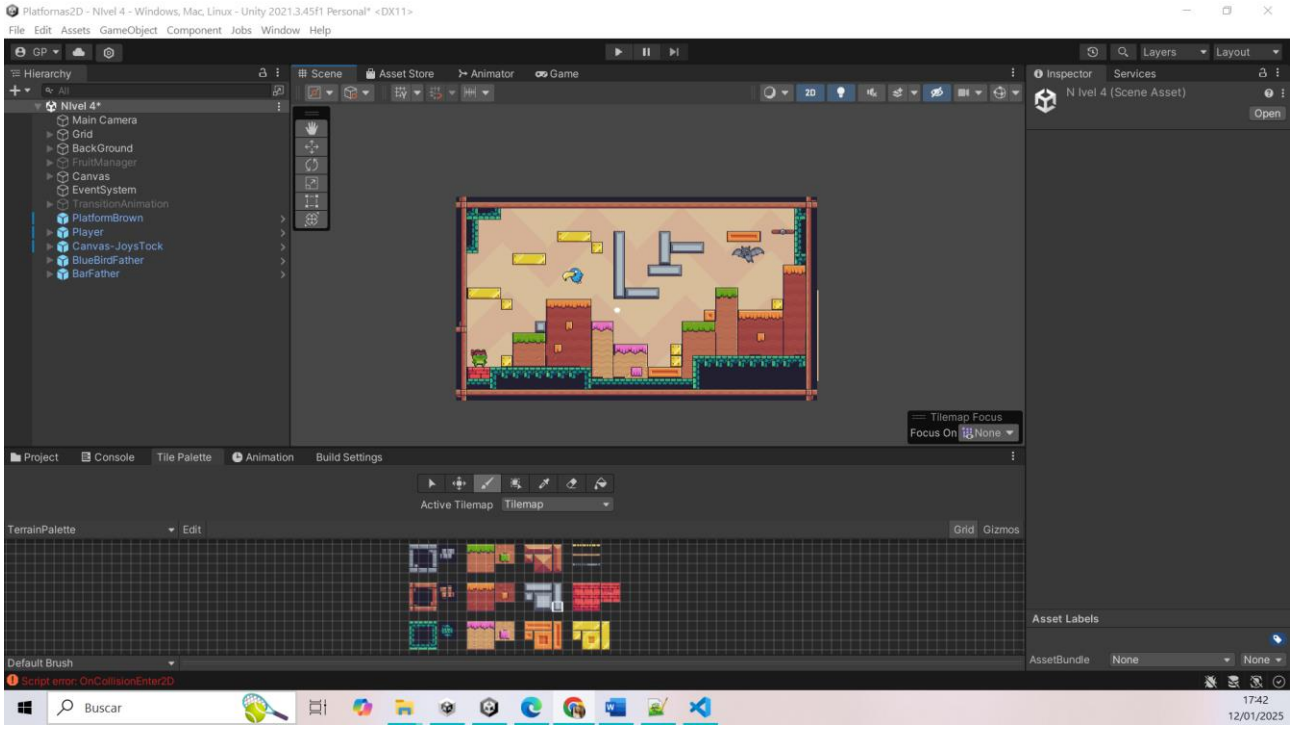
Platformas2D - NIvel 4 - Windows, Mac, Linux - Unity 2021.3.45f1 Personal* <DX11>
File Edit Assets GameObject Component Jobs Window Help
Hierarchy
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Animator
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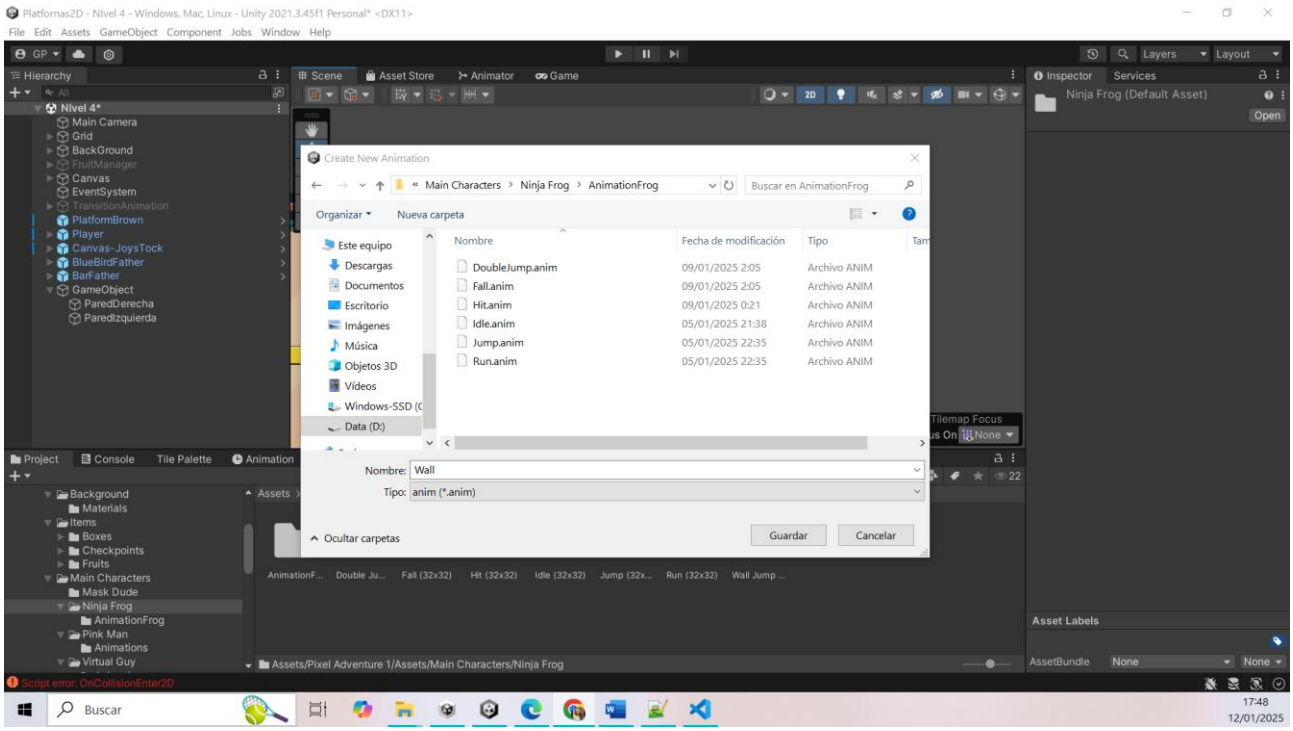
N IVel 4 (Scene Asset)
Open
NIvel 4*
Main Camera
Grid
BackGround
FruitManager
Canvas
EventSystem
TransitionAnimation
PlatformBrown
Player
Canvas-JoysTock
BlueBirdFather
BarFather
Tilemap Focus
Focus On None
Project
Console
Tile Palette
Animation
Build Settings
Active Tilemap Tilemap
TerrainPalette
Edit
Grid
Gizmos
Default Brush
Asset Labels
AssetBundle
None
Script error: OnCollisionEnter2D
Buscar
17:42
12/01/2025


Platformas2D - NIvel 4 - Windows, Mac, Linux - Unity 2021.3.45f1 Personal* <DX11>
File Edit Assets GameObject Component Jobs Window Help
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Ninja Frog (Default Asset)
Open
NIvel 4*
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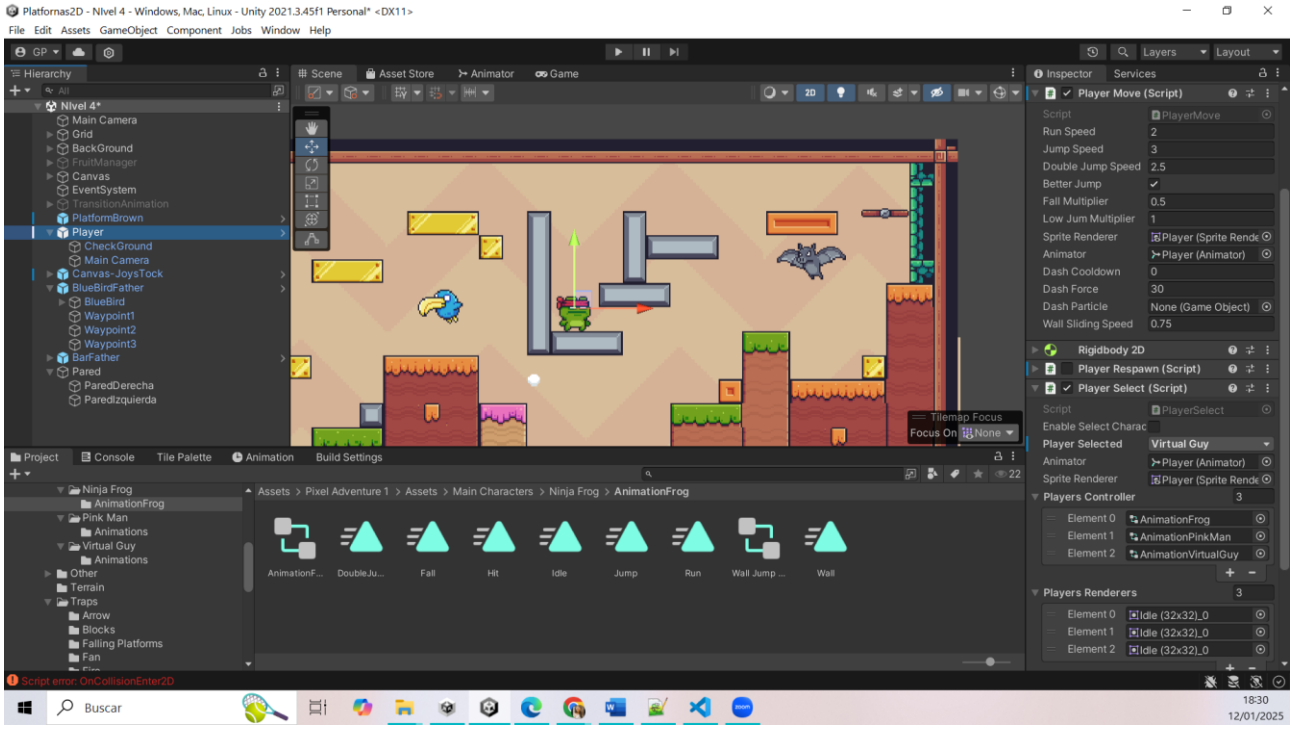
BarFather
GameObject
ParedDerecha
ParedIzquierda
Create New Animation
« Main Characters › Ninja Frog › AnimationFrog
Buscar en AnimationFrog
Organizar
Nueva carpeta
Este equipo
Descargas
Documentos
Escritorio
Imágenes
Música
Objetos 3D
Vídeos
Windows-SSD (C
Data (D:)
Nombre
Fecha de modificación
Tipo
DoubleJump.anim 09/01/2025 2:05 Archivo ANIM
Fall.anim 09/01/2025 2:05 Archivo ANIM
Hit.anim 09/01/2025 0:21 Archivo ANIM
Idle.anim 05/01/2025 21:38 Archivo ANIM
Jump.anim 05/01/2025 22:35 Archivo ANIM
Run.anim 05/01/2025 22:35 Archivo ANIM
Nombre: Wall
Tipo: anim (*.anim)
Ocultar carpetas
Guardar
Cancelar
Project
Console
Tile Palette
Animation
Background
Materials
Items
Boxes
Checkpoints
Fruits
Main Characters
Mask Dude
Ninja Frog
AnimationFrog
Pink Man
Animations
Virtual Guy
Assets
AnimationF...
Double Ju...
Fall (32x32)
Hit (32x32)
Idle (32x32)
Jump (32x...
Run (32x32)
Wall Jump ...
Assets/Pixel Adventure 1/Assets/Main Characters/Ninja Frog
Asset Labels
AssetBundle
None
Script error: OnCollisionEnter2D
Buscar
17:48
12/01/2025

```
public class PlayerMove : MonoBehaviour
//Variables para la pared
    bool isTouchingFront = false;
    bool wallSliding;
    public float wallSlidingSpeed = 0.75f;
    bool isTouchingDerecha;
    bool isTouchingIzquierda;

    // Start is called before the first frame update
    void Start()
    {
        rb2D = GetComponent<Rigidbody2D>();
    }

    private void Update()
    {

        dashCooldown -= Time.deltaTime; //dash
        if(Input.GetKey("space") && wallSliding == false)
        {
            if(CheckGround.isGrounded)
            {
                canDoubleJump = true;
                rb2D.velocity = new Vector2(rb2D.velocity.x, jumpSpeed);
            }
            else
            {
                if(Input.GetKeyDown("space"))
                {
```

```
public class PlayerMove : MonoBehaviour
    private void Update()
        }

        //Comprovaciones de las paredes
        if(isTouchingFront == true && CheckGround.isGrounded == false)
        {
            wallSliding = true;
        }
        else
        {
            wallSliding = false;
        }
        if (wallSliding)
        {
            animator.Play("Wall");
            rb2D.velocity = new Vector2(rb2D.velocity.x, Mathf.Clamp(rb2D.velocity.y, -wallSlidingSpeed,float.MaxValue));
        }

    }

    // Update is called once per frame
    void FixedUpdate()
    {

        if(Input.GetKey("d") || Input.GetKey("right") && isTouchingDerecha == false)
        {
            rb2D.velocity = new Vector2(runSpeed, rb2D.velocity.y);
            spriteRenderer.flipX = false;
            animator.SetBool("Run", true);
        }
        else if(Input.GetKey("e") && dashCooldown <0)
        {
            Dash();
```

```
public class PlayerMove : MonoBehaviour
    public void Dash()
        dashCooldown = 2;
        Destroy(dashObject,1);
    }

    //Metodos para la pared
    private void OnCollisionStay2D(Collision2D collision)
    {
        if(collision.gameObject.CompareTag("ParedDerecha"))
        {
            isTouchingFront = true;
            isTouchingDerecha = true;
        }
        if(collision.gameObject.CompareTag("ParedIzquierda"))
        {
            isTouchingFront = true;
            isTouchingIzquierda = true;
        }
    }

    private void OnCollisionExit2D(Collision2D collision)
    {
        isTouchingFront = false;
        isTouchingDerecha = false;
        isTouchingIzquierda = false;
    }
}
```


Platformas2D - Nivel 4 - Windows, Mac, Linux - Unity 2021.3.45f1 Personal* <DX11>
File Edit Assets GameObject Component Jobs Window Help
Hierarchy
Nivel 4*
Main Camera
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BackGround
FruitManager
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EventSystem
TransitionAnimation
PlatformBrown
Player
CheckGround
Main Camera
Canvas-JoysTock
BlueBirdFather
BlueBird
Waypoint1
Waypoint2
Waypoint3
BarFather
Pared
ParedDerecha
ParedIzquierda
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Tilemap Focus
Focus On None
Inspector
Services
Player Move (Script)
Script PlayerMove
Run Speed 2
Jump Speed 3
Double Jump Speed 2.5
Better Jump
Fall Multiplier 0.5
Low Jum Multiplier 1
Sprite Renderer Player (Sprite Rende
Animator Player (Animator)
Dash Cooldown 0
Dash Force 30
Dash Particle None (Game Object)
Wall Sliding Speed 0.75
Rigidbody 2D
Player Respawn (Script)
Player Select (Script)
Script PlayerSelect
Enable Select Charac
Player Selected Virtual Guy
Animator Player (Animator)
Sprite Renderer Player (Sprite Rende
Players Controller 3
Element 0 AnimationFrog
Element 1 AnimationPinkMan
Element 2 AnimationVirtualGuy
Players Renderers 3
Element 0 Idle (32x32)_0
Element 1 Idle (32x32)_0
Element 2 Idle (32x32)_0
Project
Console
Tile Palette
Animation
Build Settings
Ninja Frog
AnimationFrog
Pink Man
Animations
Virtual Guy
Animations
Other
Terrain
Traps
Arrow
Blocks
Falling Platforms
Fan
Assets > Pixel Adventure 1 > Assets > Main Characters > Ninja Frog > AnimationFrog
AnimationF...
DoubleJu...
Fall
Hit
Idle
Jump
Run
Wall Jump ...
Wall
Script error: OnCollisionEnter2D
Buscar
18:30
12/01/2025