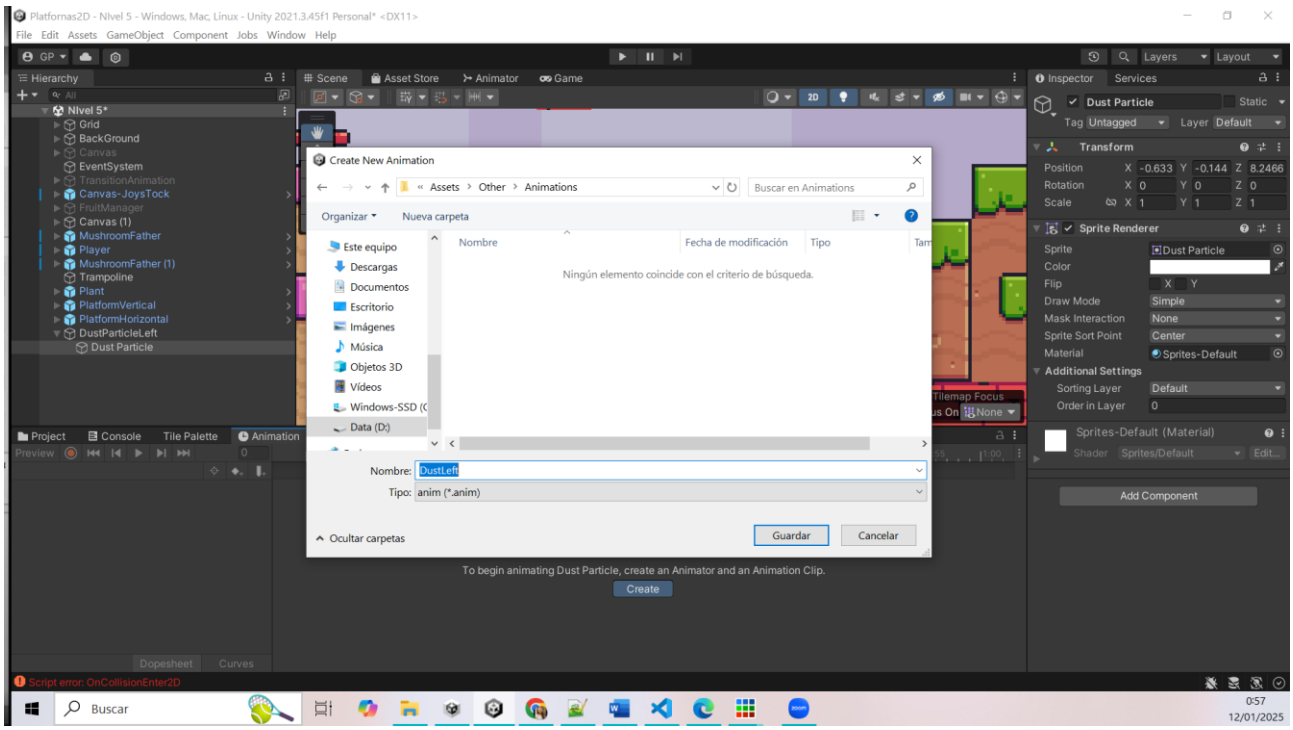
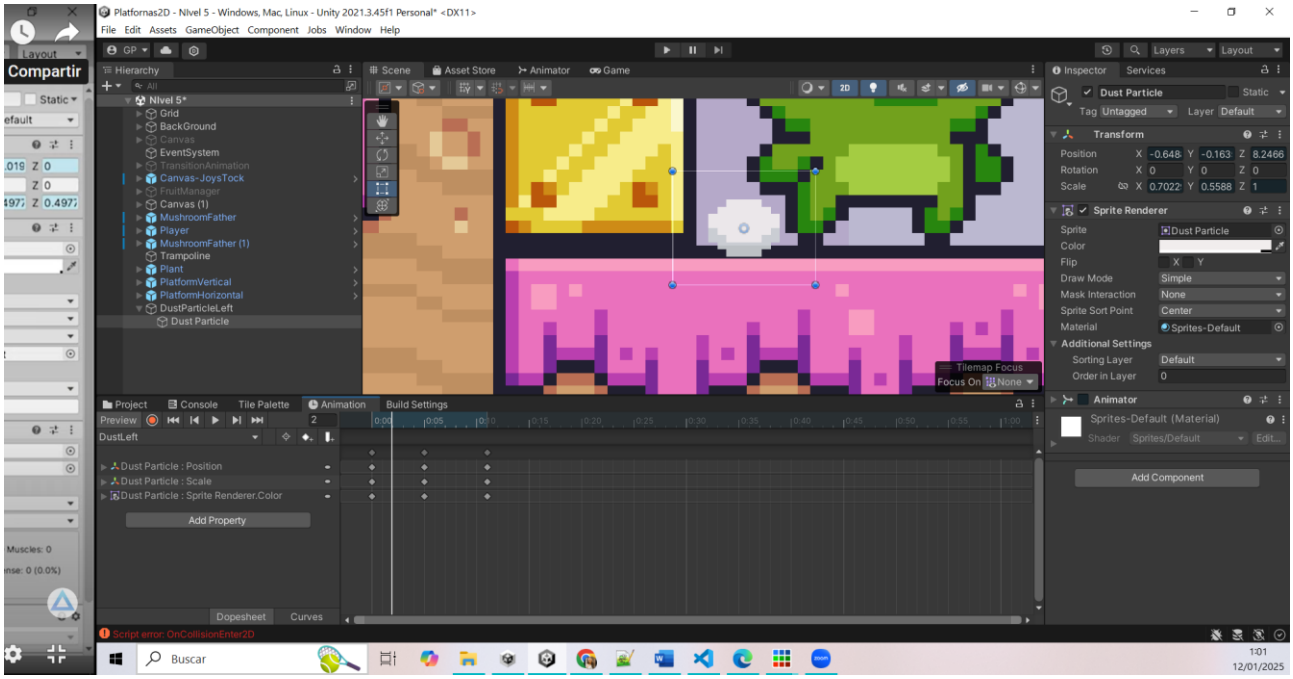
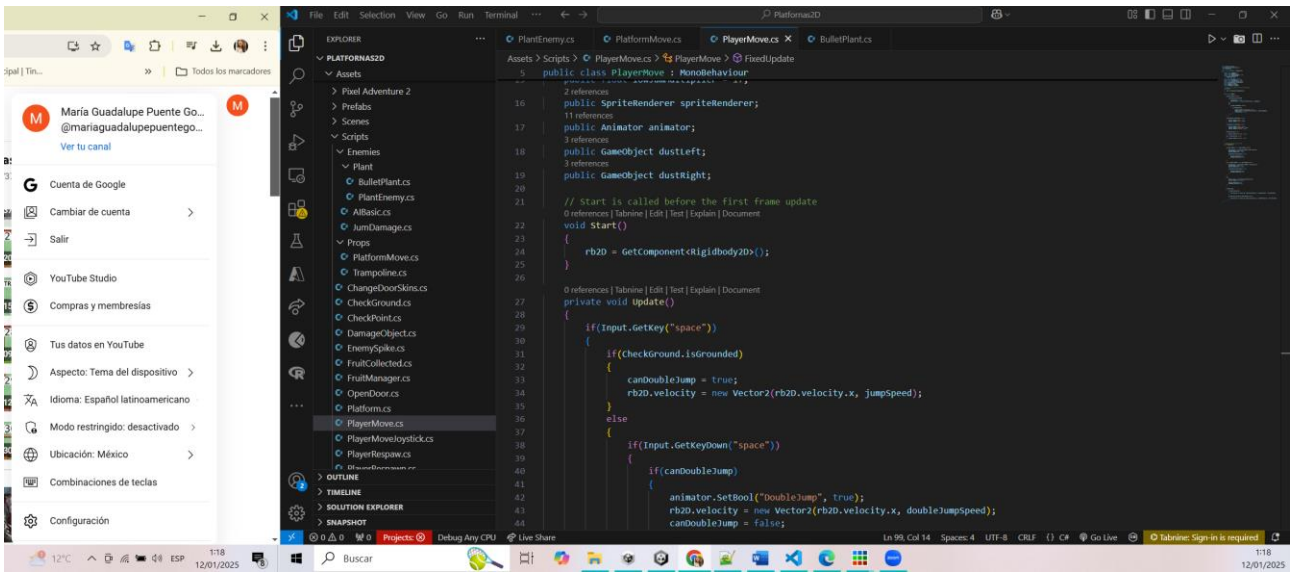

Platformas2D - Nivel 5 - Windows, Mac, Linux - Unity 2021.3.45f1 Personal* <DX11>
File Edit Assets GameObject Component Jobs Window Help
Hierarchy
Nivel 5*
Grid
BackGround
Canvas
EventSystem
TransitionAnimation
Canvas-JoysTock
FruitManager
Canvas (1)
MushroomFather
Player
MushroomFather (1)
Trampoline
Plant
PlatformVertical
PlatformHorizontal
DustParticleLeft
Dust Particle
Scene
Asset Store
Animator
Game
Inspector
Services
Dust Particle
Tag Untagged
Layer Default
Transform
Position X -0.633 Y -0.144 Z 8.2466
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Sprite Renderer
Sprite Dust Particle
Color
Flip X Y
Draw Mode Simple
Mask Interaction None
Sprite Sort Point Center
Material Sprites-Default
Additional Settings
Sorting Layer Default
Order in Layer 0
Sprites-Default (Material)
Shader Sprites/Default
Add Component
Create New Animation
Assets > Other > Animations
Buscar en Animations
Organizar
Nueva carpeta
Este equipo
Descargas
Documentos
Escritorio
Imágenes
Música
Objetos 3D
Vídeos
Windows-SSD
Data (D:)
Nombre
Fecha de modificación
Tipo
Ningún elemento coincide con el criterio de búsqueda.
Nombre: DustLeft
Tipo: anim (*.anim)
Ocultar carpetas
Guardar
Cancelar
To begin animating Dust Particle, create an Animator and an Animation Clip.
Create
Project
Console
Tile Palette
Animation
Preview
Dopesheet
Curves
Tilemap Focus
Focus On None
Script error: OnCollisionEnter2D
Buscar
0:57
12/01/2025


Platformas2D - Nivel 5 - Windows, Mac, Linux - Unity 2021.3.45f1 Personal* <DX11>
File Edit Assets GameObject Component Jobs Window Help
Compartir
Hierarchy
Nivel 5*
Grid
BackGround
Canvas
EventSystem
TransitionAnimation
Canvas-JoysTock
FruitManager
Canvas (1)
MushroomFather
Player
MushroomFather (1)
Trampoline
Plant
PlatformVertical
PlatformHorizontal
DustParticleLeft
Dust Particle
Scene
Asset Store
Animator
Game
Inspector
Services
Dust Particle
Tag Untagged
Layer Default
Transform
Position X -0.648 Y -0.163 Z 8.2466
Rotation X 0 Y 0 Z 0
Scale X 0.7022 Y 0.5588 Z 1
Sprite Renderer
Sprite Dust Particle
Color
Flip X Y
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
Project
Console
Tile Palette
Animation
Build Settings
Preview
DustLeft
Dust Particle : Position
Dust Particle : Scale
Dust Particle : Sprite Renderer.Color
Add Property
Dopesheet
Curves
Tilemap Focus
Focus On None
Script error: OnCollisionEnter2D
Buscar
1:01
12/01/2025


File Edit Selection View Go Run Terminal
Platformas2D
EXPLORER
PLATFORMAS2D
Assets
Pixel Adventure 2
Prefabs
Scenes
Scripts
Enemies
Plant
BulletPlant.cs
PlantEnemy.cs
AiBasic.cs
JumDamage.cs
Props
PlatformMove.cs
Trampoline.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
OUTLINE
TIMELINE
SOLUTION EXPLORER
SNAPSHOT
PlantEnemy.cs
PlatformMove.cs
PlayerMove.cs
BulletPlant.cs
Assets > Scripts > PlayerMove.cs > PlayerMove > FixedUpdate
public class PlayerMove : MonoBehaviour
2 references
public SpriteRenderer spriteRenderer;
11 references
public Animator animator;
3 references
public GameObject dustLeft;
3 references
public GameObject dustRight;
// Start is called before the first frame update
0 references | Tabnine | Edit | Test | Explain | Document
void Start()
{
rb2D = GetComponent<Rigidbody2D>();
}
0 references | Tabnine | Edit | Test | Explain | Document
private void Update()
{
if(Input.GetKey("space"))
{
if(CheckGround.isGrounded)
{
canDoubleJump = true;
rb2D.velocity = new Vector2(rb2D.velocity.x, jumpSpeed);
}
else
{
if(Input.GetKeyDown("space"))
{
if(canDoubleJump)
{
animator.SetBool("DoubleJump", true);
rb2D.velocity = new Vector2(rb2D.velocity.x, doubleJumpSpeed);
canDoubleJump = false;
María Guadalupe Puente Go...
@mariaguadalupepuentego...
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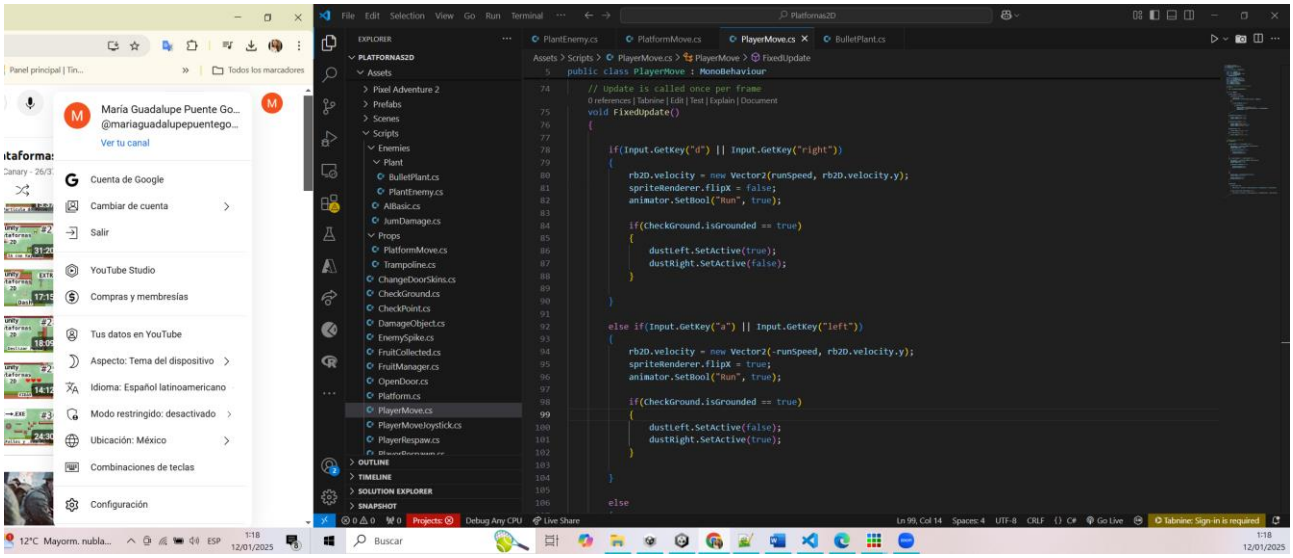
Cuenta de Google
Cambiar de cuenta
Salir
YouTube Studio
Compras y membresías
Tus datos en YouTube
Aspecto: Tema del dispositivo
Idioma: Español latinoamericano
Modo restringido: desactivado
Ubicación: México
Combinaciones de teclas
Configuración
Buscar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SOLUTION EXPLORER
SNAPSHOT
PlantEnemy.cs
PlatformMove.cs
PlayerMove.cs
BulletPlant.cs
Assets > Scripts > PlayerMove.cs > PlayerMove > FixedUpdate
public class PlayerMove : MonoBehaviour
// Update is called once per frame
0 references | Tabnine | Edit | Test | Explain | Document
void FixedUpdate()
{
if(Input.GetKey("d") || Input.GetKey("right"))
{
rb2D.velocity = new Vector2(runSpeed, rb2D.velocity.y);
spriteRenderer.flipX = false;
animator.SetBool("Run", true);
if(CheckGround.isGrounded == true)
{
dustLeft.SetActive(true);
dustRight.SetActive(false);
}
}
else if(Input.GetKey("a") || Input.GetKey("left"))
{
rb2D.velocity = new Vector2(-runSpeed, rb2D.velocity.y);
spriteRenderer.flipX = true;
animator.SetBool("Run", true);
if(CheckGround.isGrounded == true)
{
dustLeft.SetActive(false);
dustRight.SetActive(true);
}
}
else
María Guadalupe Puente Go...
@mariaguadalupepuentego...
Ver tu canal
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Cambiar de cuenta
Salir
YouTube Studio
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