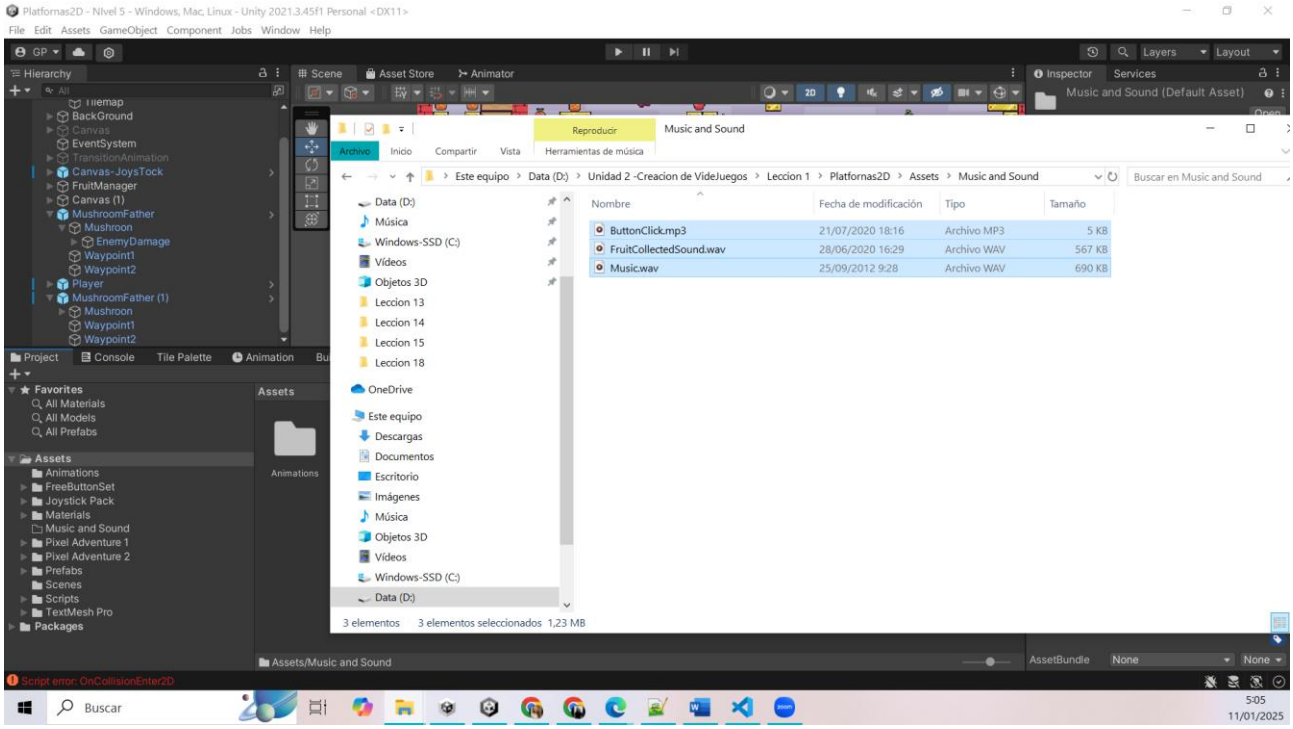
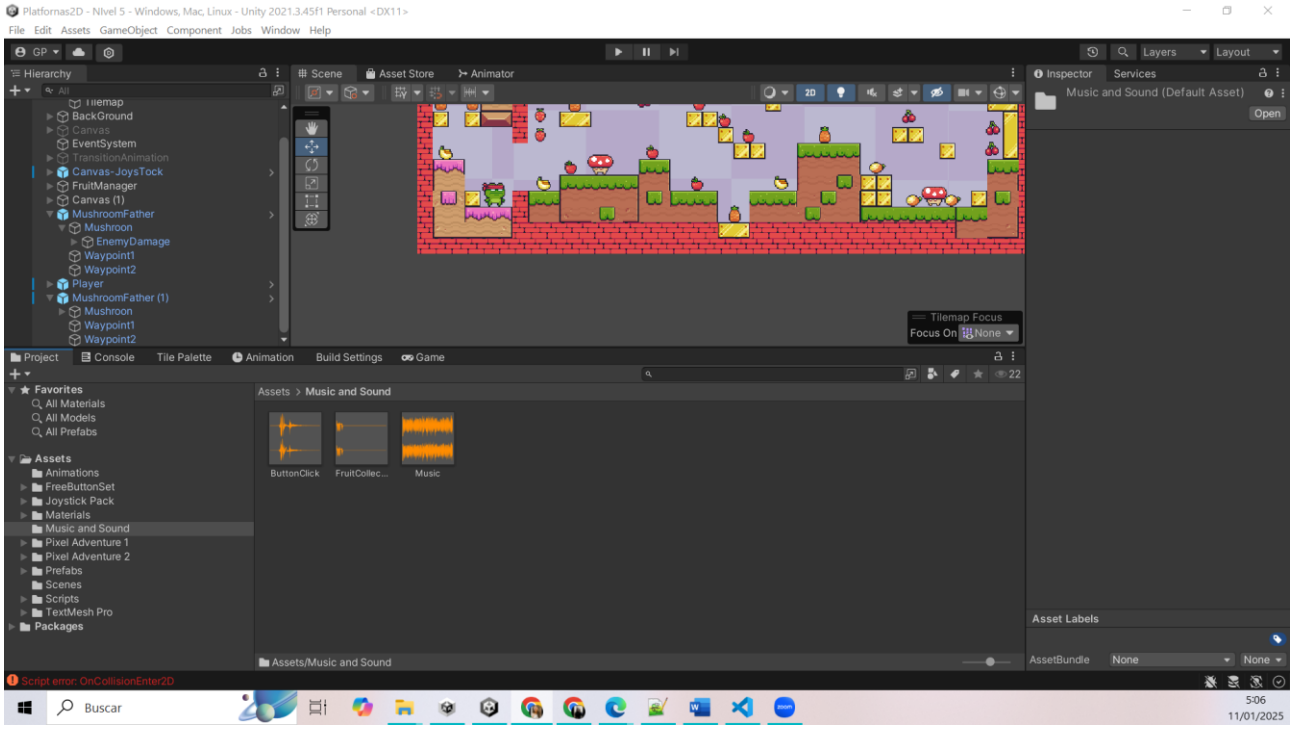
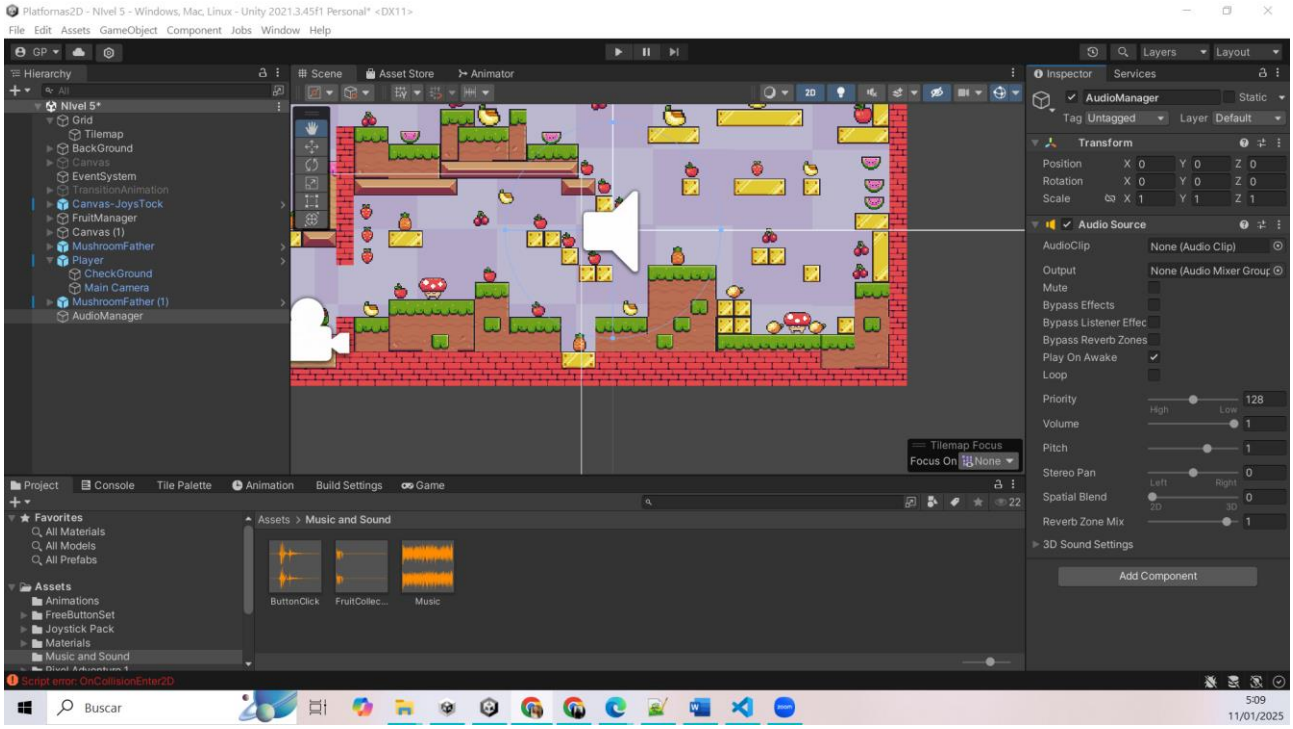
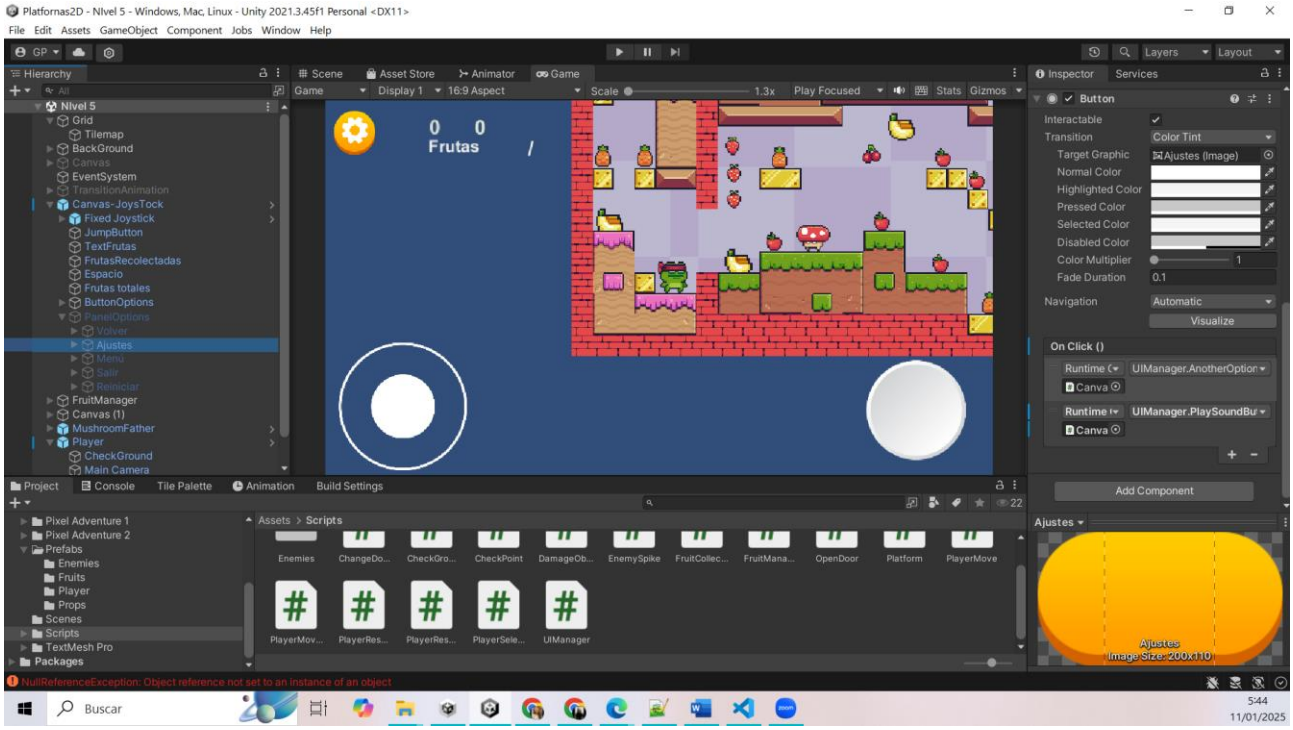

Platformas2D - Nivel 5 - Windows, Mac, Linux - Unity 2021.3.45f1 Personal <DX11>
File Edit Assets GameObject Component Jobs Window Help
Hierarchy
Scene
Asset Store
Animator
Inspector
Services
Music and Sound (Default Asset)
Reproducir
Music and Sound
Archivo Inicio Compartir Vista Herramientas de música
Este equipo > Data (D:) > Unidad 2 -Creacion de VideJuegos > Leccion 1 > Platformas2D > Assets > Music and Sound
Buscar en Music and Sound
Nombre Fecha de modificación Tipo Tamaño
ButtonClick.mp3 21/07/2020 18:16 Archivo MP3 5 KB
FruitCollectedSound.wav 28/06/2020 16:29 Archivo WAV 567 KB
Music.wav 25/09/2012 9:28 Archivo WAV 690 KB
3 elementos 3 elementos seleccionados 1,23 MB
Project Console Tile Palette Animation
Favorites
All Materials
All Models
All Prefabs
Assets
Animations
FreeButtonSet
Joystick Pack
Materials
Music and Sound
Pixel Adventure 1
Pixel Adventure 2
Prefabs
Scenes
Scripts
TextMesh Pro
Packages
Assets/Music and Sound
Script error: OnCollisionEnter2D
Buscar
5:05
11/01/2025


Platformas2D - Nivel 5 - Windows, Mac, Linux - Unity 2021.3.45f1 Personal <DX11>
File Edit Assets GameObject Component Jobs Window Help
Hierarchy
Scene
Asset Store
Animator
Inspector
Services
Music and Sound (Default Asset)
Open
Tilemap Focus
Focus On None
Project Console Tile Palette Animation Build Settings Game
Assets > Music and Sound
ButtonClick
FruitCollec...
Music
Asset Labels
Assets/Music and Sound
Script error: OnCollisionEnter2D
Buscar
5:06
11/01/2025


Platformas2D - NIvel 5 - Windows, Mac, Linux - Unity 2021.3.45f1 Personal* <DX11>
File Edit Assets GameObject Component Jobs Window Help
Hierarchy
NIvel 5*
Grid
Tilemap
BackGround
Canvas
EventSystem
TransitionAnimation
Canvas-JoysTock
FruitManager
Canvas (1)
MushroomFather
Player
CheckGround
Main Camera
MushroomFather (1)
AudioManager
Scene
Asset Store
Animator
Inspector
Services
AudioManager
Static
Tag Untagged
Layer Default
Transform
Position
Rotation
Scale
Audio Source
AudioClip
None (Audio Clip)
Output
None (Audio Mixer Group
Mute
Bypass Effects
Bypass Listener Effec
Bypass Reverb Zones
Play On Awake
Loop
Priority
Volume
Pitch
Stereo Pan
Spatial Blend
Reverb Zone Mix
3D Sound Settings
Add Component
Tilemap Focus
Focus On None
Project
Console
Tile Palette
Animation
Build Settings
Game
Favorites
All Materials
All Models
All Prefabs
Assets
Animations
FreeButtonSet
Joystick Pack
Materials
Music and Sound
Assets > Music and Sound
ButtonClick
FruitCollec...
Music
Script error: OnCollisionEnter2D
Buscar
5:09
11/01/2025


Platformas2D - NIvel 5 - Windows, Mac, Linux - Unity 2021.3.45f1 Personal <DX11>
File Edit Assets GameObject Component Jobs Window Help
Hierarchy
NIvel 5
Grid
Tilemap
BackGround
Canvas
EventSystem
TransitionAnimation
Canvas-JoysTock
Fixed Joystick
JumpButton
TextFrutas
FrutasRecolectadas
Espacio
Frutas totales
ButtonOptions
PanelOptions
Volver
Ajustes
Menu
Salir
Reiniciar
FruitManager
Canvas (1)
MushroomFather
Player
CheckGround
Main Camera
Scene
Asset Store
Animator
Game
Game
Display 1
16:9 Aspect
Scale
1.3x
Play Focused
Stats
Gizmos
0 0
Frutas
Inspector
Services
Button
Interactable
Transition
Color Tint
Target Graphic
Ajustes (Image)
Normal Color
Highlighted Color
Pressed Color
Selected Color
Disabled Color
Color Multiplier
Fade Duration
Navigation
Automatic
Visualize
On Click ()
Runtime
UIManager.AnotherOption
Canva
Runtime
UIManager.PlaySoundBu
Canva
Add Component
Ajustes
Image Size: 200x110
Project
Console
Tile Palette
Animation
Build Settings
Pixel Adventure 1
Pixel Adventure 2
Prefabs
Enemies
Fruits
Player
Props
Scenes
Scripts
TextMesh Pro
Packages
Assets > Scripts
Enemies
ChangeDo...
CheckGro...
CheckPoint
DamageOb...
EnemySpike
FruitCollec...
FruitMana...
OpenDoor
Platform
PlayerMove
PlayerMov...
PlayerRes...
PlayerRes...
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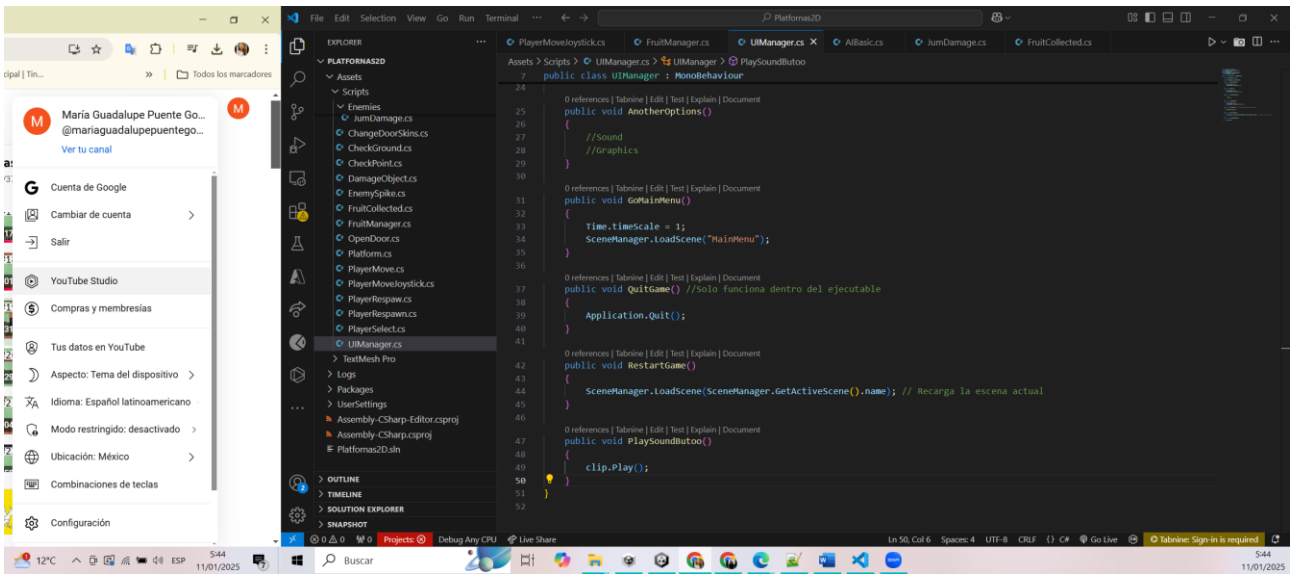
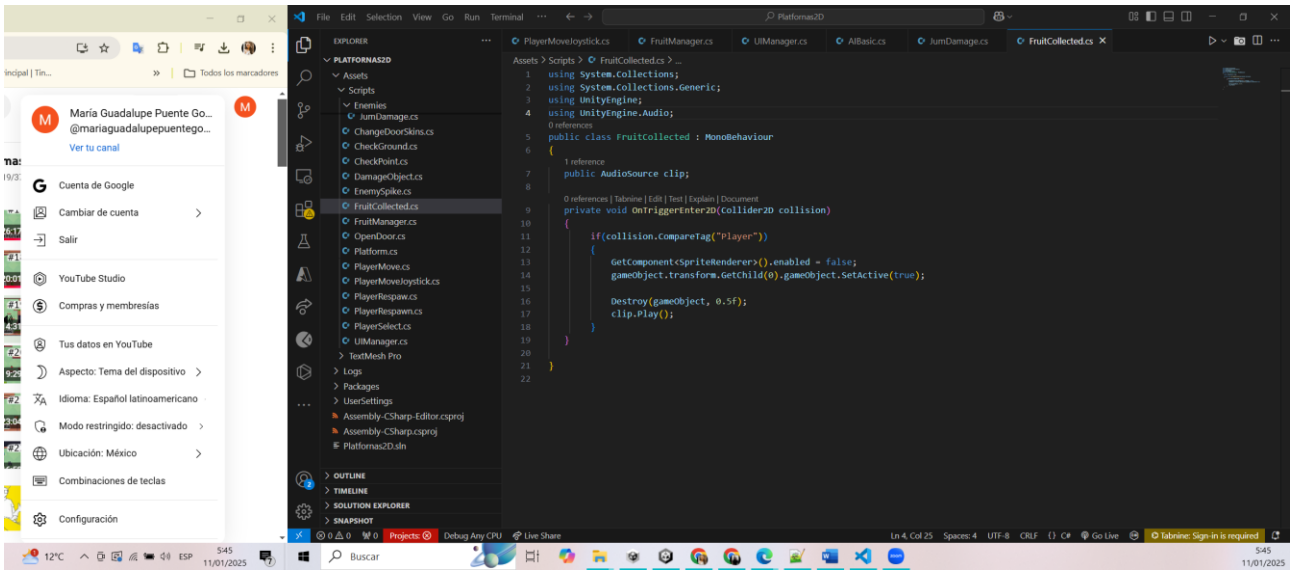
UIManager
NullReferenceException: Object reference not set to an instance of an object
Buscar
5:44
11/01/2025


File Edit Selection View Go Run Terminal
Platformas2D
EXPLORER
PLATFORMAS2D
Assets
Scripts
Enemies
JumDamage.cs
ChangeDoorSkins.cs
CheckGround.cs
CheckPoint.cs
DamageObject.cs
EnemySpike.cs
FruitCollected.cs
FruitManager.cs
OpenDoor.cs
Platform.cs
PlayerMove.cs
PlayerMoveJoystick.cs
PlayerRespaw.cs
PlayerRespawn.cs
PlayerSelect.cs
UIManager.cs
TextMesh Pro
Logs
Packages
UserSettings
Assembly-CSharp-Editor.csproj
Assembly-CSharp.csproj
Platformas2D.sln
OUTLINE
TIMELINE
SOLUTION EXPLORER
SNAPSHOT
PlayerMoveJoystick.cs
FruitManager.cs
UIManager.cs
AIBasic.cs
JumDamage.cs
FruitCollected.cs
Assets > Scripts > UIManager.cs > UIManager > PlaySoundButoo
public class UIManager : MonoBehaviour
0 references | Tabnine | Edit | Test | Explain | Document
public void AnotherOptions()
{
//Sound
//Graphics
}
0 references | Tabnine | Edit | Test | Explain | Document
public void GoMainMenu()
{
Time.timeScale = 1;
SceneManager.LoadScene("MainMenu");
}
0 references | Tabnine | Edit | Test | Explain | Document
public void QuitGame() //Solo funciona dentro del ejecutable
{
Application.Quit();
}
0 references | Tabnine | Edit | Test | Explain | Document
public void RestartGame()
{
SceneManager.LoadScene(SceneManager.GetActiveScene().name); // Recarga la escena actual
}
0 references | Tabnine | Edit | Test | Explain | Document
public void PlaySoundButoo()
{
clip.Play();
}
}
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
Todos los marcadores
Ln 50, Col 6
Spaces: 4
UTF-8
CRLF
C#
Go Live
Tabnine: Sign-in is required
Buscar
12°C
ESP
5:44
11/01/2025


File Edit Selection View Go Run Terminal
Platformas2D
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PLATFORMAS2D
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Enemies
JumDamage.cs
ChangeDoorSkins.cs
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CheckPoint.cs
DamageObject.cs
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FruitCollected.cs
FruitManager.cs
OpenDoor.cs
Platform.cs
PlayerMove.cs
PlayerMoveJoystick.cs
PlayerRespaw.cs
PlayerRespawn.cs
PlayerSelect.cs
UIManager.cs
TextMesh Pro
Logs
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Assembly-CSharp-Editor.csproj
Assembly-CSharp.csproj
Platformas2D.sln
OUTLINE
TIMELINE
SOLUTION EXPLORER
SNAPSHOT
PlayerMoveJoystick.cs
FruitManager.cs
UIManager.cs
AIBasic.cs
JumDamage.cs
FruitCollected.cs
Assets > Scripts > FruitCollected.cs > ...
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using UnityEngine.Audio;
0 references
public class FruitCollected : MonoBehaviour
{
1 reference
public AudioSource clip;
0 references | Tabnine | Edit | Test | Explain | Document
private void OnTriggerEnter2D(Collider2D collision)
{
if(collision.CompareTag("Player"))
{
GetComponent<SpriteRenderer>().enabled = false;
gameObject.transform.GetChild(0).gameObject.SetActive(true);
Destroy(gameObject, 0.5f);
clip.Play();
}
}
}
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
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Combinaciones de teclas
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Todos los marcadores
Ln 4, Col 25
Spaces: 4
UTF-8
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Go Live
Tabnine: Sign-in is required
Buscar
12°C
ESP
5:45
11/01/2025