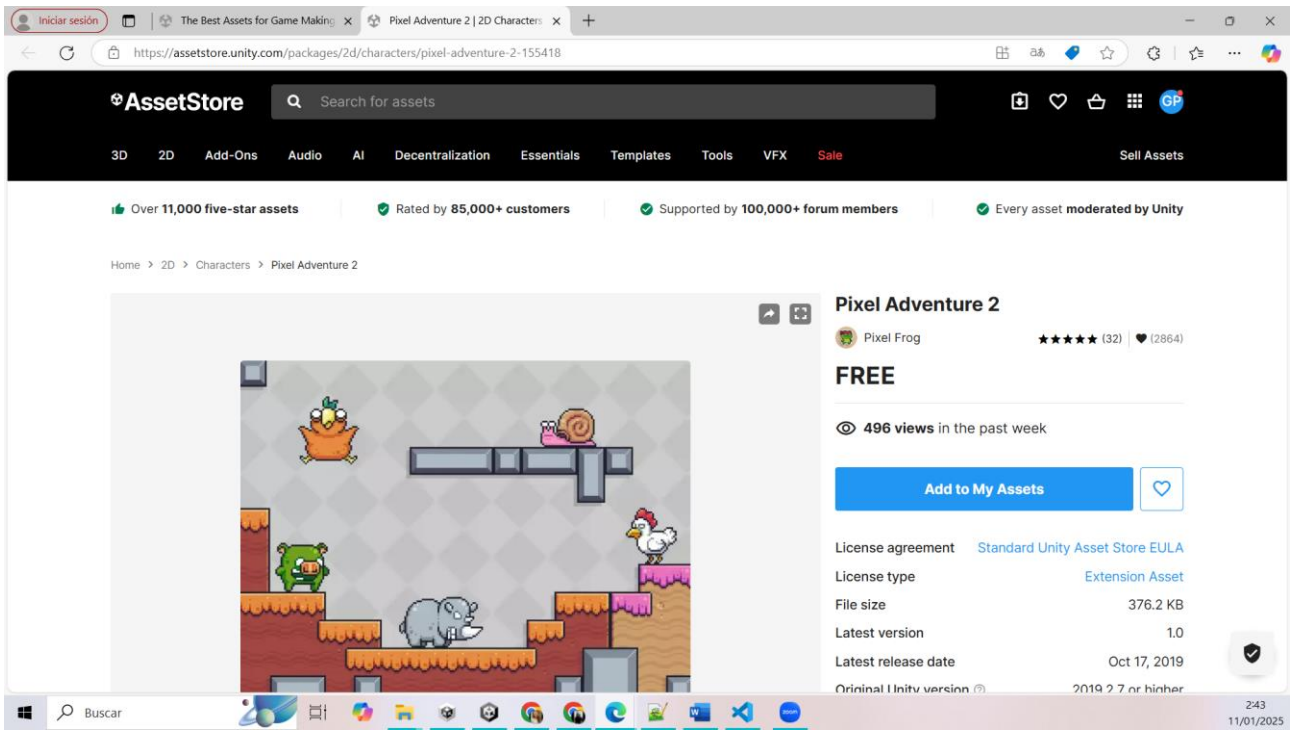
Iniciar sesión
The Best Assets for Game Making
Pixel Adventure 2 | 2D Characters
https://assetstore.unity.com/packages/2d/characters/pixel-adventure-2-155418
AssetStore
Search for assets
3D
2D
Add-Ons
Audio
AI
Decentralization
Essentials
Templates
Tools
VFX
Sale
Sell Assets
Over 11,000 five-star assets
Rated by 85,000+ customers
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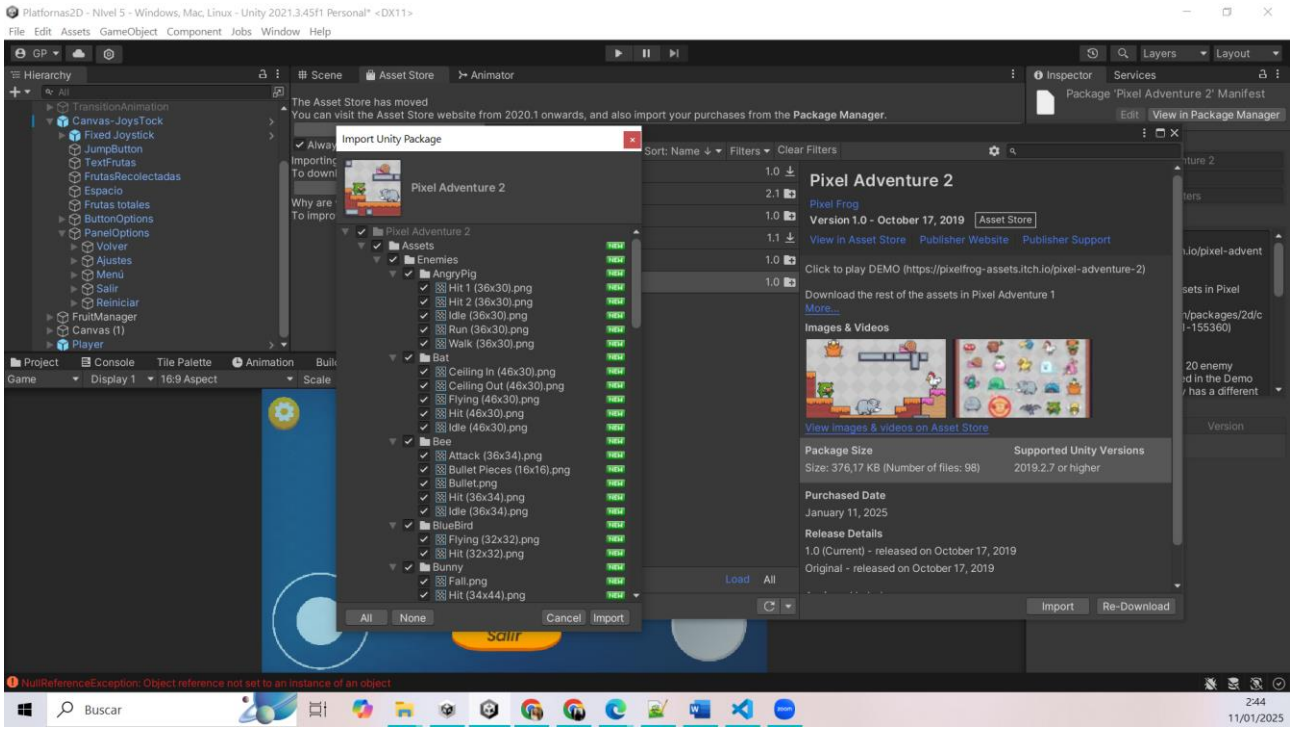
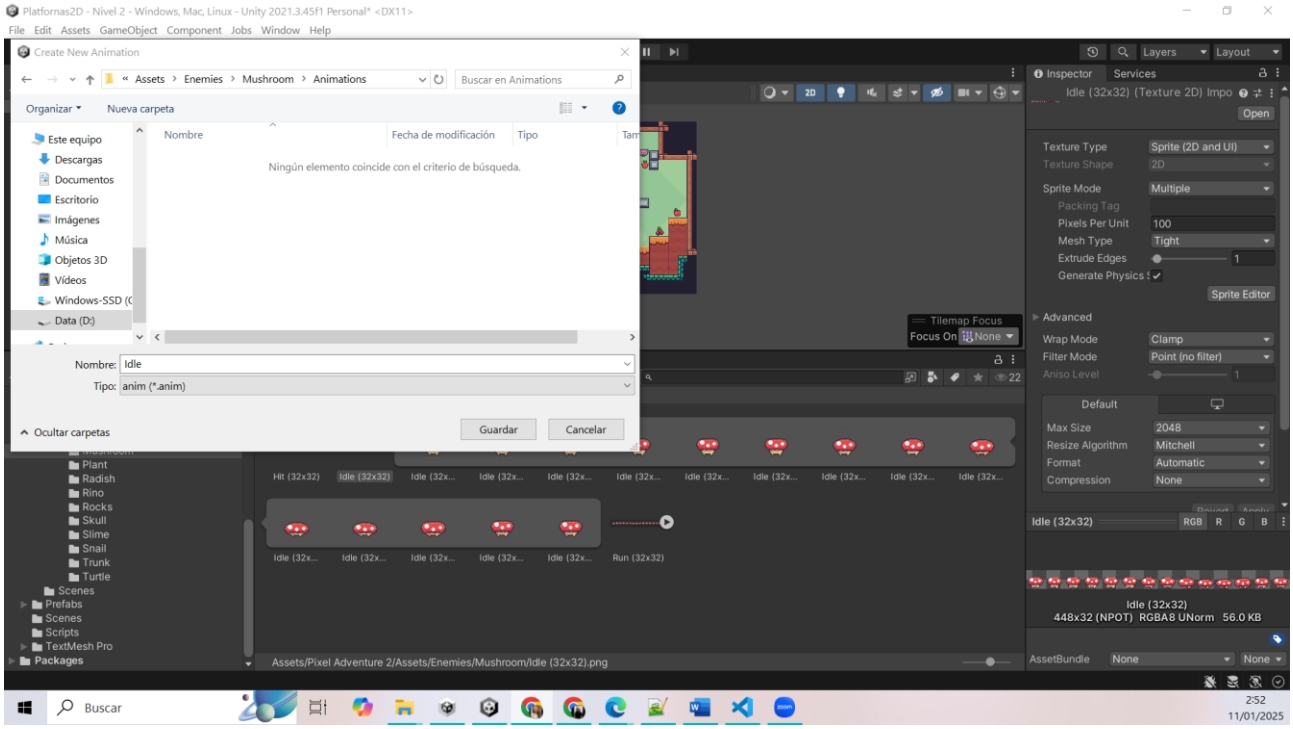
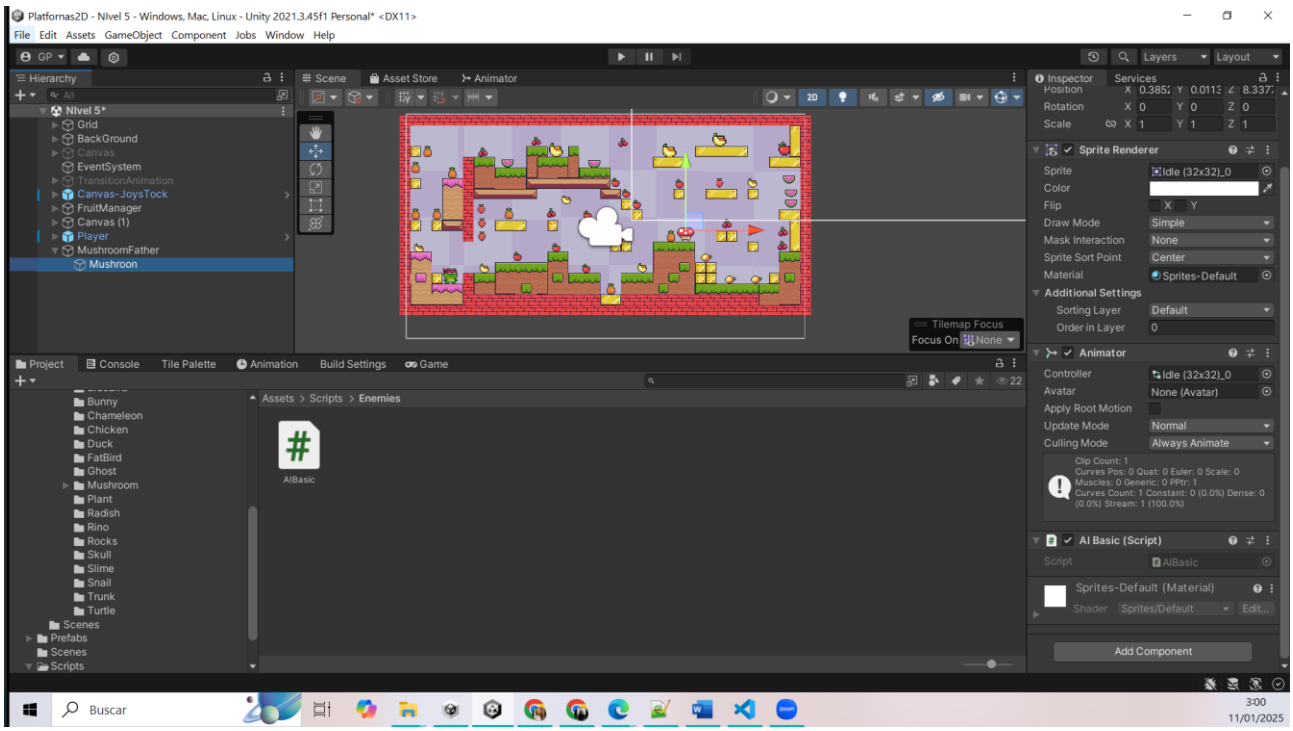
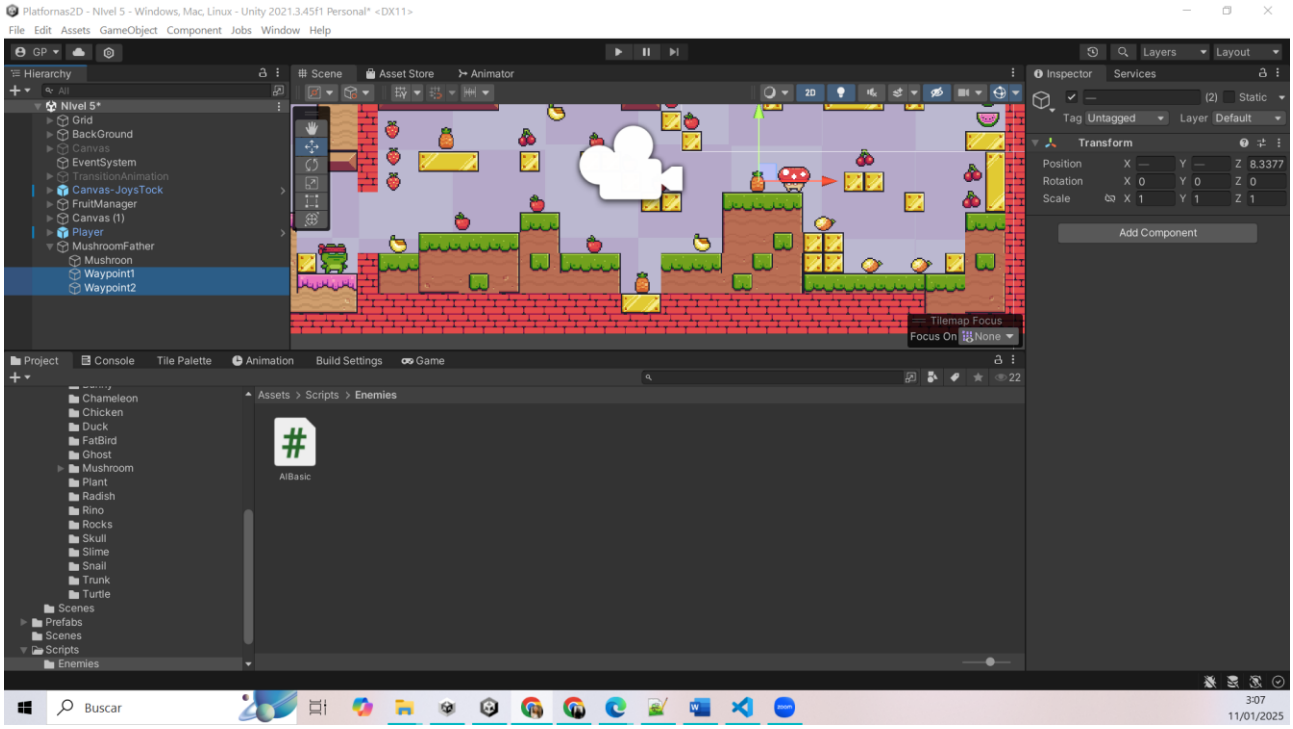
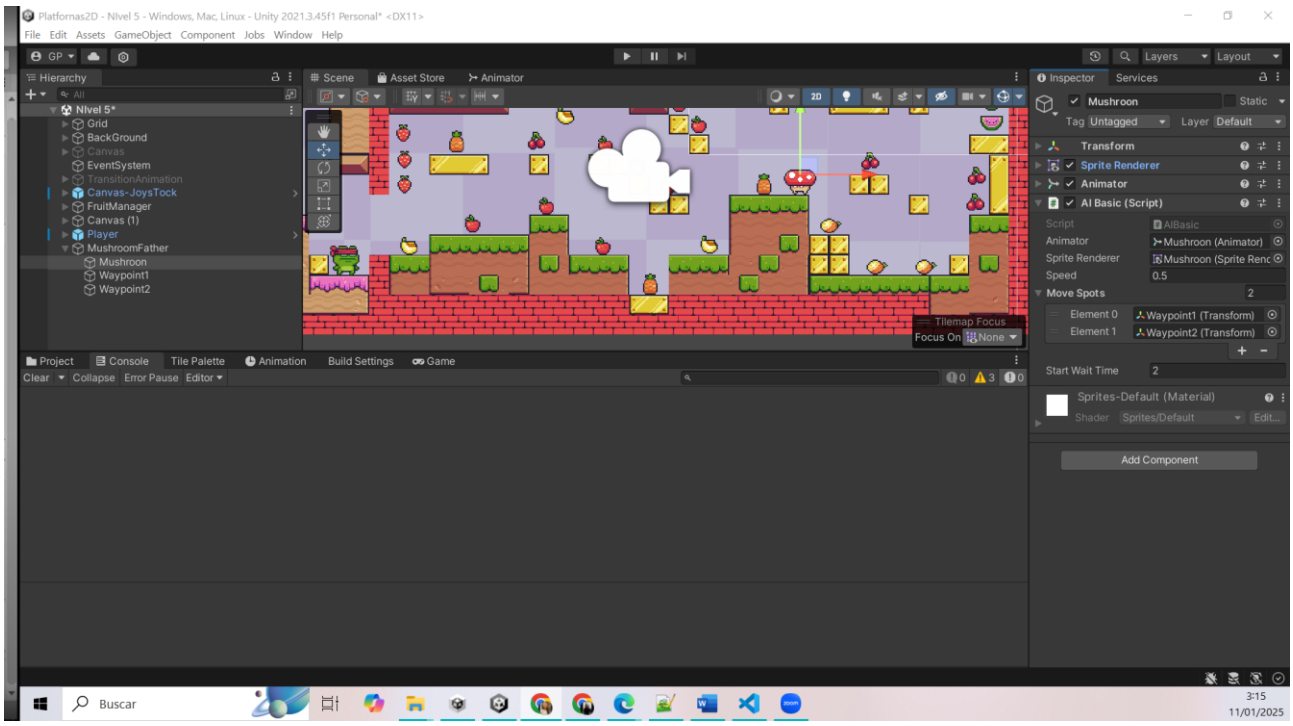
Every asset moderated by Unity
Home > 2D > Characters > Pixel Adventure 2
Pixel Adventure 2
Pixel Frog
(32)
(2864)
FREE
496 views in the past week
Add to My Assets
License agreement
Standard Unity Asset Store EULA
License type
Extension Asset
File size
376.2 KB
Latest version
1.0
Latest release date
Oct 17, 2019
Buscar
2:43
11/01/2025

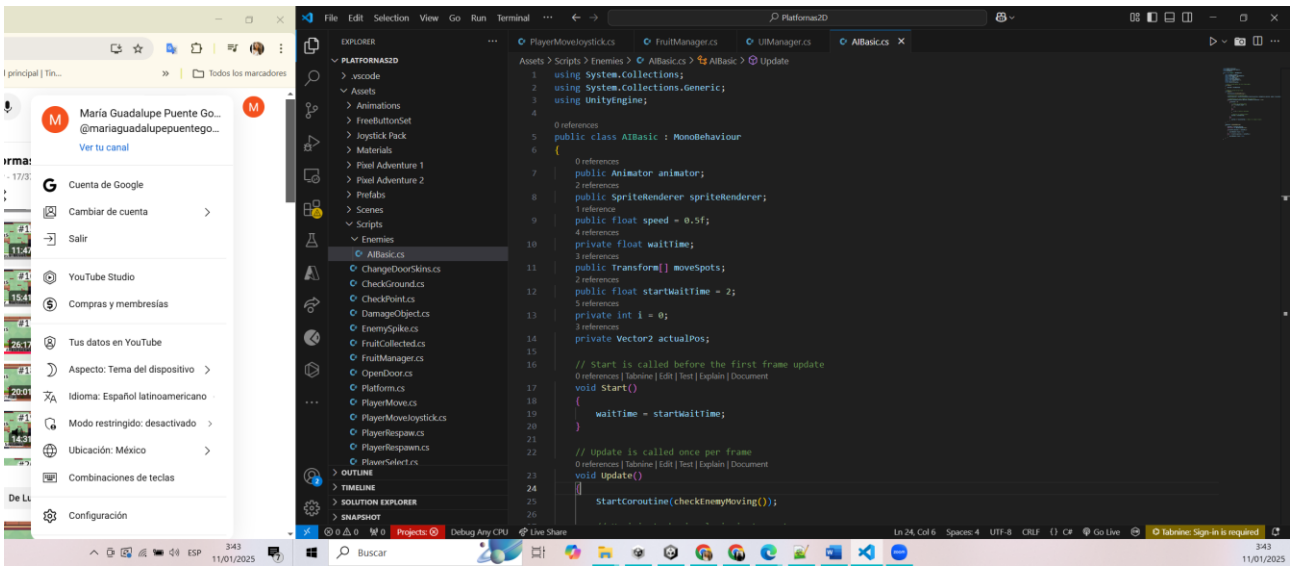

Platformas2D - Nivel 5 - Windows, Mac, Linux - Unity 2021.3.45f1 Personal* <DX11>
File Edit Assets GameObject Component Jobs Window Help
Hierarchy
Scene
Asset Store
Animator
Inspector
Services
The Asset Store has moved
You can visit the Asset Store website from 2020.1 onwards, and also import your purchases from the Package Manager.
Import Unity Package
Pixel Adventure 2
Assets
Enemies
AngryPig
Bat
Bee
BlueBird
Bunny
All
None
Cancel
Import
Pixel Adventure 2
Pixel Frog
Version 1.0 - October 17, 2019
Asset Store
View in Asset Store
Publisher Website
Publisher Support
Click to play DEMO (https://pixelfrog-assets.itch.io/pixel-adventure-2)
Download the rest of the assets in Pixel Adventure 1
Images & Videos
Package Size
Size: 376,17 KB (Number of files: 98)
Supported Unity Versions
2019.2.7 or higher
Purchased Date
January 11, 2025
Release Details
1.0 (Current) - released on October 17, 2019
Original - released on October 17, 2019
Import
Re-Download
NullReferenceException: Object reference not set to an instance of an object
Buscar
2:44
11/01/2025

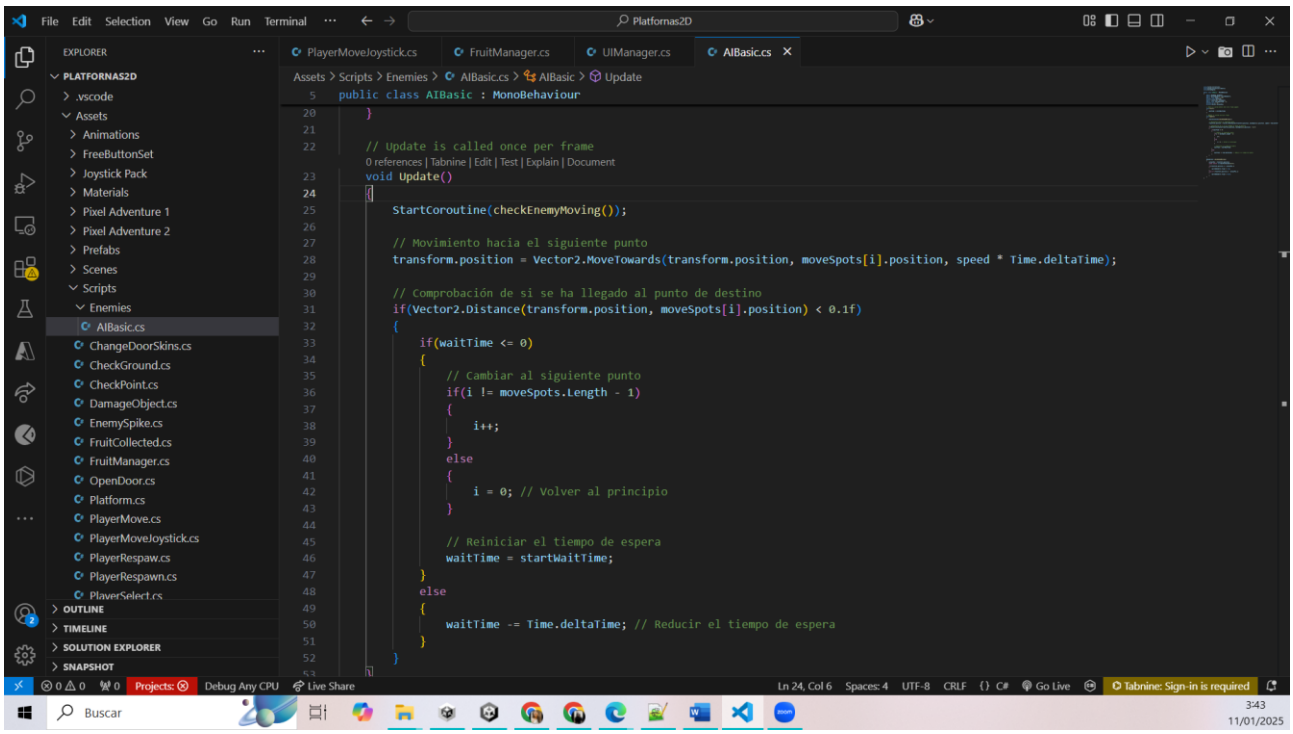

Platformas2D - Nivel 2 - Windows, Mac, Linux - Unity 2021.3.45f1 Personal* <DX11>
File Edit Assets GameObject Component Jobs Window Help
Create New Animation
Assets > Enemies > Mushroom > Animations
Buscar en Animations
Organizar
Nueva carpeta
Nombre
Fecha de modificación
Tipo
Ningún elemento coincide con el criterio de búsqueda.
Este equipo
Descargas
Documentos
Escritorio
Imágenes
Música
Objetos 3D
Vídeos
Data (D:)
Nombre: Idle
Tipo: anim (*.anim)
Ocultar carpetas
Guardar
Cancelar
Inspector
Services
Idle (32x32) (Texture 2D) Impo
Open
Texture Type
Sprite (2D and UI)
Texture Shape
2D
Sprite Mode
Multiple
Packing Tag
Pixels Per Unit
100
Mesh Type
Tight
Extrude Edges
Generate Physics
Sprite Editor
Advanced
Wrap Mode
Clamp
Filter Mode
Point (no filter)
Aniso Level
Default
Max Size
2048
Resize Algorithm
Mitchell
Format
Automatic
Compression
None
Tilemap Focus
Focus On
Plant
Radish
Rino
Rocks
Skull
Slime
Snail
Trunk
Turtle
Scenes
Prefabs
Scenes
Scripts
TextMesh Pro
Packages
Hit (32x32)
Idle (32x32)
Run (32x32)
Idle (32x32)
448x32 (NPOT) RGBA8 UNorm 56.0 KB
AssetBundle
None
Assets/Pixel Adventure 2/Assets/Enemies/Mushroom/Idle (32x32).png
Buscar
2:52
11/01/2025

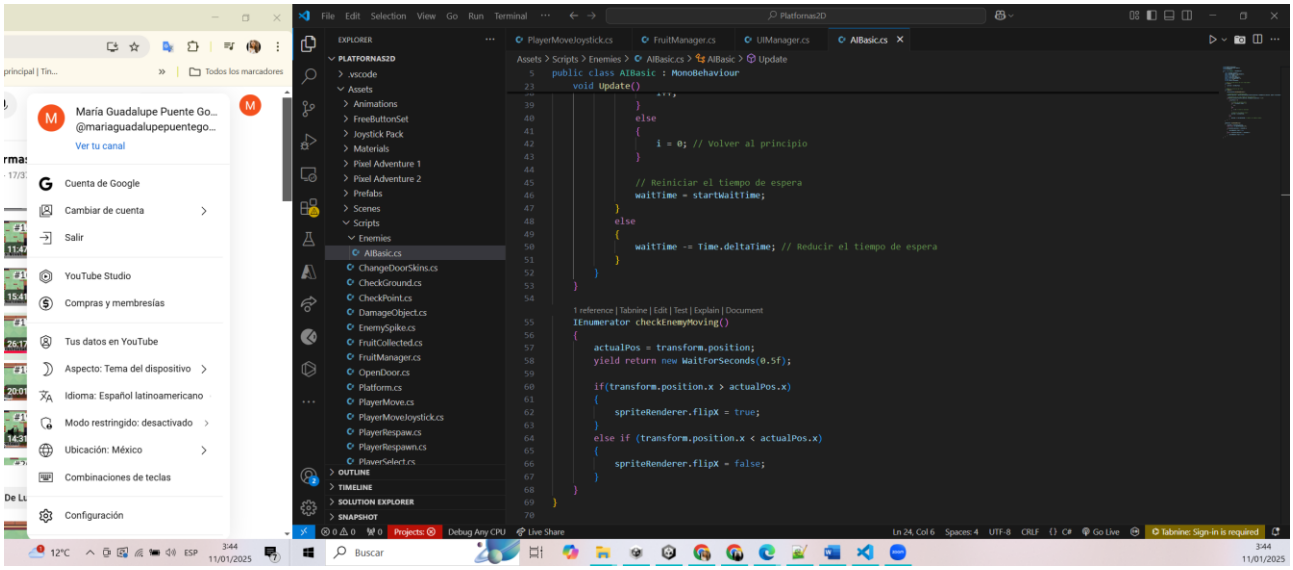

Platformas2D - NIvel 5 - Windows, Mac, Linux - Unity 2021.3.45f1 Personal* <DX11>
File Edit Assets GameObject Component Jobs Window Help
Hierarchy
NIvel 5*
Grid
BackGround
Canvas
EventSystem
TransitionAnimation
Canvas-JoysTock
FruitManager
Canvas (1)
Player
MushroomFather
Mushroon
Scene
Asset Store
Animator
Tilemap Focus
Focus On
Project
Console
Tile Palette
Animation
Build Settings
Game
Assets > Scripts > Enemies
AiBasic
Bunny
Chameleon
Chicken
Duck
FatBird
Ghost
Mushroom
Plant
Radish
Rino
Rocks
Skull
Slime
Snail
Trunk
Turtle
Scenes
Prefabs
Scenes
Scripts
Inspector
Services
Rotation
Scale
Sprite Renderer
Sprite
Idle (32x32)_0
Color
Flip
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
AI Basic (Script)
Script
AiBasic
Sprites-Default (Material)
Shader
Sprites/Default
Add Component
Buscar
3:00
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
BackGround
Canvas
EventSystem
TransitionAnimation
Canvas-JoysTock
FruitManager
Canvas (1)
Player
MushroomFather
Mushroon
Waypoint1
Waypoint2
Scene
Asset Store
Animator
Inspector
Services
Transform
Position
Rotation
Scale
Add Component
Tilemap Focus
Focus On None
Project
Console
Tile Palette
Animation
Build Settings
Game
Assets > Scripts > Enemies
AIBasic
Chameleon
Chicken
Duck
FatBird
Ghost
Mushroom
Plant
Radish
Rino
Rocks
Skull
Slime
Snail
Trunk
Turtle
Scenes
Prefabs
Scripts
Enemies
Buscar
3:07
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
BackGround
Canvas
EventSystem
TransitionAnimation
Canvas-JoysTock
FruitManager
Canvas (1)
Player
MushroomFather
Mushroon
Waypoint1
Waypoint2
Scene
Asset Store
Animator
Inspector
Services
Mushroon
Static
Tag Untagged
Layer Default
Transform
Sprite Renderer
Animator
AI Basic (Script)
Script AIBasic
Animator Mushroon (Animator)
Sprite Renderer Mushroon (Sprite Renc
Speed 0.5
Move Spots 2
Element 0 Waypoint1 (Transform)
Element 1 Waypoint2 (Transform)
Start Wait Time 2
Sprites-Default (Material)
Shader Sprites/Default
Edit...
Add Component
Tilemap Focus
Focus On None
Project
Console
Tile Palette
Animation
Build Settings
Game
Clear Collapse Error Pause Editor
Buscar
3:15
11/01/2025


Platformas2D
PlayerMoveJoystick.cs
FruitManager.cs
UIManager.cs
AIBasic.cs
Assets > Scripts > Enemies > AIBasic.cs > AIBasic > Update
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
public class AIBasic : MonoBehaviour
{
public Animator animator;
public SpriteRenderer spriteRenderer;
public float speed = 0.5f;
private float waitTime;
public Transform[] moveSpots;
public float startWaitTime = 2;
private int i = 0;
private Vector2 actualPos;
// Start is called before the first frame update
void Start()
{
waitTime = startWaitTime;
}
// Update is called once per frame
void Update()
{
StartCoroutine(checkEnemyMoving());


PlayerMoveJoystick.cs
FruitManager.cs
UIManager.cs
AIBasic.cs
Assets > Scripts > Enemies > AIBasic.cs > AIBasic > Update
public class AIBasic : MonoBehaviour
}
// Update is called once per frame
void Update()
{
StartCoroutine(checkEnemyMoving());
// Movimiento hacia el siguiente punto
transform.position = Vector2.MoveTowards(transform.position, moveSpots[i].position, speed * Time.deltaTime);
// Comprobación de si se ha llegado al punto de destino
if(Vector2.Distance(transform.position, moveSpots[i].position) < 0.1f)
{
if(waitTime <= 0)
{
// Cambiar al siguiente punto
if(i != moveSpots.Length - 1)
{
i++;
}
else
{
i = 0; // Volver al principio
}
// Reiniciar el tiempo de espera
waitTime = startWaitTime;
}
else
{
waitTime -= Time.deltaTime; // Reducir el tiempo de espera
}
}


Platformas2D
PlayerMoveJoystick.cs
FruitManager.cs
UIManager.cs
AIBasic.cs
Assets > Scripts > Enemies > AIBasic.cs > AIBasic > Update
public class AIBasic : MonoBehaviour
void Update()
}
else
{
i = 0; // Volver al principio
}
// Reiniciar el tiempo de espera
waitTime = startWaitTime;
}
else
{
waitTime -= Time.deltaTime; // Reducir el tiempo de espera
}
}
}
IEnumerator checkEnemyMoving()
{
actualPos = transform.position;
yield return new WaitForSeconds(0.5f);
if(transform.position.x > actualPos.x)
{
spriteRenderer.flipX = true;
}
else if (transform.position.x < actualPos.x)
{
spriteRenderer.flipX = false;
}
}
}