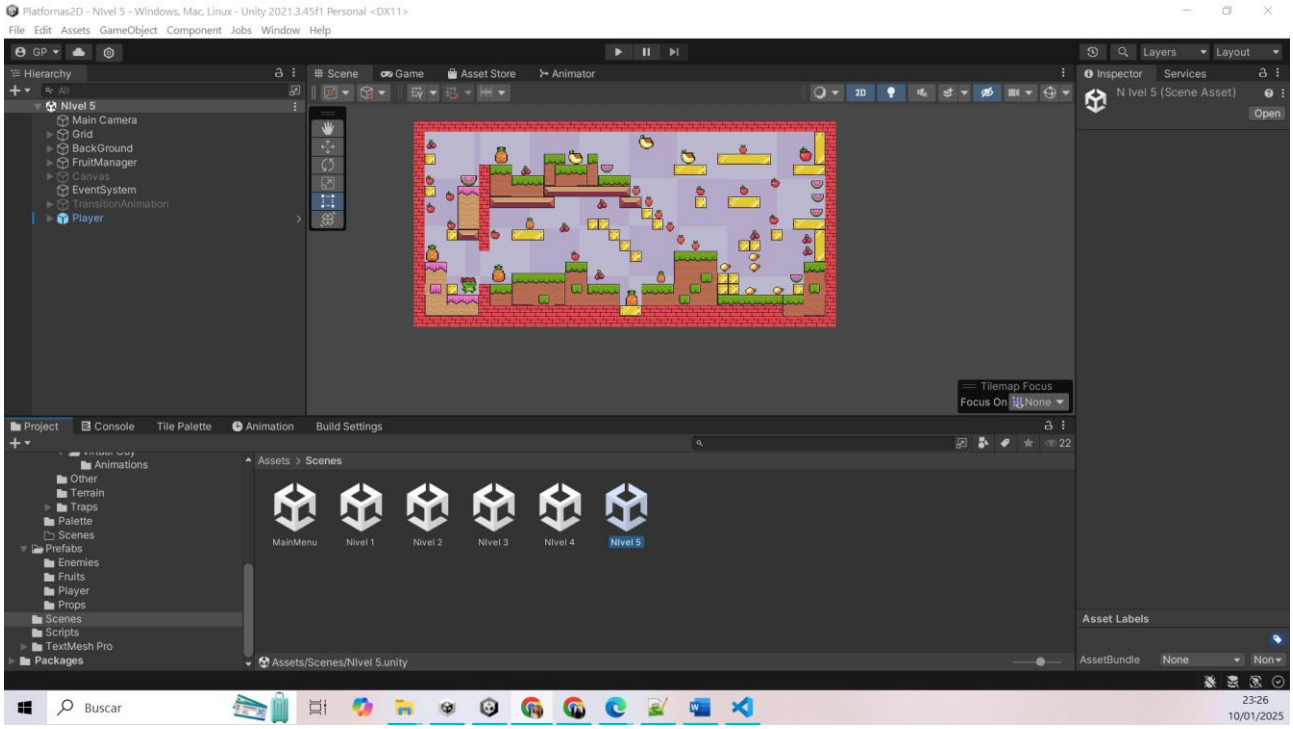
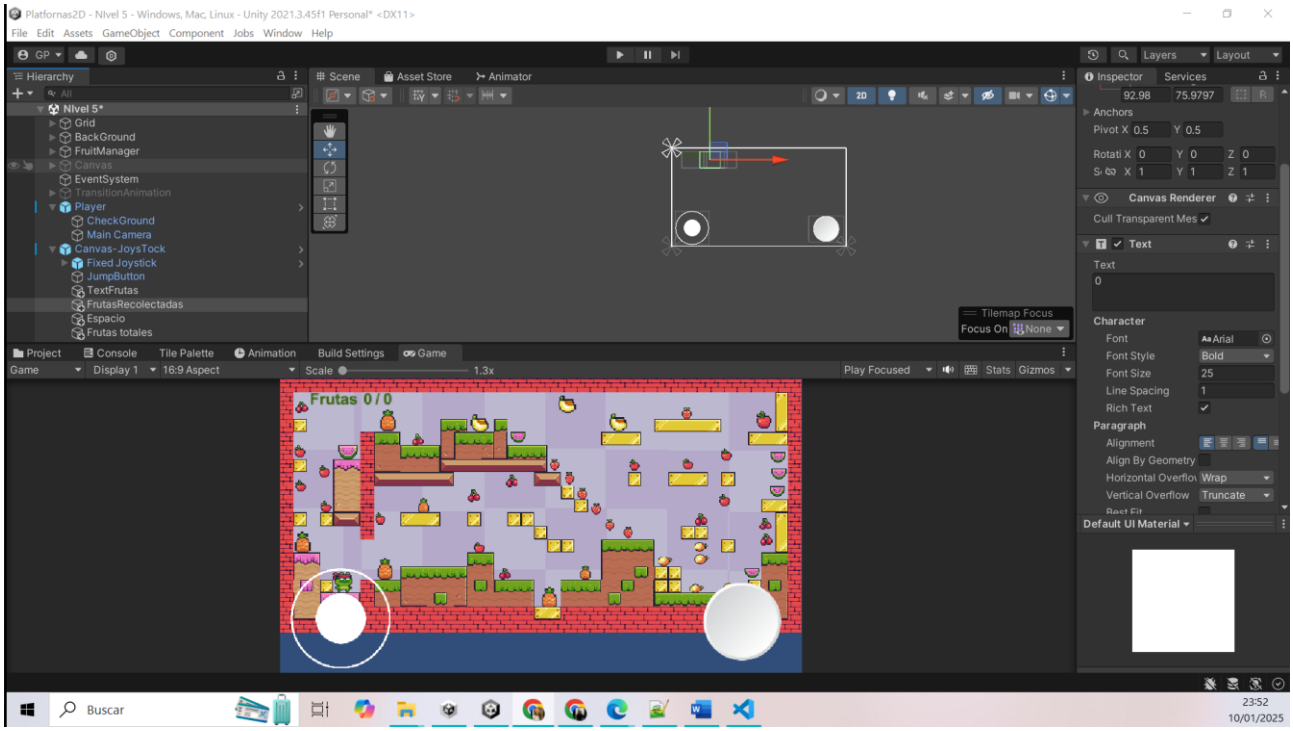
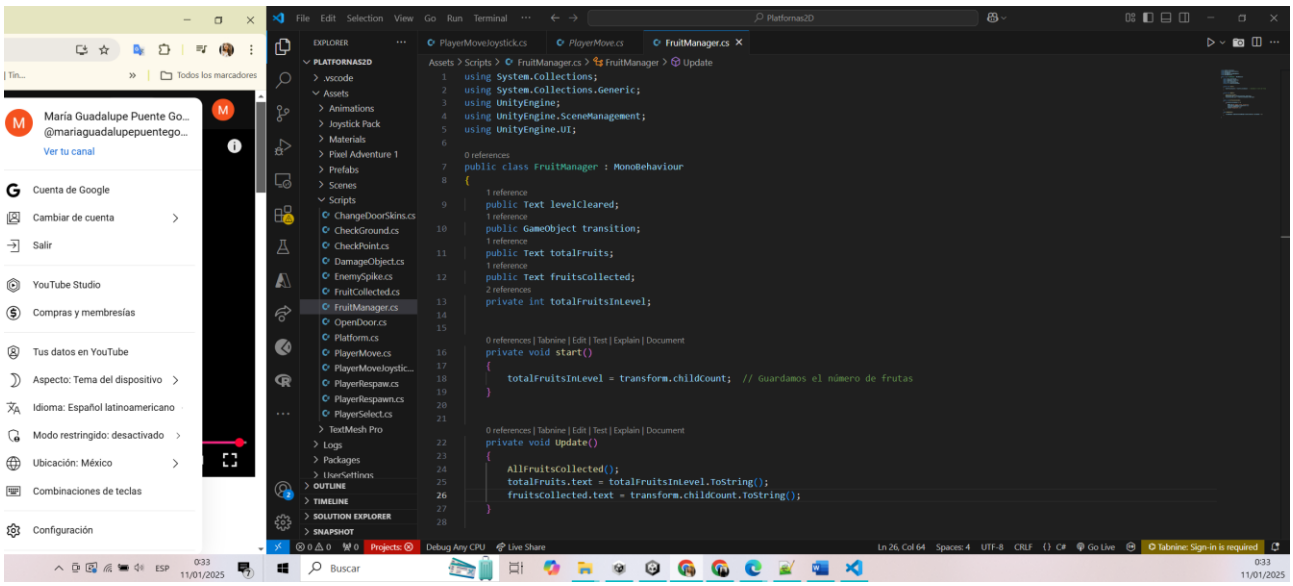
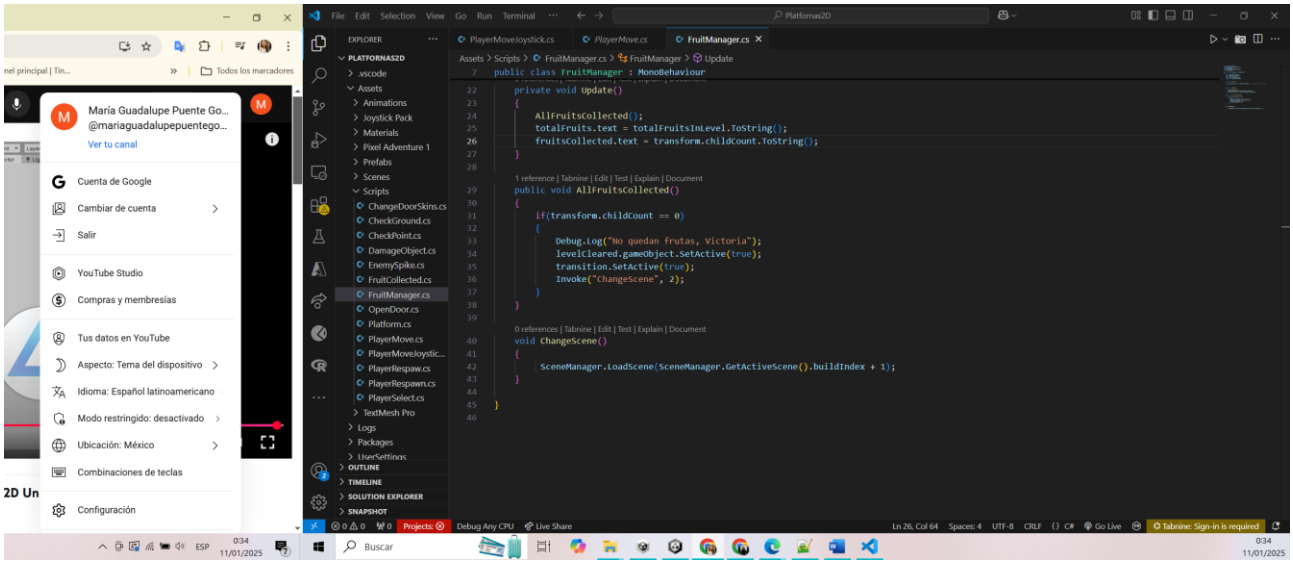

Platformas2D - NIvel 5 - Windows, Mac, Linux - Unity 2021.3.45f1 Personal <DX11>
File Edit Assets GameObject Component Jobs Window Help
Hierarchy
NIvel 5
Main Camera
Grid
BackGround
FruitManager
Canvas
EventSystem
TransitionAnimation
Player
Scene
Game
Asset Store
Animator
Inspector
Services
N IvEl 5 (Scene Asset)
Open
Tilemap Focus
Focus On None
Project
Console
Tile Palette
Animation
Build Settings
Assets > Scenes
MainMenu
Nivel 1
Nivel 2
Nivel 3
Nivel 4
NIvel 5
Animations
Other
Terrain
Traps
Palette
Scenes
Prefabs
Enemies
Fruits
Player
Props
Scenes
Scripts
TextMesh Pro
Packages
Assets/Scenes/NIvel 5.unity
Asset Labels
AssetBundle
None
Buscar
23:26
10/01/2025


Platformas2D - NIvel 5 - Windows, Mac, Linux - Unity 2021.3.45f1 Personal* <DX11>
File Edit Assets GameObject Component Jobs Window Help
Hierarchy
NIvel 5*
Grid
BackGround
FruitManager
Canvas
EventSystem
TransitionAnimation
Player
CheckGround
Main Camera
Canvas-JoysTock
Fixed Joystick
JumpButton
TextFrutas
FrutasRecolectadas
Espacio
Frutas totales
Scene
Asset Store
Animator
Tilemap Focus
Focus On None
Project
Console
Tile Palette
Animation
Build Settings
Game
Game
Display 1
16:9 Aspect
Scale
1.3x
Play Focused
Stats
Gizmos
Frutas 0 / 0
Inspector
Services
Anchors
Pivot X 0.5
Y 0.5
Canvas Renderer
Cull Transparent Mes
Text
Text
0
Character
Font
Arial
Font Style
Bold
Font Size
25
Line Spacing
1
Rich Text
Paragraph
Alignment
Align By Geometry
Horizontal Overflow
Wrap
Vertical Overflow
Truncate
Default UI Material
Buscar
23:52
10/01/2025


File Edit Selection View Go Run Terminal
Platformas2D
EXPLORER
PLATFORMAS2D
.vscode
Assets
Animations
Joystick Pack
Materials
Pixel Adventure 1
Prefabs
Scenes
Scripts
ChangeDoorSkins.cs
CheckGround.cs
CheckPoint.cs
DamageObject.cs
EnemySpike.cs
FruitCollected.cs
FruitManager.cs
OpenDoor.cs
Platform.cs
PlayerMove.cs
PlayerMoveJoystic...
PlayerRespaw.cs
PlayerRespawn.cs
PlayerSelect.cs
TextMesh Pro
Logs
Packages
UserSettings
OUTLINE
TIMELINE
SOLUTION EXPLORER
SNAPSHOT
PlayerMoveJoystick.cs
PlayerMove.cs
FruitManager.cs
Assets > Scripts > FruitManager.cs > FruitManager > Update
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using UnityEngine.SceneManagement;
using UnityEngine.UI;
0 references
public class FruitManager : MonoBehaviour
{
1 reference
public Text levelCleared;
1 reference
public GameObject transition;
1 reference
public Text totalFruits;
1 reference
public Text fruitsCollected;
2 references
private int totalFruitsInLevel;
0 references | Tabnine | Edit | Test | Explain | Document
private void start()
{
totalFruitsInLevel = transform.childCount; // Guardamos el número de frutas
}
0 references | Tabnine | Edit | Test | Explain | Document
private void Update()
{
AllFruitsCollected();
totalFruits.text = totalFruitsInLevel.ToString();
fruitsCollected.text = transform.childCount.ToString();
}
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
Projects:
Debug Any CPU
Live Share
Ln 26, Col 64
Spaces: 4
UTF-8
CRLF
C#
Go Live
Tabnine: Sign-in is required
Buscar
ESP
0:33
11/01/2025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.vscode
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PlayerMoveJoystic...
PlayerRespaw.cs
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TextMesh Pro
Logs
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OUTLINE
TIMELINE
SOLUTION EXPLORER
SNAPSHOT
PlayerMoveJoystick.cs
PlayerMove.cs
FruitManager.cs
Assets > Scripts > FruitManager.cs > FruitManager > Update
public class FruitManager : MonoBehaviour
private void Update()
{
AllFruitsCollected();
totalFruits.text = totalFruitsInLevel.ToString();
fruitsCollected.text = transform.childCount.ToString();
}
1 reference | Tabnine | Edit | Test | Explain | Document
public void AllFruitsCollected()
{
if(transform.childCount == 0)
{
Debug.Log("No quedan frutas, Victoria");
levelCleared.gameObject.SetActive(true);
transition.SetActive(true);
Invoke("ChangeScene", 2);
}
}
0 references | Tabnine | Edit | Test | Explain | Document
void ChangeScene()
{
SceneManager.LoadScene(SceneManager.GetActiveScene().buildIndex + 1);
}
}
María Guadalupe Puente Go...
@mariaguadalupepuentego...
Ver tu canal
Cuenta de Google
Cambiar de cuenta
Salir
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Tabnine: Sign-in is required
Buscar
ESP
0:34
11/01/2025