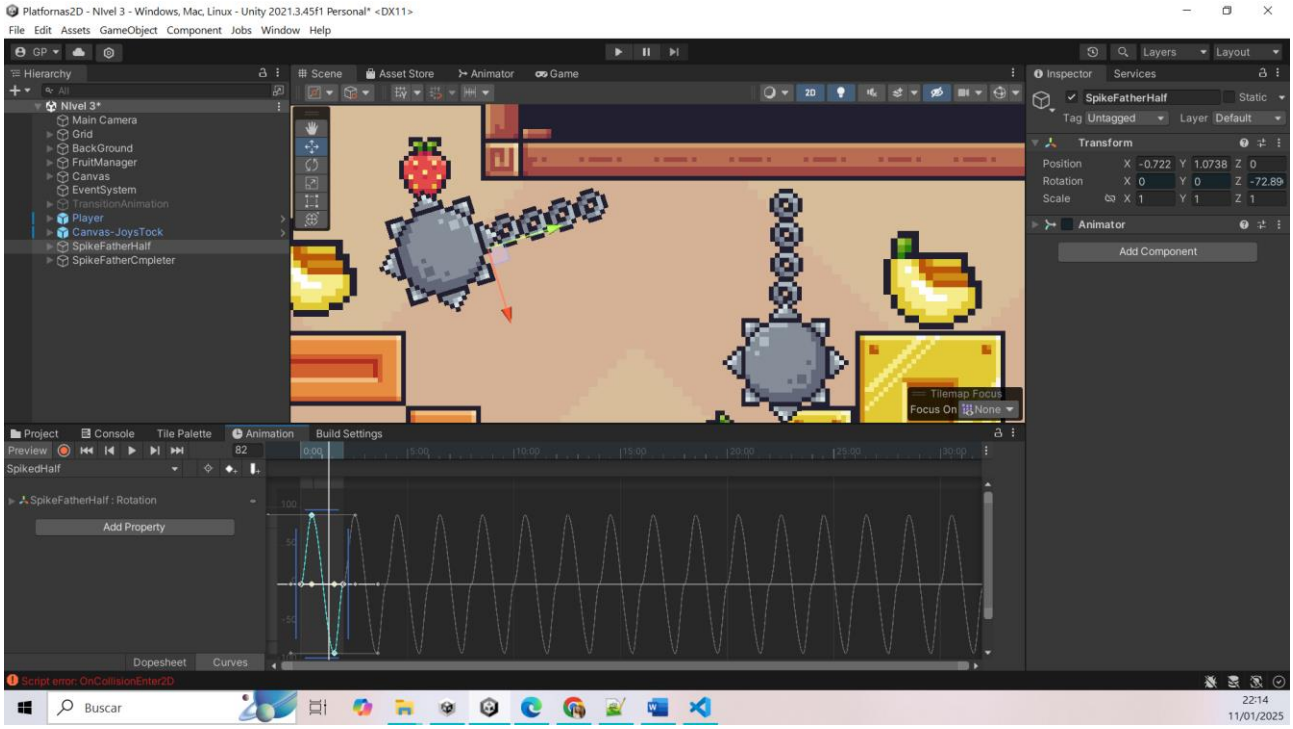
Rock Head
Sand Mud Ice
Saw
Spike Head
Spiked Ball
Assets > Pixel Adventure 1 > Assets > Traps > Spiked Ball
Chain
Spiked Ball
Script error: OnCollisionEnter2D
Buscar
22:01
11/01/2025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SpikeFatherHalf
SpikeFatherCmpleter
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SpikeFatherHalf
Static
Tag Untagged
Layer Default
Transform
Position X -0.722 Y 1.0738 Z 0
Rotation X 0 Y 0 Z -72.89
Scale X 1 Y 1 Z 1
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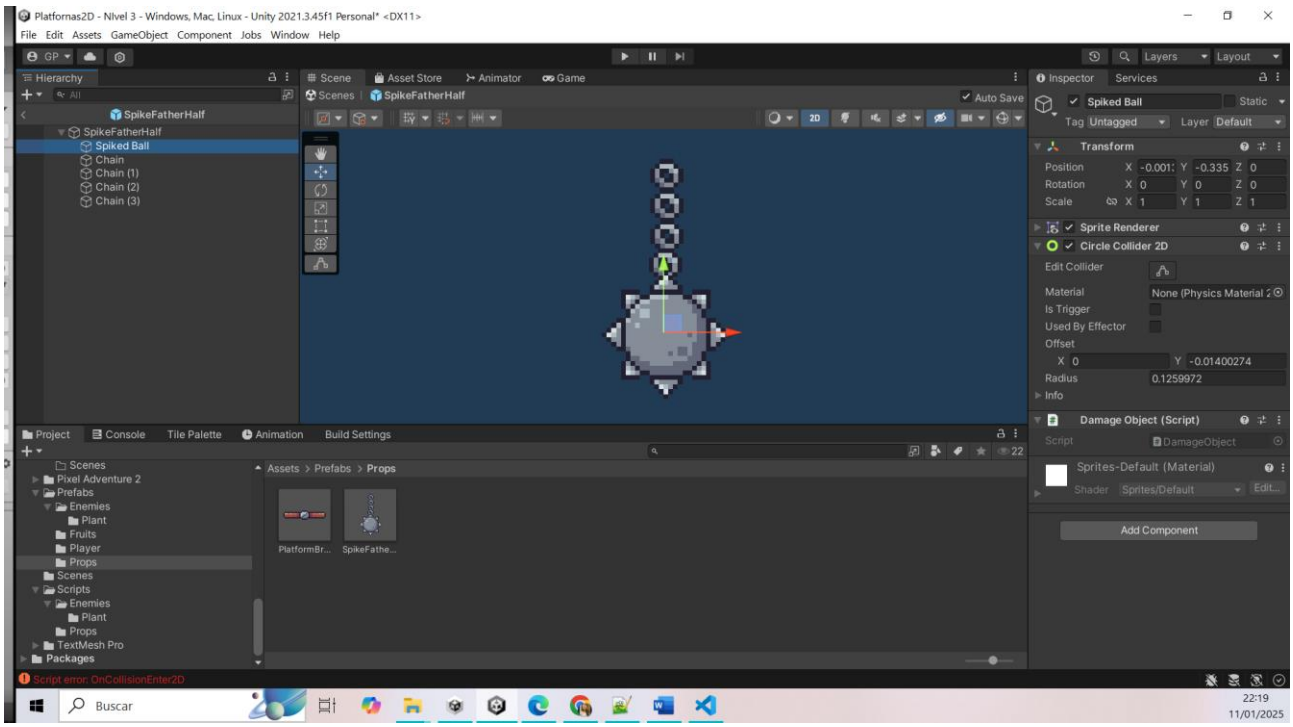
Preview
SpikedHalf
SpikeFatherHalf : Rotation
Add Property
Dopesheet
Curves
Script error: OnCollisionEnter2D
Buscar
22:14
11/01/2025


Platformas2D - Nivel 3 - Windows, Mac, Linux - Unity 2021.3.45f1 Personal* <DX11>
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Used By Effector
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Damage Object (Script)
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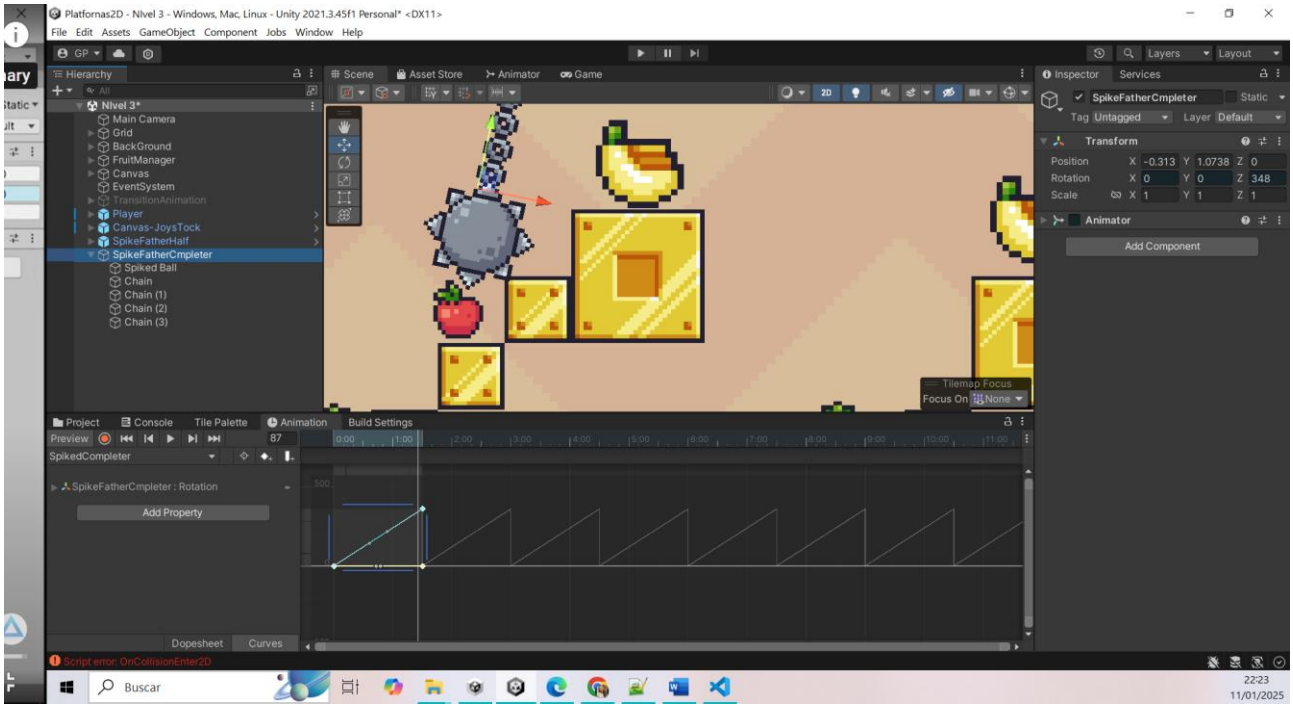
Pixel Adventure 2
Prefabs
Enemies
Plant
Fruits
Player
Props
Scripts
TextMesh Pro
Packages
Script error: OnCollisionEnter2D
Buscar
22:19
11/01/2025


Platformas2D - Nivel 3 - Windows, Mac, Linux - Unity 2021.3.45f1 Personal* <DX11>
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SpikeFatherCmpleter : Rotation
Add Property
Dopesheet
Curves
Script error: OnCollisionEnter2D
Buscar
22:23
11/01/2025