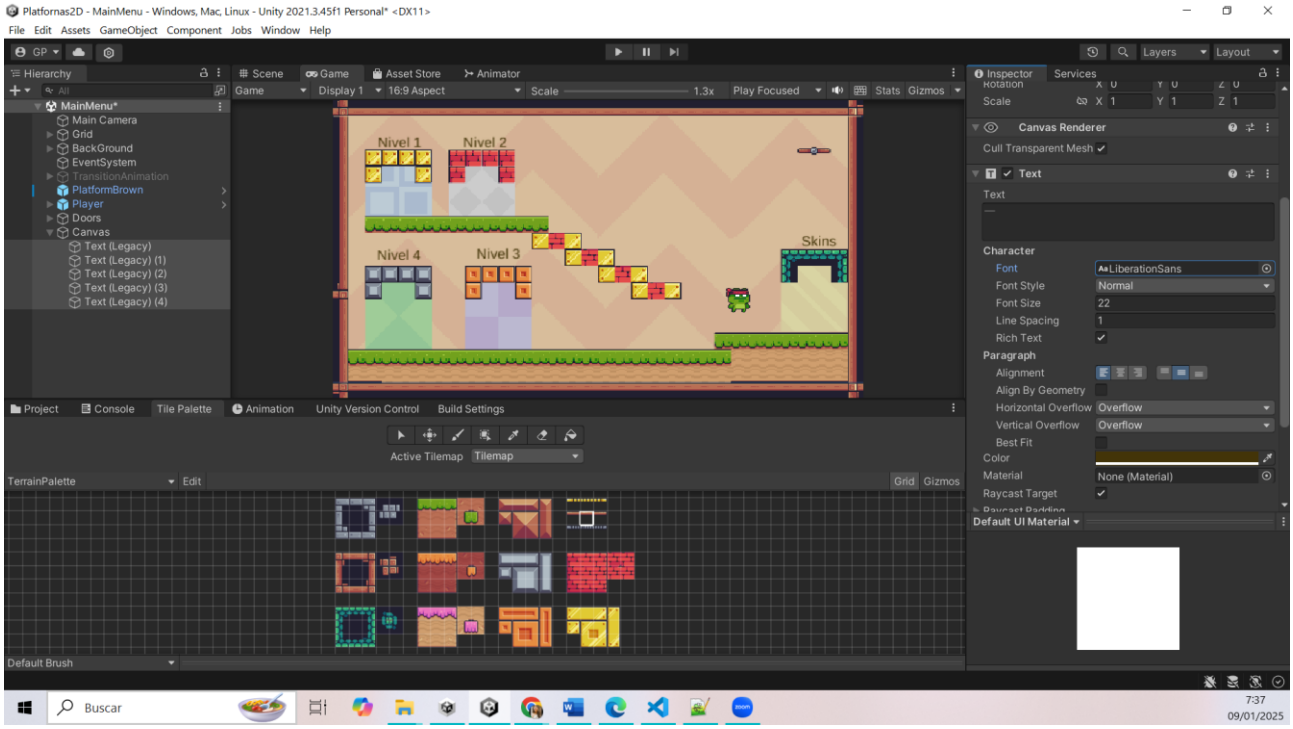
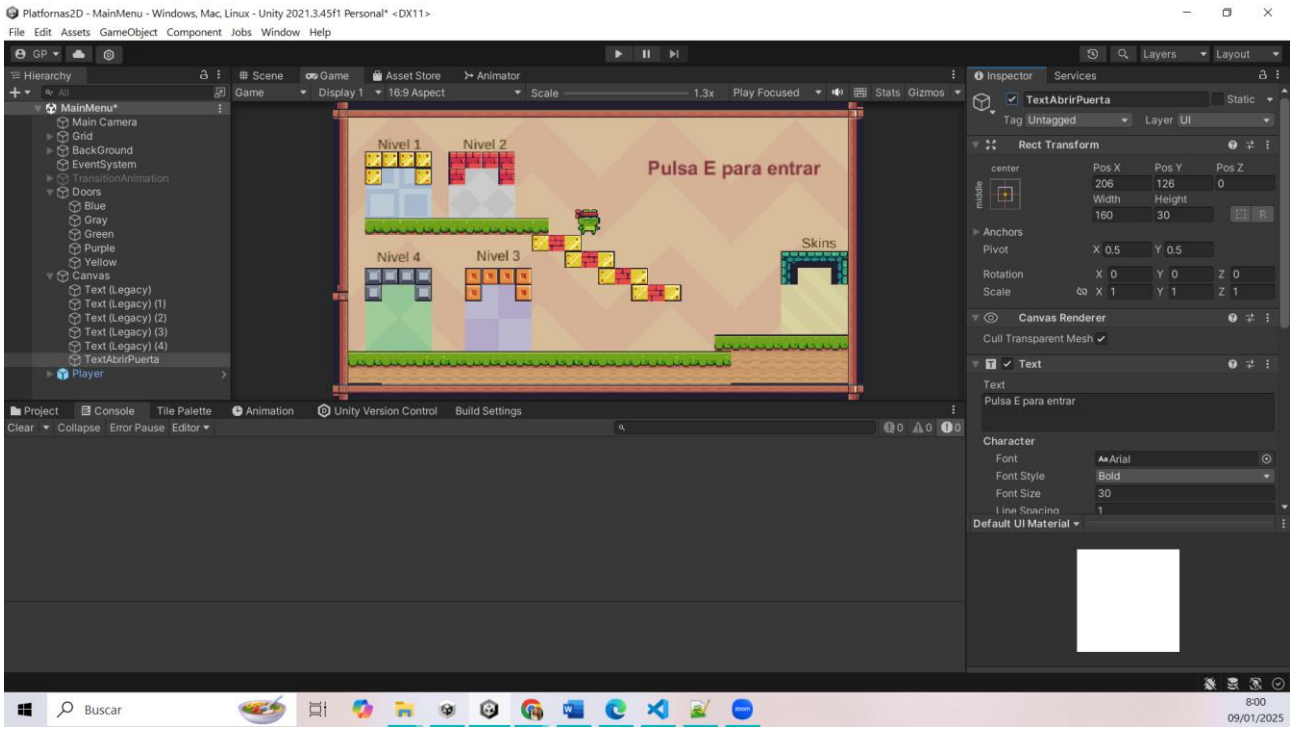

Platformas2D - MainMenu - Windows, Mac, Linux - Unity 2021.3.45f1 Personal* <DX11>
File Edit Assets GameObject Component Jobs Window Help
Hierarchy
MainMenu*
Main Camera
Grid
BackGround
EventSystem
TransitionAnimation
PlatformBrown
Player
Doors
Canvas
Text (Legacy)
Text (Legacy) (1)
Text (Legacy) (2)
Text (Legacy) (3)
Text (Legacy) (4)
Scene
Game
Asset Store
Animator
Nivel 1
Nivel 2
Nivel 4
Nivel 3
Skins
Inspector
Services
Canvas Renderer
Cull Transparent Mesh
Text
Character
Font
LiberationSans
Font Style
Normal
Font Size
22
Line Spacing
1
Rich Text
Paragraph
Alignment
Align By Geometry
Horizontal Overflow
Overflow
Vertical Overflow
Overflow
Best Fit
Color
Material
None (Material)
Raycast Target
Default UI Material
Project
Console
Tile Palette
Animation
Unity Version Control
Build Settings
Active Tilemap
Tilemap
TerrainPalette
Edit
Grid
Gizmos
Default Brush
Buscar
7:37
09/01/2025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File Edit Assets GameObject Component Jobs Window Help
Hierarchy
MainMenu*
Main Camera
Grid
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TransitionAnimation
Doors
Blue
Gray
Green
Purple
Yellow
Canvas
Text (Legacy)
Text (Legacy) (1)
Text (Legacy) (2)
Text (Legacy) (3)
Text (Legacy) (4)
TextAbrirPuerta
Player
Nivel 1
Nivel 2
Pulsa E para entrar
Nivel 4
Nivel 3
Skins
Inspector
Services
TextAbrirPuerta
Static
Tag
Untagged
Layer
UI
Rect Transform
center
middle
Pos X
206
Pos Y
126
Pos Z
0
Width
160
Height
30
Anchors
Pivot
X 0.5
Y 0.5
Rotation
Scale
Canvas Renderer
Cull Transparent Mesh
Text
Pulsa E para entrar
Character
Font
Arial
Font Style
Bold
Font Size
30
Default UI Material
Project
Console
Tile Palette
Animation
Unity Version Control
Build Settings
Clear
Collapse
Error Pause
Editor
Buscar
8:00
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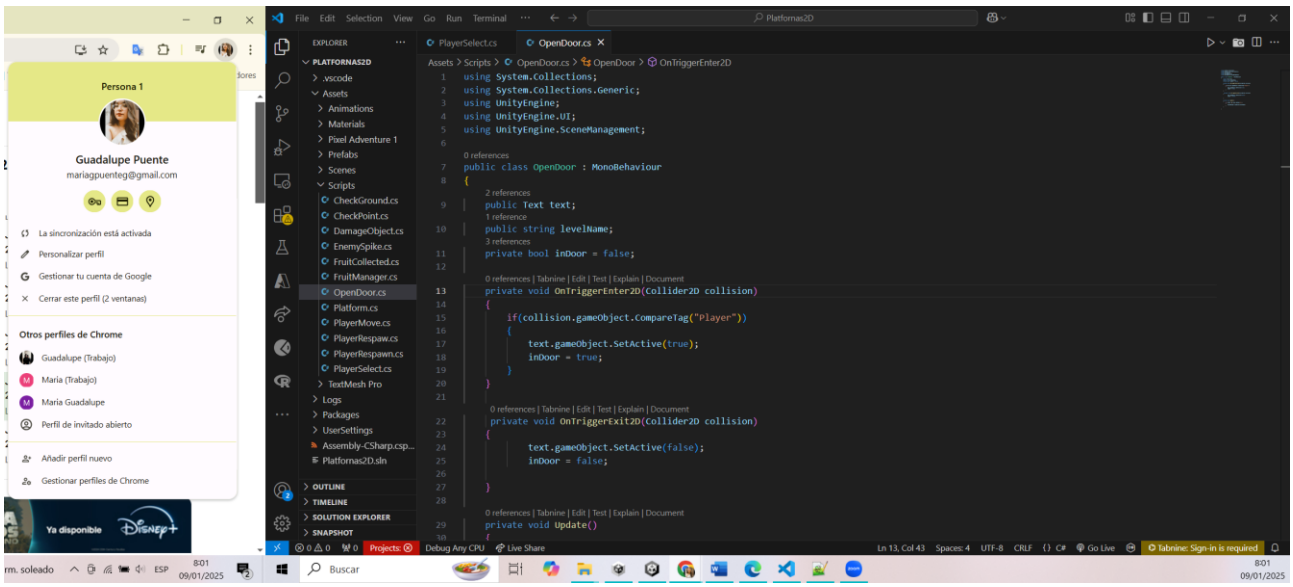
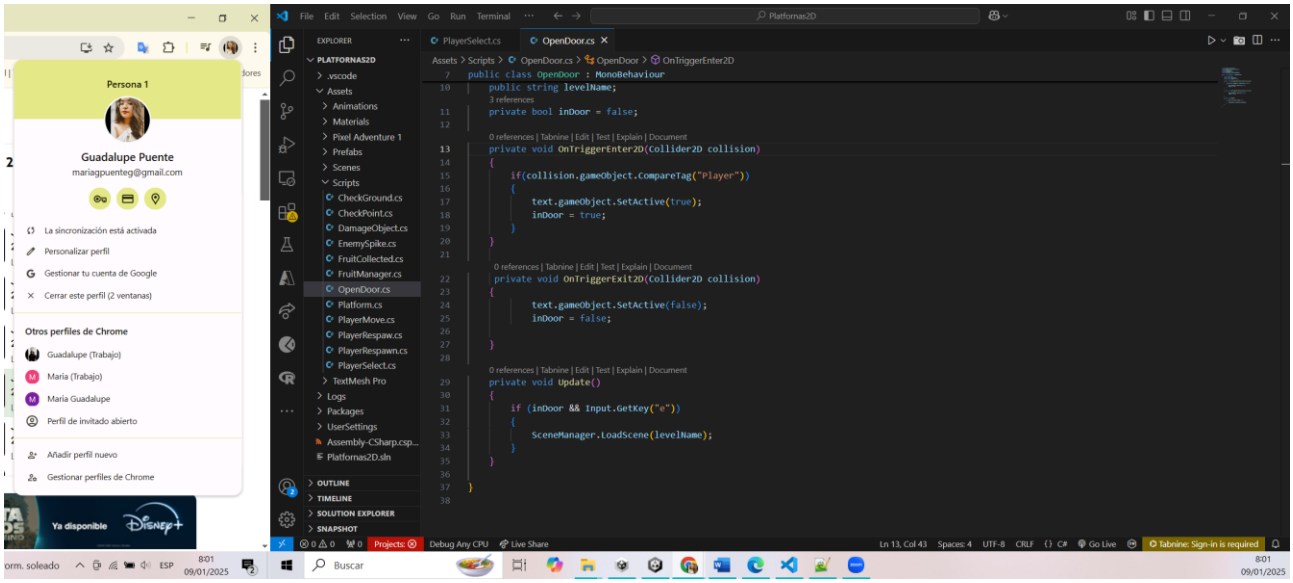

Persona 1
Guadalupe Puente
mariagpuenteg@gmail.com
La sincronización está activada
Personalizar perfil
Gestionar tu cuenta de Google
Cerrar este perfil (2 ventanas)
Otros perfiles de Chrome
Guadalupe (Trabajo)
María (Trabajo)
María Guadalupe
Perfil de invitado abierto
Añadir perfil nuevo
Gestionar perfiles de Chrome
Ya disponible
Disney+
File Edit Selection View Go Run Terminal
Platformas2D
EXPLORER
PLATFORMAS2D
.vscode
Assets
Animations
Materials
Pixel Adventure 1
Prefabs
Scenes
Scripts
CheckGround.cs
CheckPoint.cs
DamageObject.cs
EnemySpike.cs
FruitCollected.cs
FruitManager.cs
OpenDoor.cs
Platform.cs
PlayerMove.cs
PlayerRespaw.cs
PlayerRespawn.cs
PlayerSelect.cs
TextMesh Pro
Logs
Packages
UserSettings
Assembly-CSharp.csp...
Platformas2D.sln
OUTLINE
TIMELINE
SOLUTION EXPLORER
SNAPSHOT
PlayerSelect.cs
OpenDoor.cs
Assets > Scripts > OpenDoor.cs > OpenDoor > OnTriggerEnter2D
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using UnityEngine.UI;
using UnityEngine.SceneManagement;
0 references
public class OpenDoor : MonoBehaviour
{
2 references
public Text text;
1 reference
public string levelName;
3 references
private bool inDoor = false;
0 references | Tabnine | Edit | Test | Explain | Document
private void OnTriggerEnter2D(Collider2D collision)
{
if(collision.gameObject.CompareTag("Player"))
{
text.gameObject.SetActive(true);
inDoor = true;
}
}
0 references | Tabnine | Edit | Test | Explain | Document
private void OnTriggerExit2D(Collider2D collision)
{
text.gameObject.SetActive(false);
inDoor = false;
}
0 references | Tabnine | Edit | Test | Explain | Document
private void Update()
Debug Any CPU
Live Share
Ln 13, Col 43
Spaces: 4
UTF-8
CRLF
C#
Go Live
Tabnine: Sign-in is required
Buscar
8:01
09/01/2025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PlayerRespaw.cs
PlayerRespawn.cs
PlayerSelect.cs
TextMesh Pro
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Packages
UserSettings
Assembly-CSharp.csp...
Platformas2D.sln
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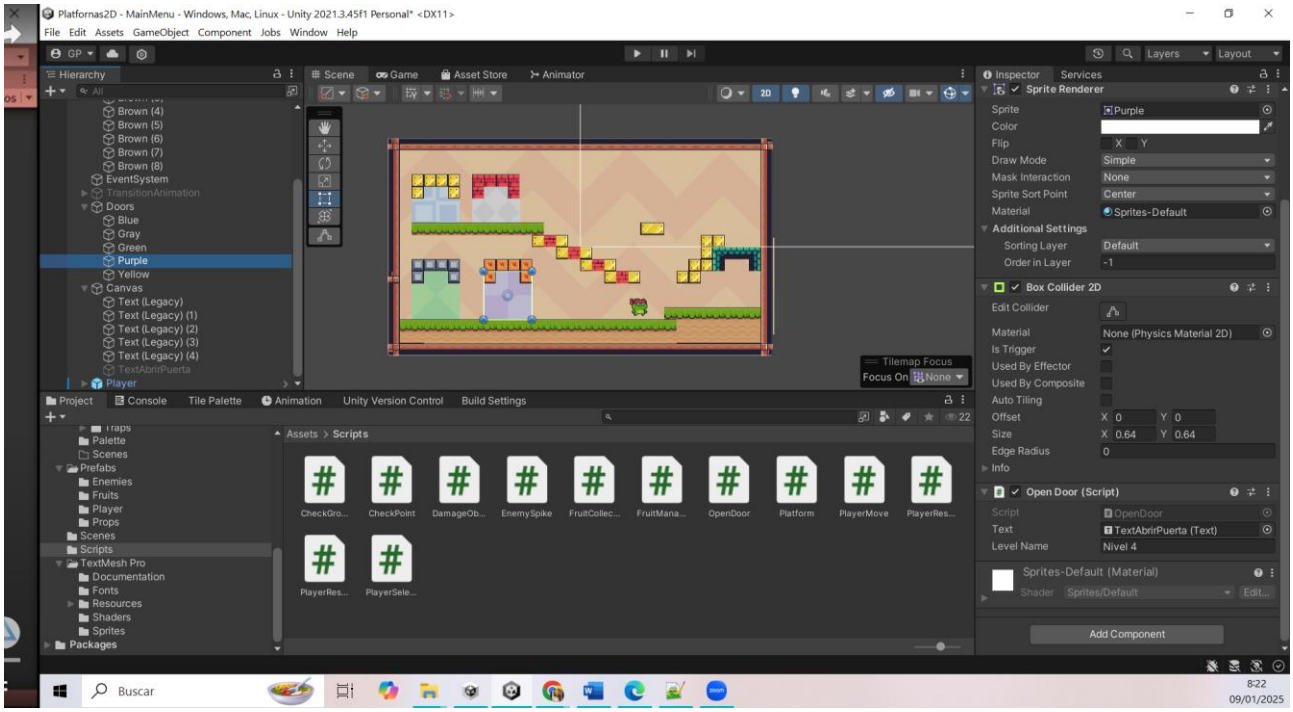
TIMELINE
SOLUTION EXPLORER
SNAPSHOT
PlayerSelect.cs
OpenDoor.cs
Assets > Scripts > OpenDoor.cs > OpenDoor > OnTriggerEnter2D
public class OpenDoor : MonoBehaviour
public string levelName;
3 references
private bool inDoor = false;
0 references | Tabnine | Edit | Test | Explain | Document
private void OnTriggerEnter2D(Collider2D collision)
{
if(collision.gameObject.CompareTag("Player"))
{
text.gameObject.SetActive(true);
inDoor = true;
}
}
0 references | Tabnine | Edit | Test | Explain | Document
private void OnTriggerExit2D(Collider2D collision)
{
text.gameObject.SetActive(false);
inDoor = false;
}
0 references | Tabnine | Edit | Test | Explain | Document
private void Update()
{
if (inDoor && Input.GetKey("e"))
{
SceneManager.LoadScene(levelName);
}
}
}
Debug Any CPU
Live Share
Ln 13, Col 43
Spaces: 4
UTF-8
CRLF
C#
Go Live
Tabnine: Sign-in is required
Buscar
8:01
09/01/2025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File Edit Assets GameObject Component Jobs Window Help
Hierarchy
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Animator
Inspector
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Brown (4)
Brown (5)
Brown (6)
Brown (7)
Brown (8)
EventSystem
TransitionAnimation
Doors
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Green
Purple
Yellow
Canvas
Text (Legacy)
Text (Legacy) (1)
Text (Legacy) (2)
Text (Legacy) (3)
Text (Legacy) (4)
TextAbrirPuerta
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Focus On None
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Assets > Scripts
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Enemies
Fruits
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CheckPoint
DamageOb...
EnemySpike
FruitCollec...
FruitMana...
OpenDoor
Platform
PlayerMove
PlayerRes...
PlayerRes...
PlayerSele...
Sprite Renderer
Sprite
Purple
Color
Flip
Draw Mode
Simple
Mask Interaction
None
Sprite Sort Point
Center
Material
Sprites-Default
Additional Settings
Sorting Layer
Default
Order in Layer
-1
Box Collider 2D
Edit Collider
Material
None (Physics Material 2D)
Is Trigger
Used By Effector
Used By Composite
Auto Tiling
Offset
Size
Edge Radius
Info
Open Door (Script)
Script
OpenDoor
Text
TextAbrirPuerta (Text)
Level Name
Nivel 4
Sprites-Default (Material)
Shader
Sprites/Default
Add Component
Buscar
8:22
09/01/2025