

2D-Platformer-Unity-main - Level 1 - Windows, Mac, Linux - Unity 6 (6000.0.25f1) <DX11>

File Edit Assets GameObject Component Services Jobs Window Help

Unity 6 Sign in Asset Store

Hierarchy

Level 1

- Global Light 2D
- Main Camera
- Lanzador de objetos
- Lanzador de objetos buenos
- Lanzador de objetos malos
- Player
- BG
- BG (1)
- BG (2)
- BG (4)
- BG (8)
- Grid
- Canvas
- GameManager
- EventSystem
- objects
- Pickups
- CameraBounds
- Virtual Camera
- LevelCompleteTrigger
- KillZone
- Events
- BG (5)
- BG (7)
- BG (6)
- Canvas

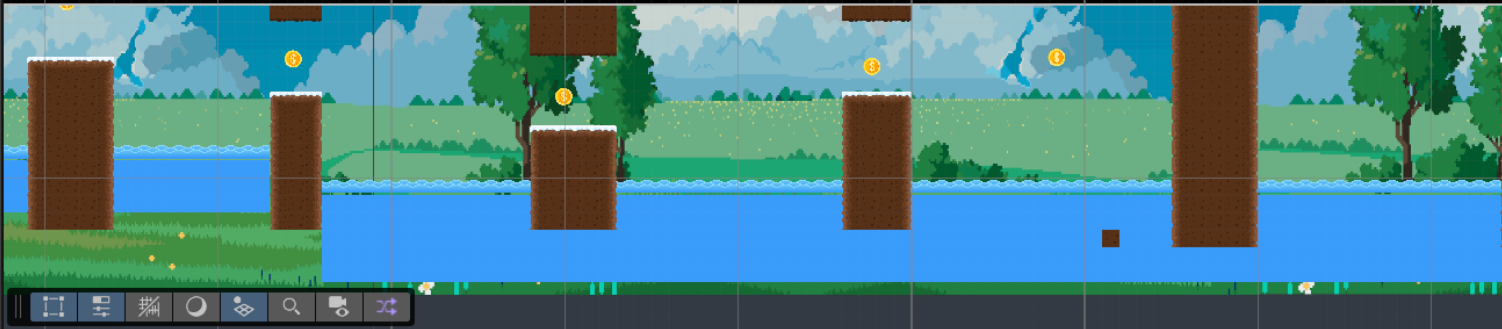
Scene Game

Center Local

1

2D

Hand Move Rotate Scale Lock Grid



Inspector

Level 1 (Scene Asset)

Open

Project Console

Assets > Scenes

Assets/Scenes/Level 1.unity

Asset Labels

AssetBundle None No

Parameter 'isGrounded' does not exist.

Se acercan días... 25°C

Buscar

ESP LAA

07:36 a. m. 17/12/2024



