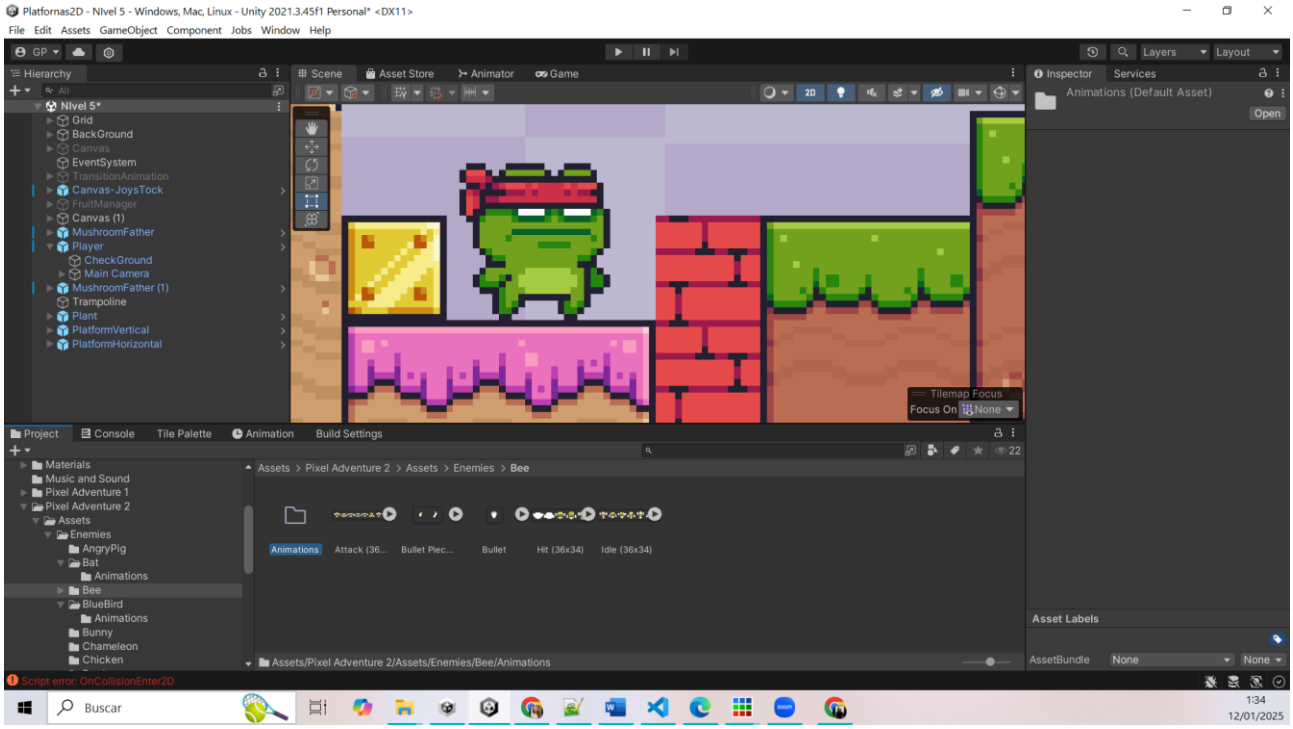
Platformas2D - Nivel 5 - Windows, Mac, Linux - Unity 2021.3.45f1 Personal* <DX11>
File Edit Assets GameObject Component Jobs Window Help
Hierarchy
Nivel 5*
Grid
BackGround
Canvas
EventSystem
TransitionAnimation
Canvas-JoysTock
FruitManager
Canvas (1)
MushroomFather
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CheckGround
Main Camera
MushroomFather (1)
Trampoline
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PlatformVertical
PlatformHorizontal
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Animator
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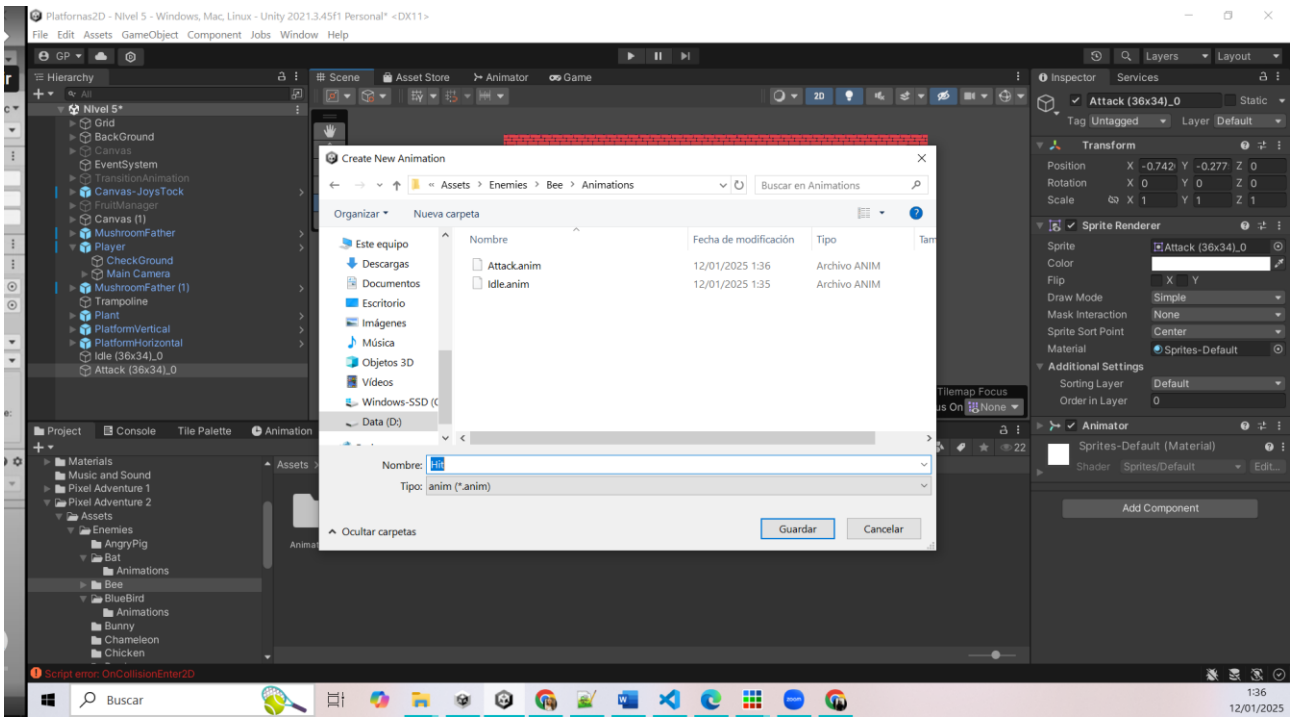
Inspector
Services
Animations (Default Asset)
Open
Project
Console
Tile Palette
Animation
Build Settings
Materials
Music and Sound
Pixel Adventure 1
Pixel Adventure 2
Assets
Enemies
AngryPig
Bat
Animations
Bee
BlueBird
Bunny
Chameleon
Chicken
Assets > Pixel Adventure 2 > Assets > Enemies > Bee
Animations
Attack (36...
Bullet Piec...
Bullet
Hit (36x34)
Idle (36x34)
Assets/Pixel Adventure 2/Assets/Enemies/Bee/Animations
Asset Labels
AssetBundle
Script error: OnCollisionEnter2D
Buscar
1:34
12/01/2025


Platformas2D - Nivel 5 - Windows, Mac, Linux - Unity 2021.3.45f1 Personal* <DX11>
File Edit Assets GameObject Component Jobs Window Help
Hierarchy
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Idle (36x34)_0
Attack (36x34)_0
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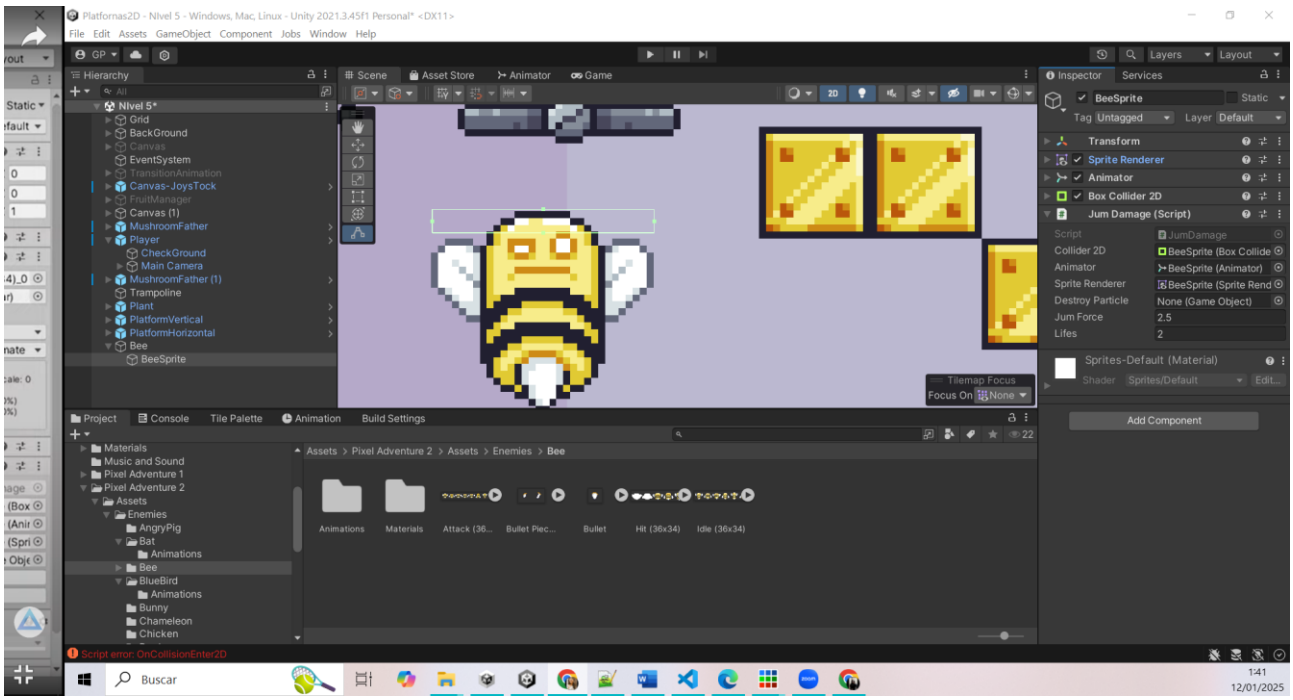
Create New Animation
Assets > Enemies > Bee > Animations
Buscar en Animations
Organizar
Nueva carpeta
Este equipo
Descargas
Documentos
Escritorio
Imágenes
Música
Objetos 3D
Vídeos
Windows-SSD (C
Data (D:)
Nombre
Fecha de modificación
Tipo
Attack.anim
12/01/2025 1:36
Archivo ANIM
Idle.anim
12/01/2025 1:35
Archivo ANIM
Nombre: Hit
Tipo: anim (*.anim)
Ocultar carpetas
Guardar
Cancelar
Inspector
Services
Attack (36x34)_0
Static
Tag Untagged
Layer Default
Transform
Position
Rotation
Scale
Sprite Renderer
Sprite
Color
Flip
Draw Mode
Simple
Mask Interaction
None
Sprite Sort Point
Center
Material
Sprites-Default
Additional Settings
Sorting Layer
Default
Order in Layer
0
Animator
Sprites-Default (Material)
Shader
Sprites/Default
Add Component
Script error: OnCollisionEnter2D
Buscar
1:36
12/01/2025


Platfornas2D - Nivel 5 - Windows, Mac, Linux - Unity 2021.3.45f1 Personal* <DX11>
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BeeSprite
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Services
BeeSprite
Tag Untagged
Layer Default
Transform
Sprite Renderer
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Box Collider 2D
Jum Damage (Script)
Collider 2D
Animator
Sprite Renderer
Destroy Particle
Jum Force
Lifes
Sprites-Default (Material)
Add Component
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Assets > Pixel Adventure 2 > Assets > Enemies > Bee
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Pixel Adventure 1
Pixel Adventure 2
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AngryPig
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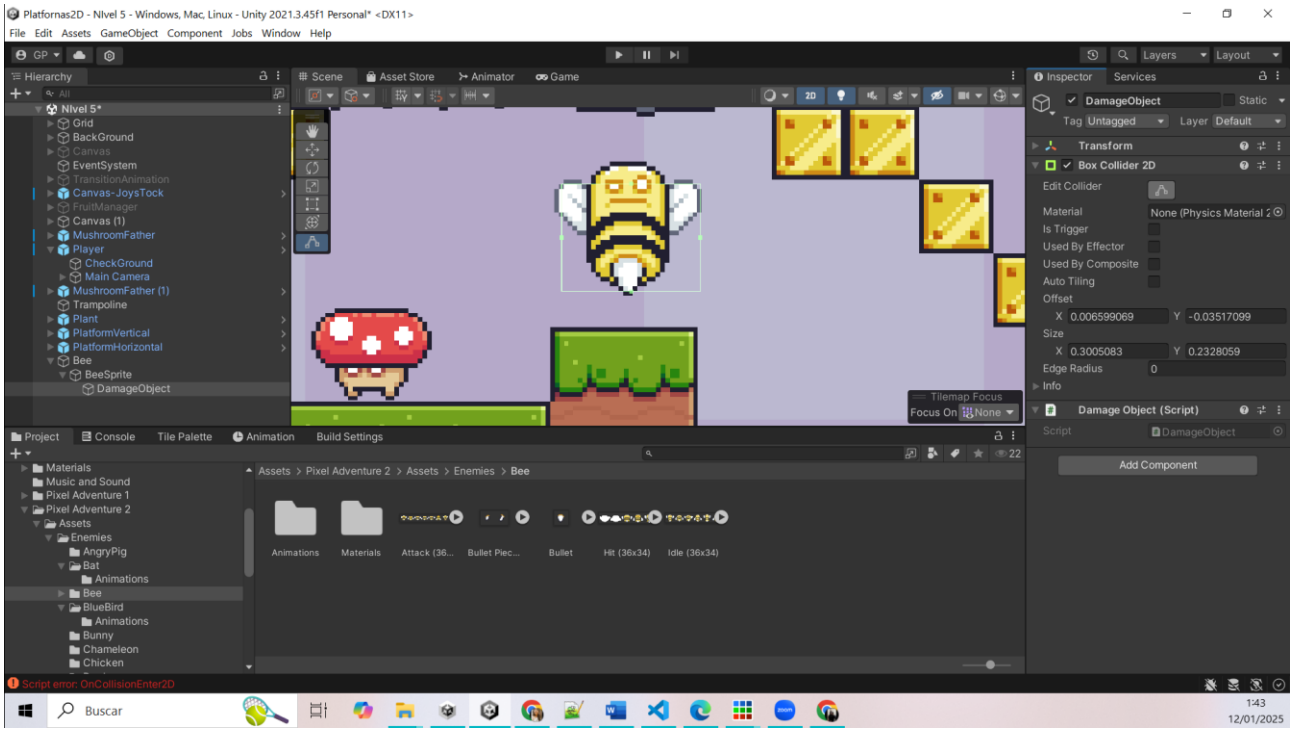
Bee
BlueBird
Bunny
Chameleon
Chicken
Animations
Materials
Attack (36...
Bullet Piec...
Bullet
Hit (36x34)
Idle (36x34)
Script error: OnCollisionEnter2D
Buscar
1:41
12/01/2025


Platfornas2D - Nivel 5 - Windows, Mac, Linux - Unity 2021.3.45f1 Personal* <DX11>
File Edit Assets GameObject Component Jobs Window Help
Hierarchy
Nivel 5*
DamageObject
Scene
Asset Store
Animator
Game
Inspector
Services
DamageObject
Tag Untagged
Layer Default
Transform
Box Collider 2D
Edit Collider
Material
Is Trigger
Used By Effector
Used By Composite
Auto Tiling
Offset
X 0.006599069
Y -0.03517099
Size
X 0.3005083
Y 0.2328059
Edge Radius
Info
Damage Object (Script)
Add Component
Project
Console
Tile Palette
Animation
Build Settings
Assets > Pixel Adventure 2 > Assets > Enemies > Bee
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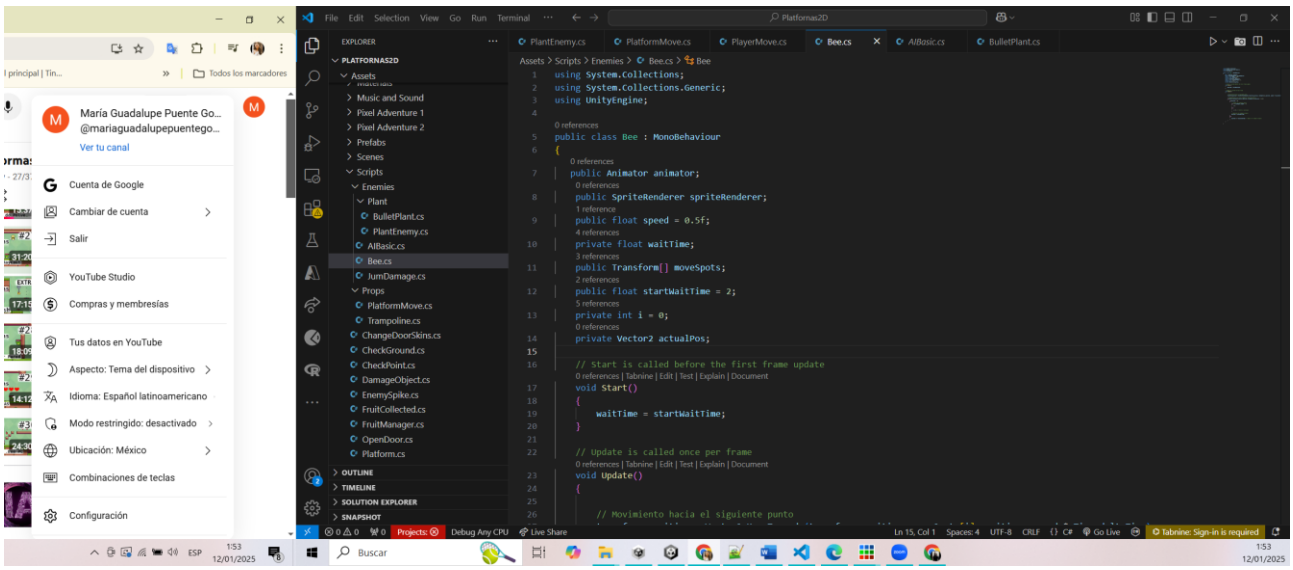
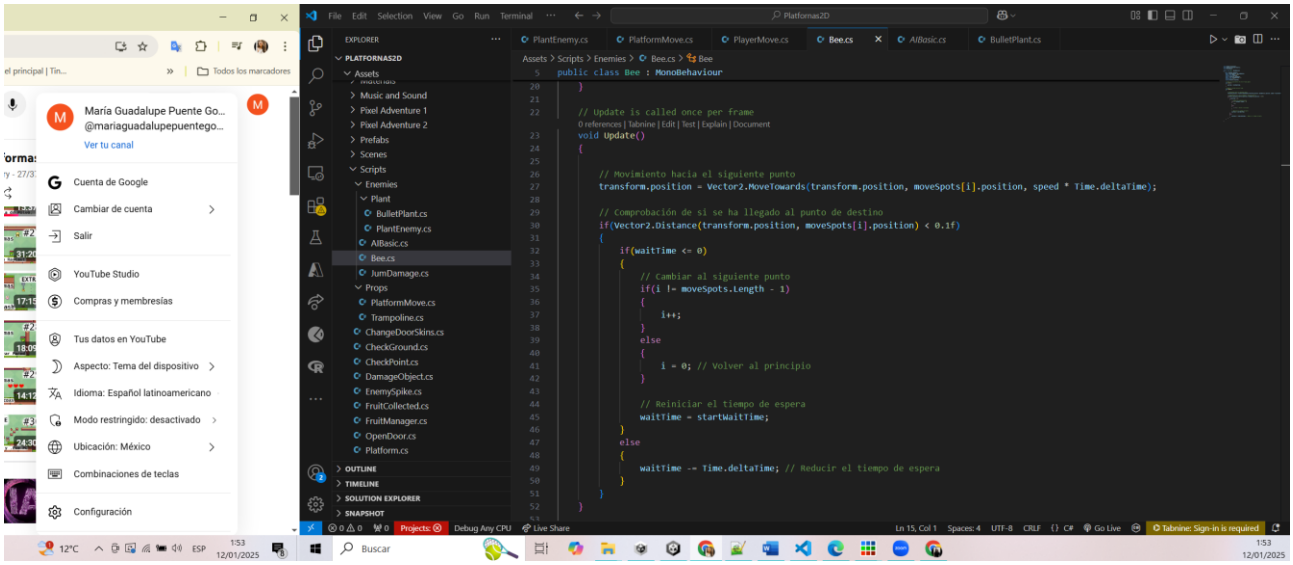
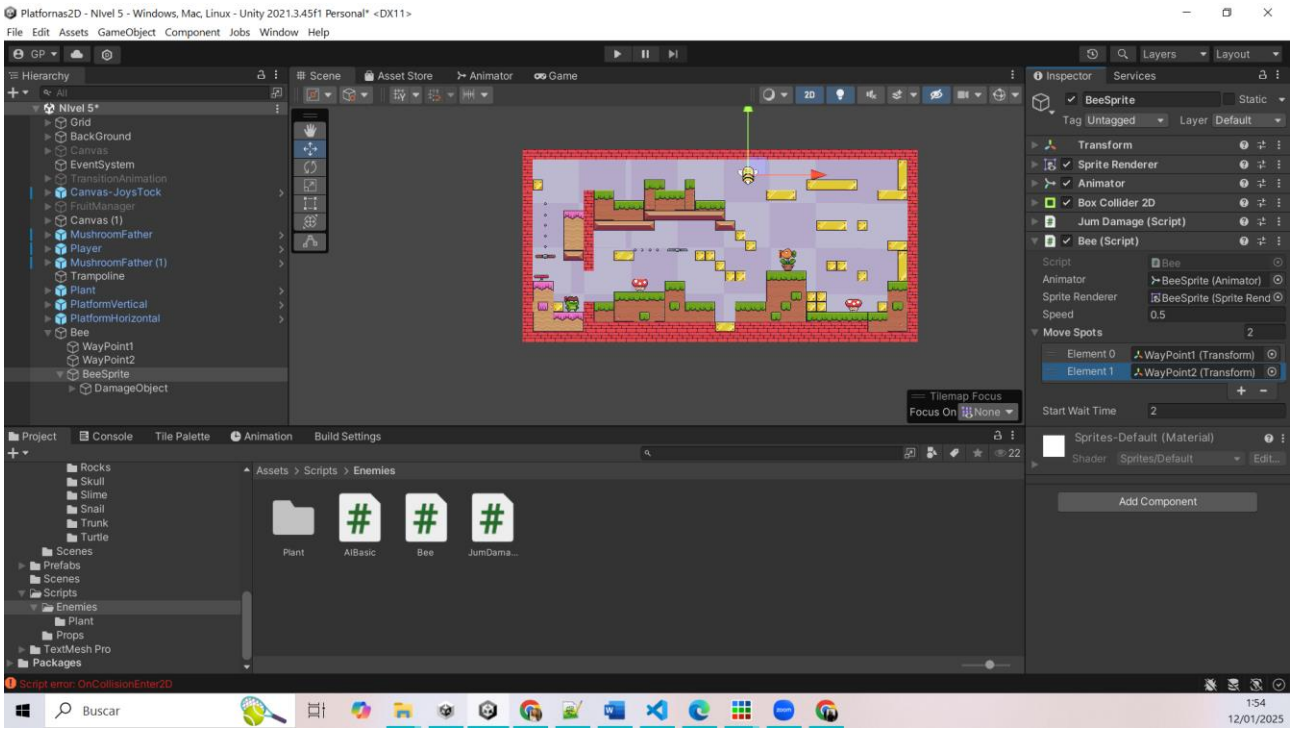
Materials
Attack (36...
Bullet Piec...
Bullet
Hit (36x34)
Idle (36x34)
Script error: OnCollisionEnter2D
Buscar
1:43
12/01/2025


Assets > Scripts > Enemies > Bee.cs > Bee
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
public class Bee : MonoBehaviour
{
public Animator animator;
public SpriteRenderer spriteRenderer;
public float speed = 0.5f;
private float waitTime;
public Transform[] moveSpots;
public float startWaitTime = 2;
private int i = 0;
private Vector2 actualPos;
// Start is called before the first frame update
void Start()
{
waitTime = startWaitTime;
}
// Update is called once per frame
void Update()
{
// Movimiento hacia el siguiente punto


Assets > Scripts > Enemies > Bee.cs > Bee
public class Bee : MonoBehaviour
}
// Update is called once per frame
void Update()
{
// Movimiento hacia el siguiente punto
transform.position = Vector2.MoveTowards(transform.position, moveSpots[i].position, speed * Time.deltaTime);
// Comprobación de si se ha llegado al punto de destino
if(Vector2.Distance(transform.position, moveSpots[i].position) < 0.1f)
{
if(waitTime <= 0)
{
// Cambiar al siguiente punto
if(i != moveSpots.Length - 1)
{
i++;
}
else
{
i = 0; // Volver al principio
}
// Reiniciar el tiempo de espera
waitTime = startWaitTime;
}
else
{
waitTime -= Time.deltaTime; // Reducir el tiempo de espera
}
}
}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Canvas (1)
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MushroomFather (1)
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PlatformHorizontal
Bee
WayPoint1
WayPoint2
BeeSprite
DamageObject
Inspector
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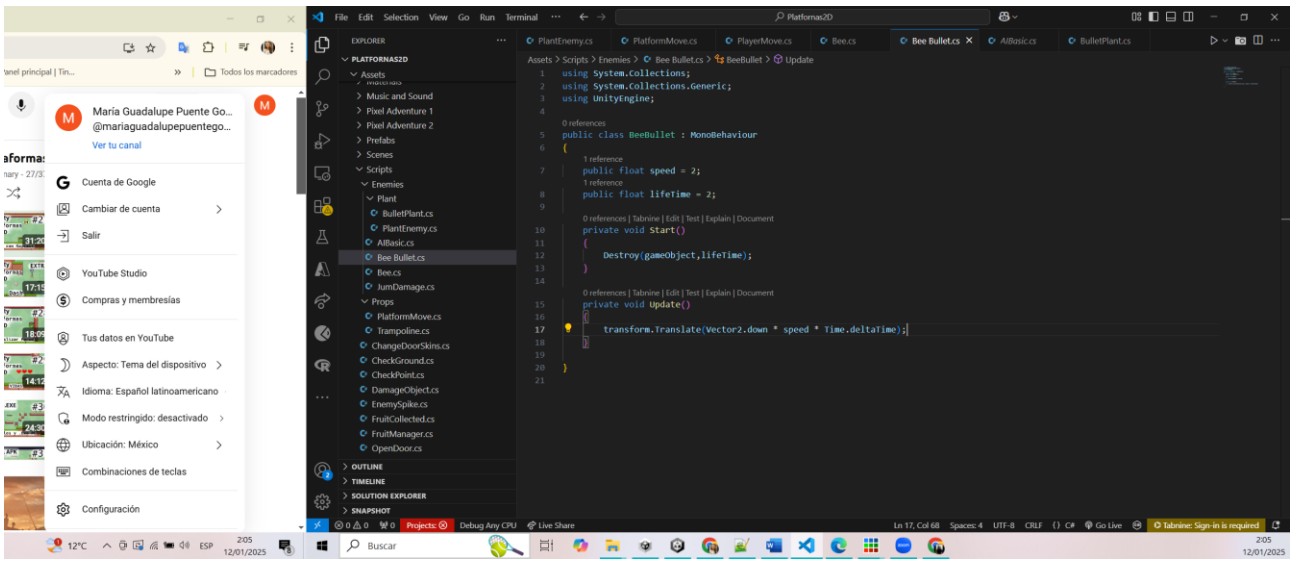
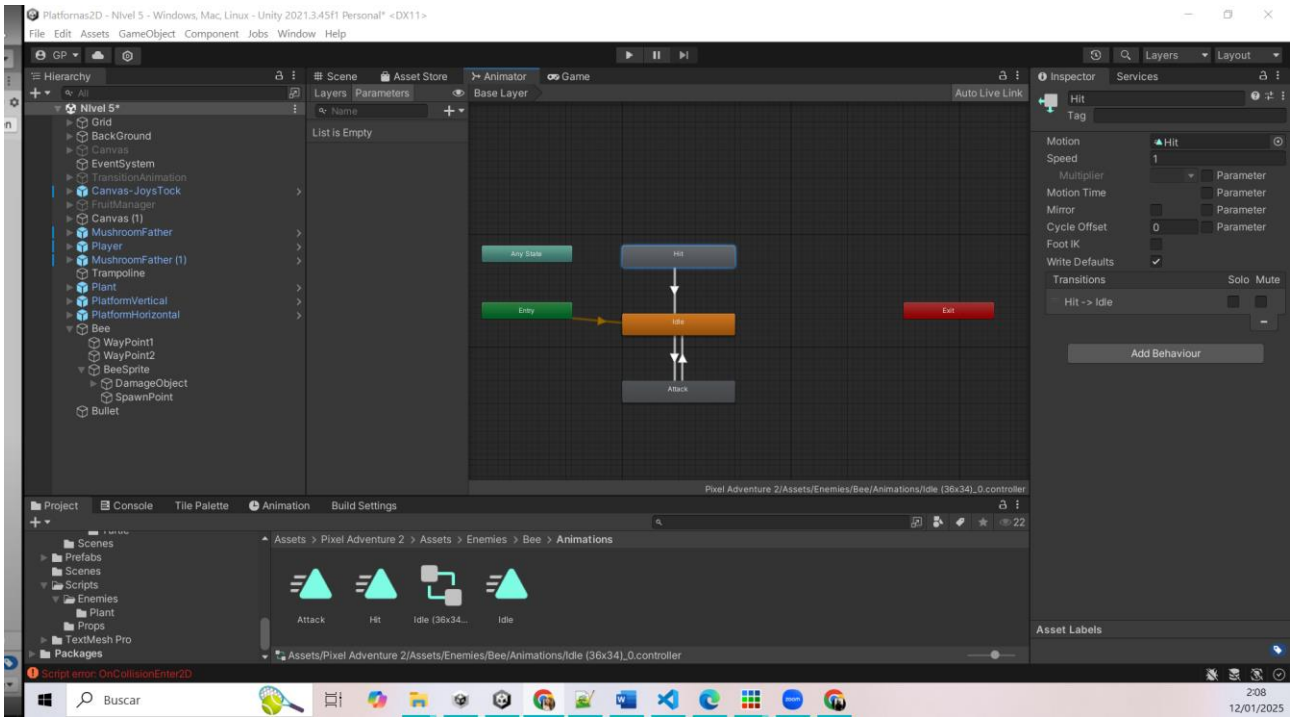
Transform
Sprite Renderer
Animator
Box Collider 2D
Jum Damage (Script)
Bee (Script)
Move Spots
Element 0
Element 1
Start Wait Time
Add Component
Assets > Scripts > Enemies
Plant
AIBasic
Bee
JumDama...
Script error: OnCollisionEnter2D


María Guadalupe Puente Go...
@mariaguadalupepuentego...
Ver tu canal
Cuenta de Google
Cambiar de cuenta
Salir
YouTube Studio
Compras y membresías
Tus datos en YouTube
Aspecto: Tema del dispositivo
Idioma: Español latinoamericano
Modo restringido: desactivado
Ubicación: México
Combinaciones de teclas
Configuración
PlantEnemy.cs
PlatformMove.cs
PlayerMove.cs
Bee.cs
Bee Bullet.cs
AlBasic.cs
BulletPlant.cs
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
public class BeeBullet : MonoBehaviour
public float speed = 2;
public float lifeTime = 2;
private void Start()
Destroy(gameObject,lifeTime);
private void Update()
transform.Translate(Vector2.down * speed * Time.deltaTime);


Platformas2D - Nivel 5 - Windows, Mac, Linux - Unity 2021.3.45f1 Personal* <DX11>
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BackGround
Canvas
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TransitionAnimation
Canvas-JoysTock
FruitManager
Canvas (1)
MushroomFather
Player
MushroomFather (1)
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WayPoint1
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SpawnPoint
Bullet
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Base Layer
Auto Live Link
List is Empty
Any State
Hit
Entry
Idle
Exit
Attack
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Speed
Multiplier
Motion Time
Mirror
Cycle Offset
Foot IK
Write Defaults
Transitions
Solo
Mute
Hit -> Idle
Add Behaviour
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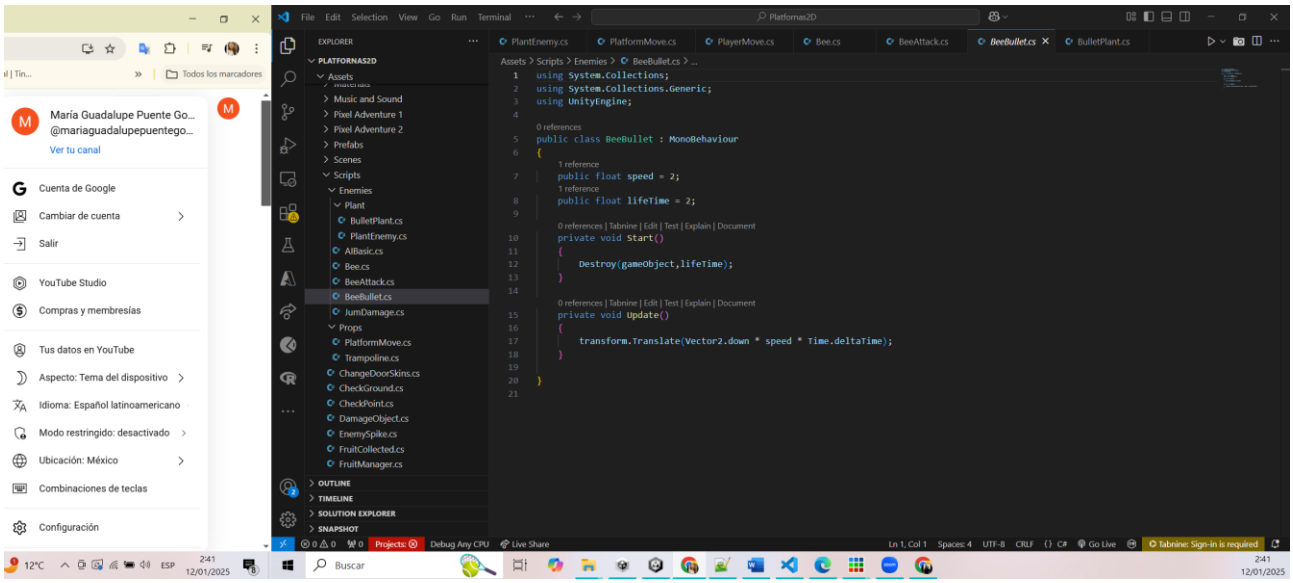
Assets > Pixel Adventure 2 > Assets > Enemies > Bee > Animations
Attack
Hit
Idle (36x34...
Idle
Assets/Pixel Adventure 2/Assets/Enemies/Bee/Animations/Idle (36x34)_0.controller
Script error: OnCollisionEnter2D


María Guadalupe Puente Go...
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Configuración
BeeAttack.cs
BeeBullet.cs
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
public class BeeBullet : MonoBehaviour
public float speed = 2;
public float lifeTime = 2;
private void Start()
Destroy(gameObject,lifeTime);
private void Update()
transform.Translate(Vector2.down * speed * Time.deltaTime);