Alpha Scripting Zombie Market Run:

Escenas

1. MainMenu:
   1. SceneManager:
      1. Script: Cambio de escena
   2. Main Camera
   3. Directional Light
   4. Canvas
      1. Image
         1. Text
      2. ButtonStart
         1. Text
      3. ButtonCreditos
         1. Text
      4. ButtonExit
         1. Text
   5. EventSystem
2. Juego\_Zombie\_3
   1. Directional Light
   2. Vidaicon3d
      1. Cube
      2. Directional light (1)
      3. Script: Vidas
   3. Yogurt
      1. Directional light (1)
      2. Script: Recolectable
   4. Pumpkin
      1. Directional light (2)
      2. Script: Recolectable
   5. Ham
      1. Directional light
      2. Script: Recolectable
   6. Zombie1Modelo}
      1. Script: Third Person Character
      2. Script: Ai Character Control
      3. Script: Zombie
   7. Directional Light (1)
   8. Puerta
      1. Script: Evento Gana
      2. Script: Puerta
   9. Plane
   10. Jugador
       1. Script: Control Jugador
       2. Script: Selección Jugador
       3. Script: Recuperar
       4. Script: movimiento
       5. Script: Colección
       6. Script: Pick up
       7. Script: Arrojar
       8. Script: pool
       9. Main Camera
          1. Script: Control Camara
          2. Script: Camara
          3. Script: Post Processing Behavior
             1. Prefab: holi (Ubicación:Assets/Blendtree/Assets/Standar Assets/ Characters/Thirdperson/Model/holi)
          4. Script: Capturador
             1. Text: TextoChecks
             2. Canvas: CanvaPause
       10. MiniMap
           1. Script: Control Camara
           2. Script: Camara
       11. Canvas
       12. GameObject
           1. Script: Carrito
       13. Referencia
       14. Sangre
       15. Palpitacion
   11. EventSystem
   12. UI Manager
       1. Script: Ejemplo Boton
       2. Script: Timer
   13. PickUP(3)
       1. Script: Coleccionables
   14. Distractor
   15. Pulle1.020
   16. Toggle
   17. CanvaPause
       1. TextoChecks
   18. Punto A
   19. Punto B
   20. Distractor arrojable
       1. Script: Distractores
       2. Script: proyectil
   21. ZombieModelo2
       1. Script: Third Person Character
       2. Script: Ai Character Control
       3. Script: Zombie Modelo 2
   22. Punto D
   23. Punto C
3. Creditos
   1. Main Camera
   2. Directional Light
   3. Canvas
   4. EventSystem
      1. Script: Base Input
   5. UIManager
      1. Script: Cambio de escena