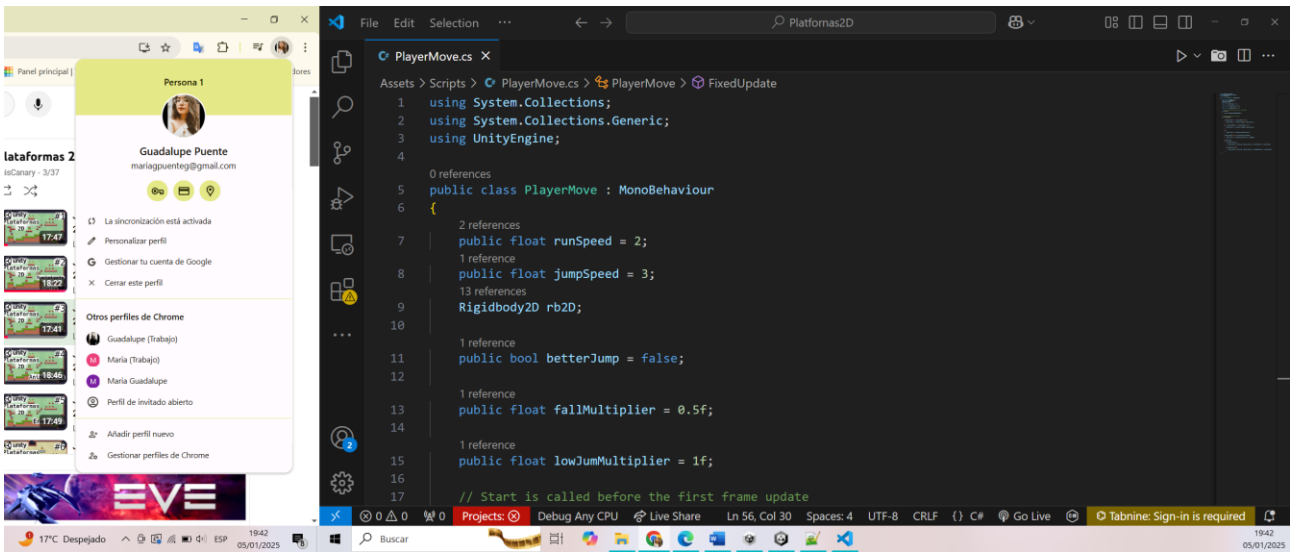
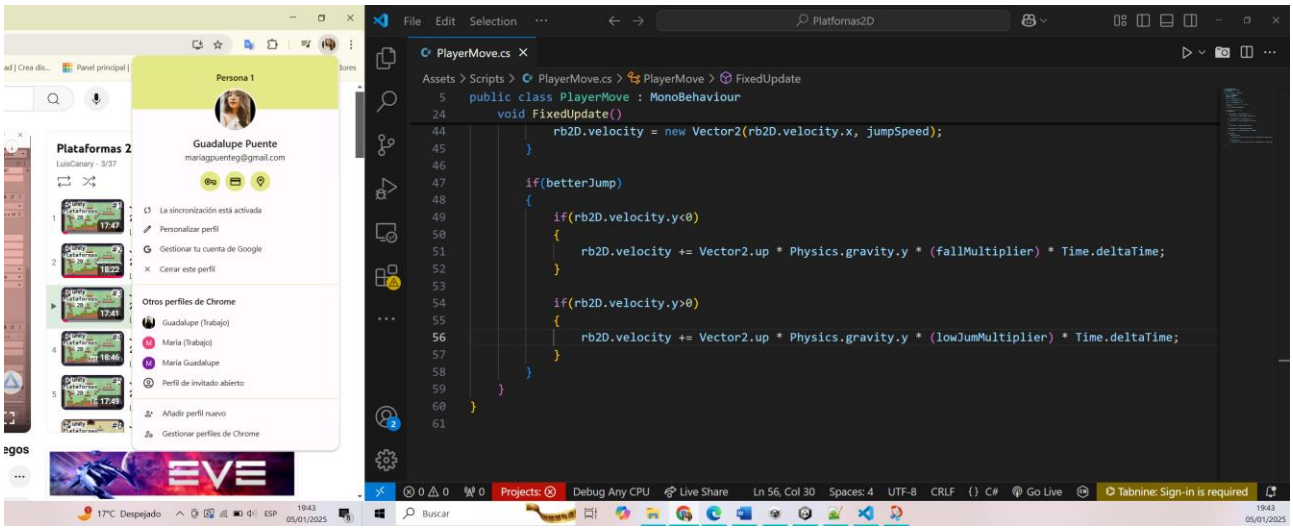
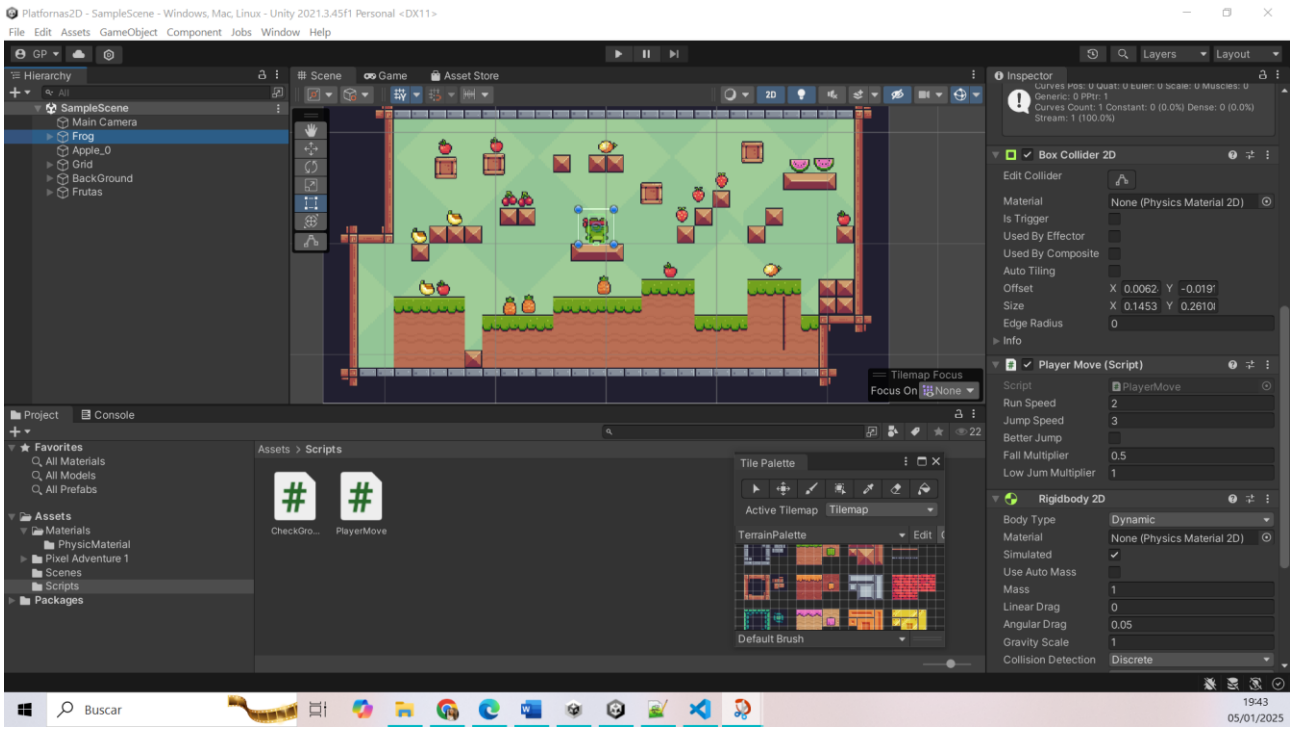
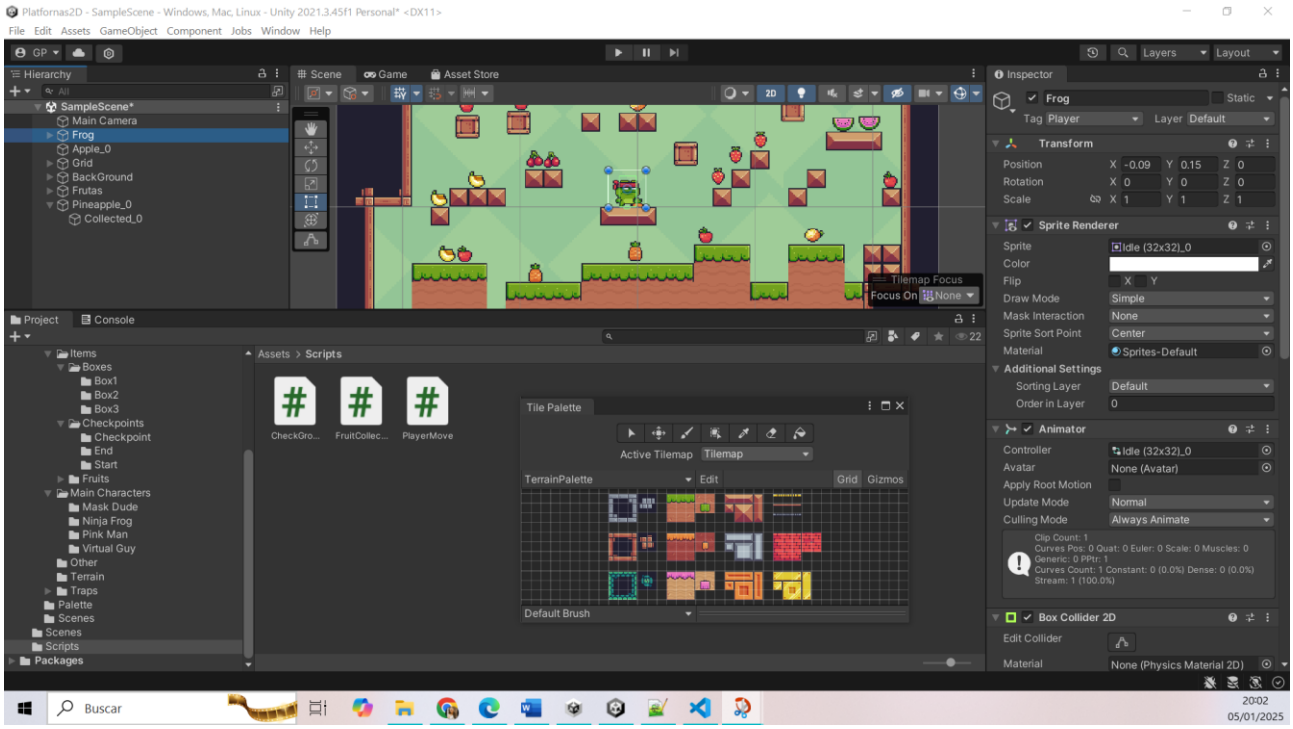
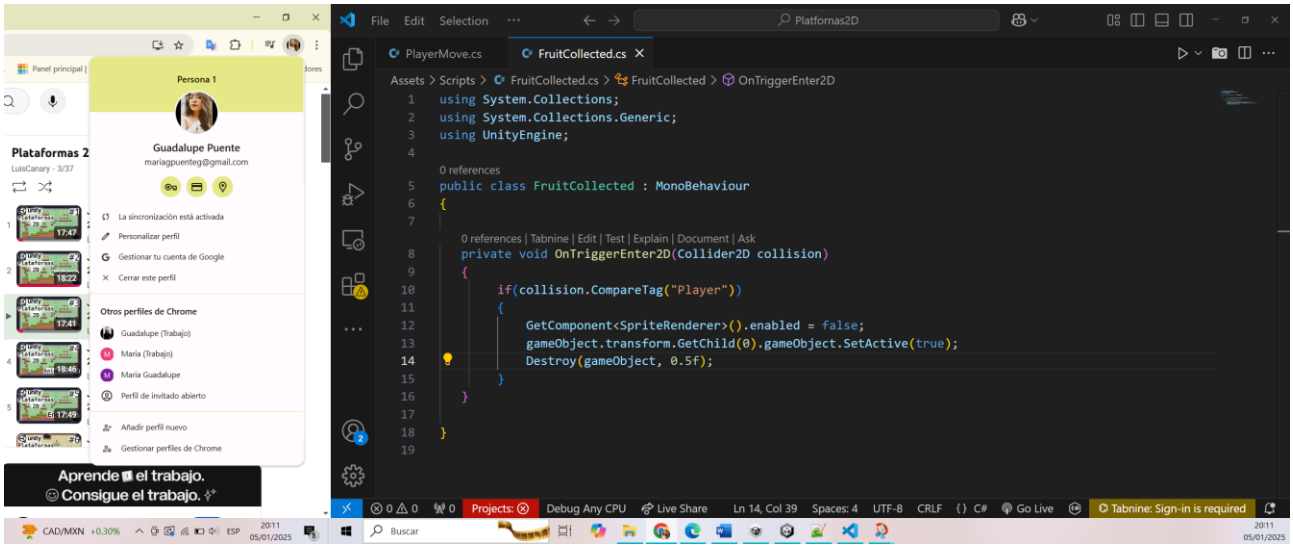
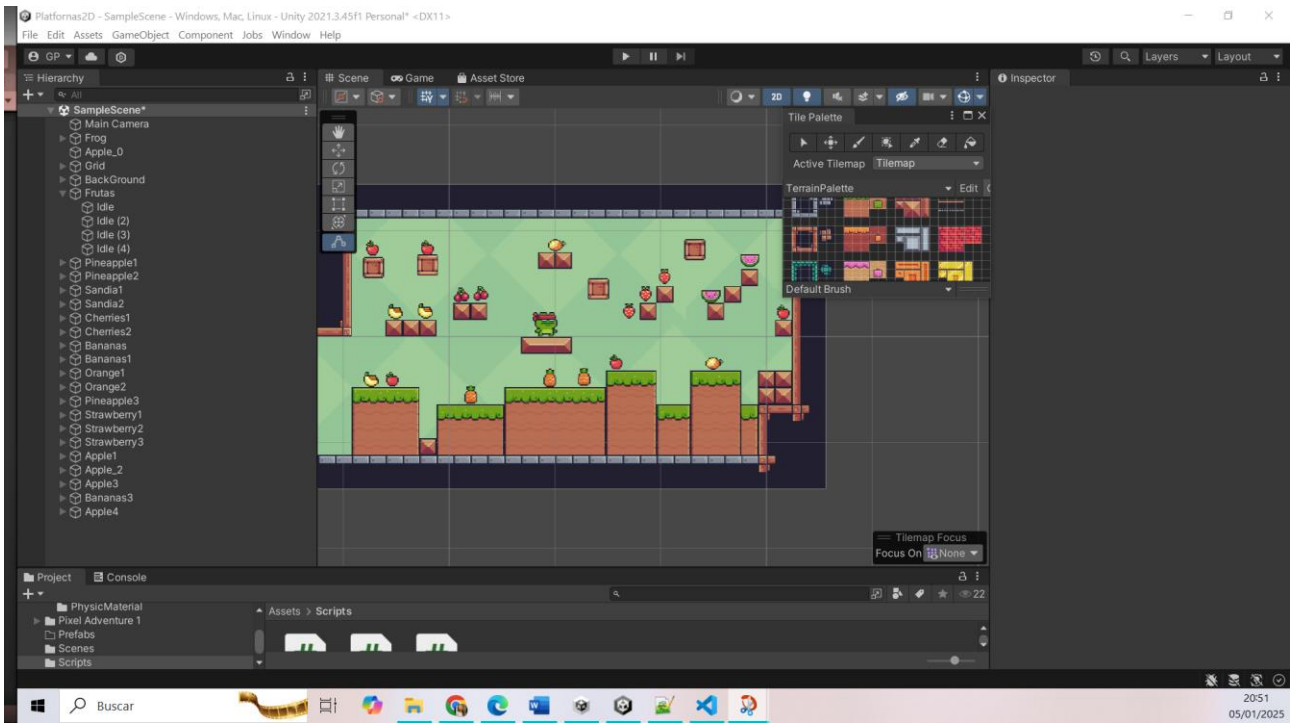

File Edit Selection
Platfornas2D
PlayerMove.cs
Assets > Scripts > PlayerMove.cs > PlayerMove > FixedUpdate
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
0 references
public class PlayerMove : MonoBehaviour
{
2 references
public float runSpeed = 2;
1 reference
public float jumpSpeed = 3;
13 references
Rigidbody2D rb2D;
1 reference
public bool betterJump = false;
1 reference
public float fallMultiplier = 0.5f;
1 reference
public float lowJumMultiplier = 1f;
// Start is called before the first frame update
Persona 1
Guadalupe Puente
mariagpuenteg@gmail.com
Otros perfiles de Chrome

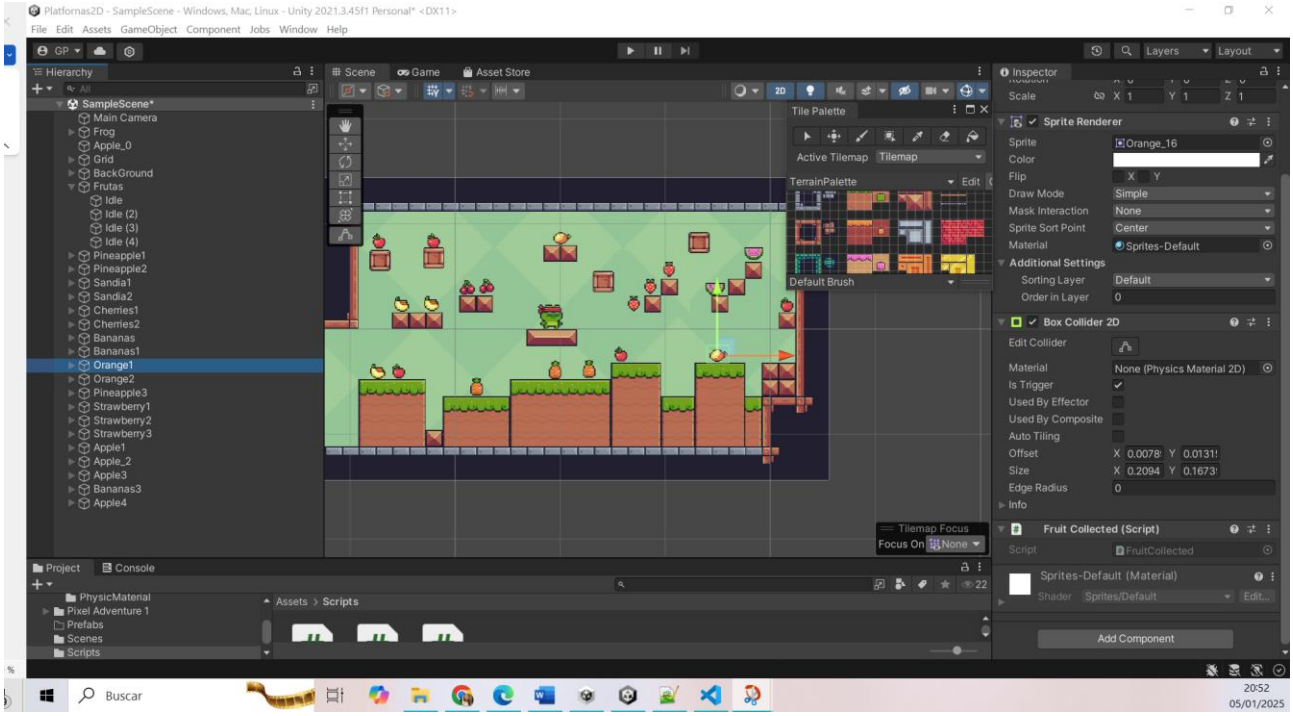

File Edit Selection
Platfornas2D
PlayerMove.cs
Assets > Scripts > PlayerMove.cs > PlayerMove > FixedUpdate
public class PlayerMove : MonoBehaviour
void FixedUpdate()
rb2D.velocity = new Vector2(rb2D.velocity.x, jumpSpeed);
if(betterJump)
if(rb2D.velocity.y<0)
rb2D.velocity += Vector2.up * Physics.gravity.y * (fallMultiplier) * Time.deltaTime;
if(rb2D.velocity.y>0)
rb2D.velocity += Vector2.up * Physics.gravity.y * (lowJumMultiplier) * Time.deltaTime;
Persona 1
Guadalupe Puente
mariagpuenteg@gmail.com
Otros perfiles de Chrome

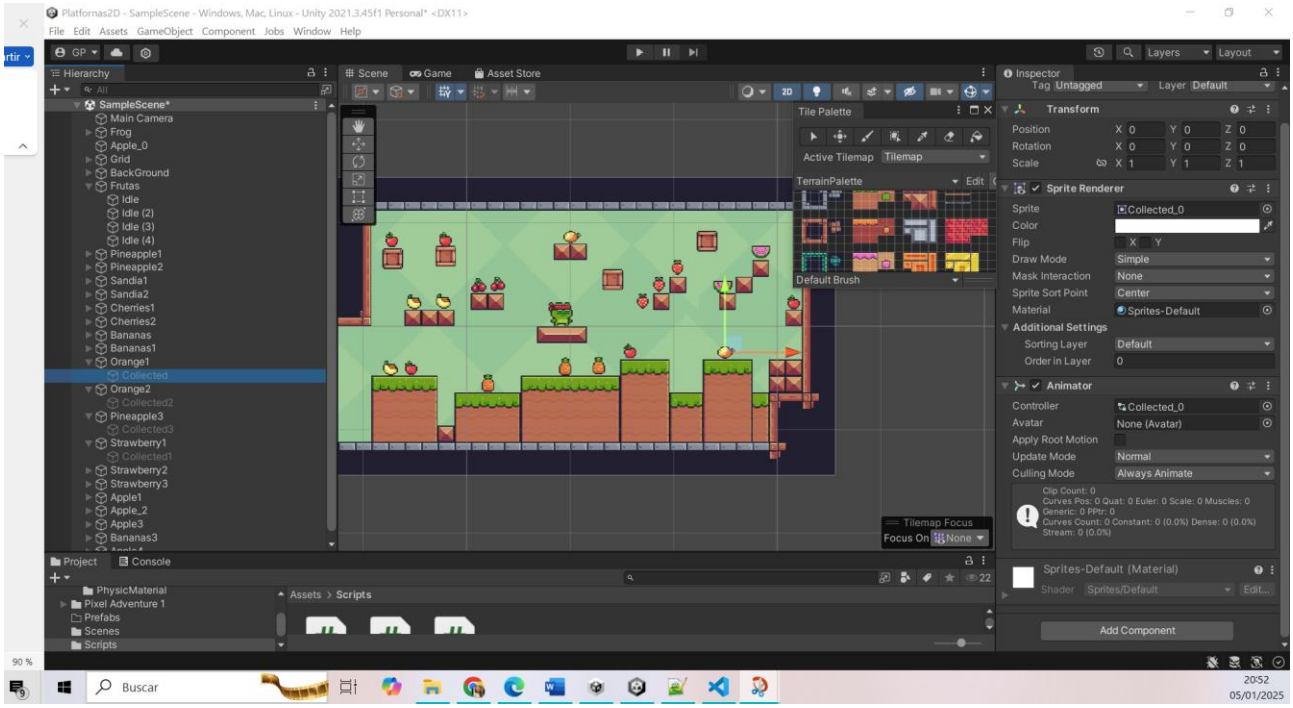

Platformas2D - SampleScene - Windows, Mac, Linux - Unity 2021.3.45f1 Personal <DX11>
File Edit Assets GameObject Component Jobs Window Help
Hierarchy
SampleScene
Main Camera
Frog
Apple_0
Grid
BackGround
Frutas
Scene
Game
Asset Store
Inspector
Box Collider 2D
Edit Collider
Material
None (Physics Material 2D)
Is Trigger
Used By Effector
Used By Composite
Auto Tiling
Offset
Size
Edge Radius
Info
Player Move (Script)
Script
PlayerMove
Run Speed
Jump Speed
Better Jump
Fall Multiplier
Low Jum Multiplier
Rigidbody 2D
Body Type
Dynamic
Simulated
Use Auto Mass
Mass
Linear Drag
Angular Drag
Gravity Scale
Collision Detection
Discrete
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Materials
PhysicMaterial
Pixel Adventure 1
Scenes
Scripts
Packages
Assets > Scripts
CheckGro...
PlayerMove
Tile Palette
Active Tilemap
Tilemap
TerrainPalette
Default Brush
Tilemap Focus
Focus On
None

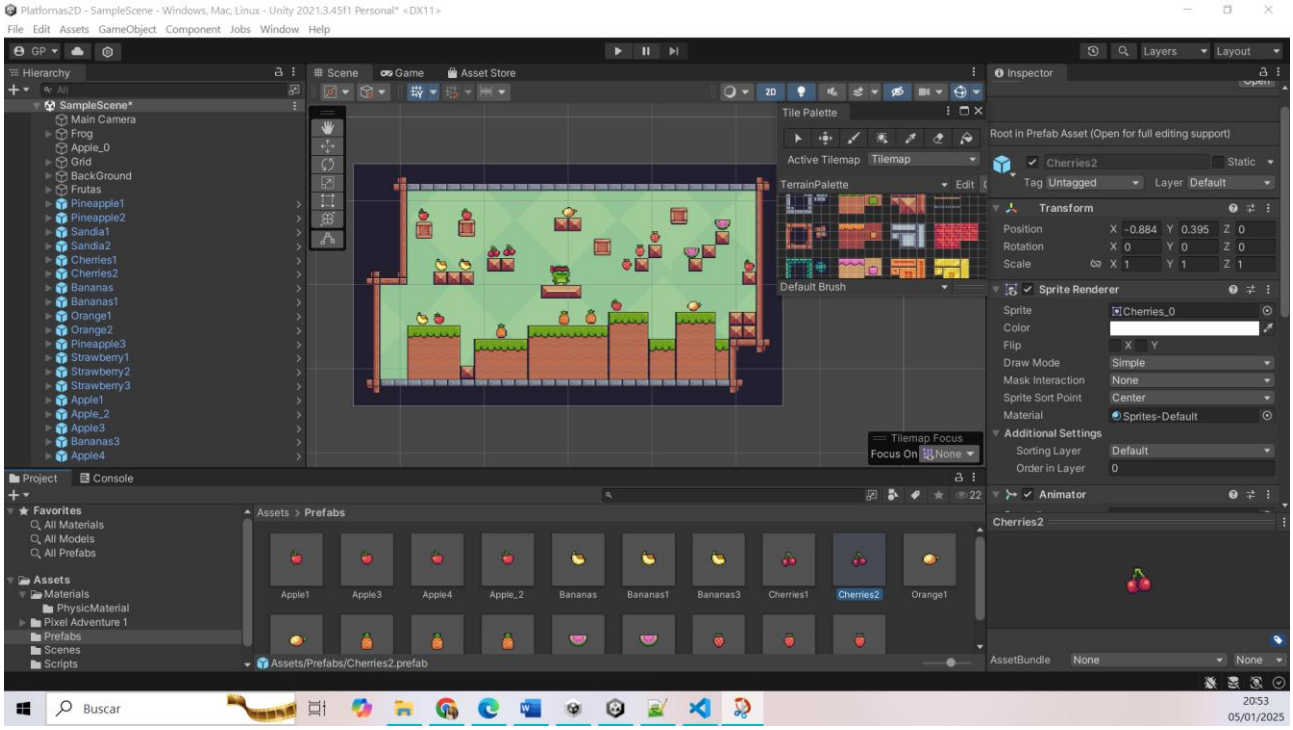

Platformas2D - SampleScene - Windows, Mac, Linux - Unity 2021.3.45f1 Personal* <DX11>
File Edit Assets GameObject Component Jobs Window Help
Hierarchy
SampleScene*
Main Camera
Frog
Apple_0
Grid
BackGround
Frutas
Pineapple_0
Collected_0
Scene
Game
Asset Store
Inspector
Frog
Static
Tag Player
Layer Default
Transform
Position X -0.09 Y 0.15 Z 0
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Sprite Renderer
Sprite Idle (32x32)_0
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
Controller Idle (32x32)_0
Avatar None (Avatar)
Apply Root Motion
Update Mode Normal
Culling Mode Always Animate
Box Collider 2D
Edit Collider
Material None (Physics Material 2D)
Tilemap Focus
Focus On None
Project
Console
Items
Boxes
Box1
Box2
Box3
Checkpoints
Checkpoint
End
Start
Fruits
Main Characters
Mask Dude
Ninja Frog
Pink Man
Virtual Guy
Other
Terrain
Traps
Palette
Scenes
Scripts
Packages
Assets > Scripts
CheckGro...
FruitCollec...
PlayerMove
Tile Palette
Active Tilemap Tilemap
TerrainPalette
Edit
Grid
Gizmos
Default Brush
Buscar
20:02
05/01/2025


Persona 1
Guadalupe Puente
mariagpuenteg@gmail.com
Plataformas 2
LuisCanary - 3/37
La sincronización está activada
Personalizar perfil
Gestionar tu cuenta de Google
Cerrar este perfil
Otros perfiles de Chrome
Guadalupe (Trabajo)
María (Trabajo)
María Guadalupe
Perfil de invitado abierto
Añadir perfil nuevo
Gestionar perfiles de Chrome
Aprende el trabajo.
Consigue el trabajo.
File Edit Selection
Platformas2D
PlayerMove.cs
FruitCollected.cs
Assets > Scripts > FruitCollected.cs > FruitCollected > OnTriggerEnter2D
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
0 references
public class FruitCollected : MonoBehaviour
{
0 references | Tabnine | Edit | Test | Explain | Document | Ask
private void OnTriggerEnter2D(Collider2D collision)
{
if(collision.CompareTag("Player"))
{
GetComponent<SpriteRenderer>().enabled = false;
gameObject.transform.GetChild(0).gameObject.SetActive(true);
Destroy(gameObject, 0.5f);
}
}
}
Projects:
Debug Any CPU
Live Share
Ln 14, Col 39
Spaces: 4
UTF-8
CRLF
C#
Go Live
Tabnine: Sign-in is required
CAD/MXN +0.30%
ESP
20:11
05/01/2025
Buscar


Platformas2D - SampleScene - Windows, Mac, Linux - Unity 2021.3.45f1 Personal* <DX11>
File Edit Assets GameObject Component Jobs Window Help
Hierarchy
SampleScene*
Main Camera
Frog
Apple_0
Grid
BackGround
Frutas
Idle
Idle (2)
Idle (3)
Idle (4)
Pineapple1
Pineapple2
Sandia1
Sandia2
Cherries1
Cherries2
Bananas
Bananas1
Orange1
Orange2
Pineapple3
Strawberry1
Strawberry2
Strawberry3
Apple1
Apple_2
Apple3
Bananas3
Apple4
Scene
Game
Asset Store
Inspector
Tile Palette
Active Tilemap
Tilemap
TerrainPalette
Edit
Default Brush
Tilemap Focus
Focus On
None
Project
Console
PhysicMaterial
Pixel Adventure 1
Prefabs
Scenes
Scripts
Assets > Scripts
Buscar
20:51
05/01/2025


Platformas2D - SampleScene - Windows, Mac, Linux - Unity 2021.3.45f1 Personal* <DX11>
File Edit Assets GameObject Component Jobs Window Help
Hierarchy
SampleScene*
Main Camera
Frog
Apple_0
Grid
BackGround
Frutas
Idle
Idle (2)
Idle (3)
Idle (4)
Pineapple1
Pineapple2
Sandia1
Sandia2
Cherries1
Cherries2
Bananas
Bananas1
Orange1
Orange2
Pineapple3
Strawberry1
Strawberry2
Strawberry3
Apple1
Apple_2
Apple3
Bananas3
Apple4
Scene
Game
Asset Store
Inspector
Tile Palette
Active Tilemap
Tilemap
TerrainPalette
Edit
Default Brush
Tilemap Focus
Focus On
None
Scale
Sprite Renderer
Sprite
Orange_16
Color
Flip
Draw Mode
Simple
Mask Interaction
None
Sprite Sort Point
Center
Material
Sprites-Default
Additional Settings
Sorting Layer
Default
Order in Layer
Box Collider 2D
Edit Collider
Material
None (Physics Material 2D)
Is Trigger
Used By Effector
Used By Composite
Auto Tiling
Offset
Size
Edge Radius
Info
Fruit Collected (Script)
Script
FruitCollected
Sprites-Default (Material)
Shader
Sprites/Default
Edit...
Add Component
Project
Console
PhysicMaterial
Pixel Adventure 1
Prefabs
Scenes
Scripts
Assets > Scripts
Buscar
20:52
05/01/2025


Platformas2D - SampleScene - Windows, Mac, Linux - Unity 2021.3.45f1 Personal* <DX11>
File Edit Assets GameObject Component Jobs Window Help
Hierarchy
SampleScene*
Main Camera
Frog
Apple_0
Grid
BackGround
Frutas
Idle
Idle (2)
Idle (3)
Idle (4)
Pineapple1
Pineapple2
Sandia1
Sandia2
Cherries1
Cherries2
Bananas
Bananas1
Orange1
Collected
Orange2
Collected2
Pineapple3
Collected3
Strawberry1
Collected1
Strawberry2
Strawberry3
Apple1
Apple_2
Apple3
Bananas3
Scene
Game
Asset Store
Tile Palette
Active Tilemap
Tilemap
TerrainPalette
Default Brush
Tilemap Focus
Focus On
Inspector
Tag Untagged
Layer Default
Transform
Position
Rotation
Scale
Sprite Renderer
Sprite
Collected_0
Color
Flip
Draw Mode
Simple
Mask Interaction
None
Sprite Sort Point
Center
Material
Sprites-Default
Additional Settings
Sorting Layer
Default
Order in Layer
Animator
Controller
Avatar
None (Avatar)
Apply Root Motion
Update Mode
Normal
Culling Mode
Always Animate
Sprites-Default (Material)
Shader
Sprites/Default
Add Component
Project
Console
PhysicMaterial
Pixel Adventure 1
Prefabs
Scenes
Scripts
Assets > Scripts
Buscar
20:52
05/01/2025


Platformas2D - SampleScene - Windows, Mac, Linux - Unity 2021.3.45f1 Personal* <DX11>
File Edit Assets GameObject Component Jobs Window Help
Hierarchy
SampleScene*
Main Camera
Frog
Apple_0
Grid
BackGround
Frutas
Pineapple1
Pineapple2
Sandia1
Sandia2
Cherries1
Cherries2
Bananas
Bananas1
Orange1
Orange2
Pineapple3
Strawberry1
Strawberry2
Strawberry3
Apple1
Apple_2
Apple3
Bananas3
Apple4
Scene
Game
Asset Store
Tile Palette
Active Tilemap
Tilemap
TerrainPalette
Default Brush
Tilemap Focus
Focus On
Inspector
Root in Prefab Asset (Open for full editing support)
Cherries2
Static
Tag Untagged
Layer Default
Transform
Position
Rotation
Scale
Sprite Renderer
Sprite
Cherries_0
Color
Flip
Draw Mode
Simple
Mask Interaction
None
Sprite Sort Point
Center
Material
Sprites-Default
Additional Settings
Sorting Layer
Default
Order in Layer
Animator
Cherries2
AssetBundle
None
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Materials
PhysicMaterial
Pixel Adventure 1
Prefabs
Scenes
Scripts
Assets > Prefabs
Apple1
Apple3
Apple4
Apple_2
Bananas
Bananas1
Bananas3
Cherries1
Cherries2
Orange1
Assets/Prefabs/Cherries2.prefab
Buscar
20:53
05/01/2025