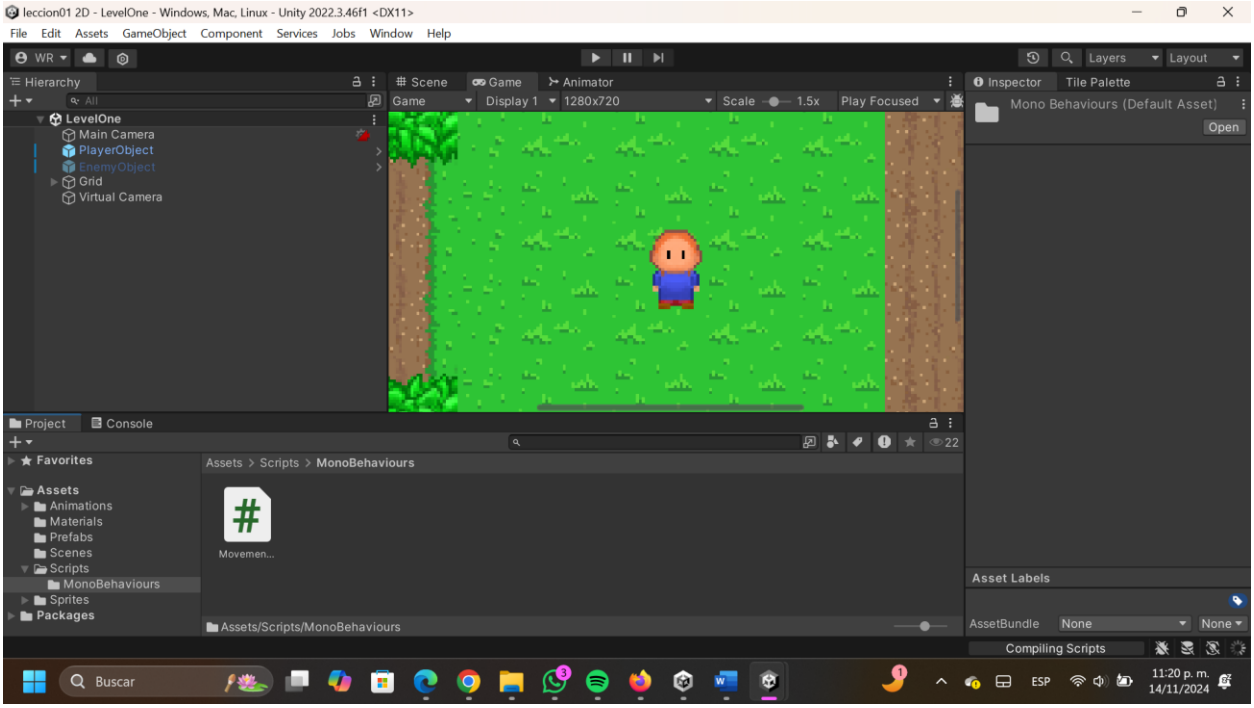

leccion01 2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne
Main Camera
PlayerObject
EnemyObject
Grid
Virtual Camera
Scene
Game
Animator
Display 1
1280x720
Scale
1.5x
Play Focused
Inspector
Tile Palette
Mono Behaviours (Default Asset)
Open
Project
Console
Favorites
Assets
Animations
Materials
Prefabs
Scenes
Scripts
MonoBehaviours
Sprites
Packages
Assets > Scripts > MonoBehaviours
Movemen...
Assets/Scripts/MonoBehaviours
Asset Labels
AssetBundle
None
Compiling Scripts
Buscar
ESP
11:20 p. m.
14/11/2024

File Edit View Git Project Build Debug Test Analyze Tools Extensions Window Help

leccion01 2D

Debug | Any CPU | Attach to Unity

Character.cs | MovementController.cs | RoundCameraPos.cs | MovementController.cs

Assembly-CSharp | Character | maxHitPoints

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

Unity Script | 0 references
public abstract class Character : MonoBehaviour
{
    public int hitPoint;
    public int maxHitPoints;
}
```

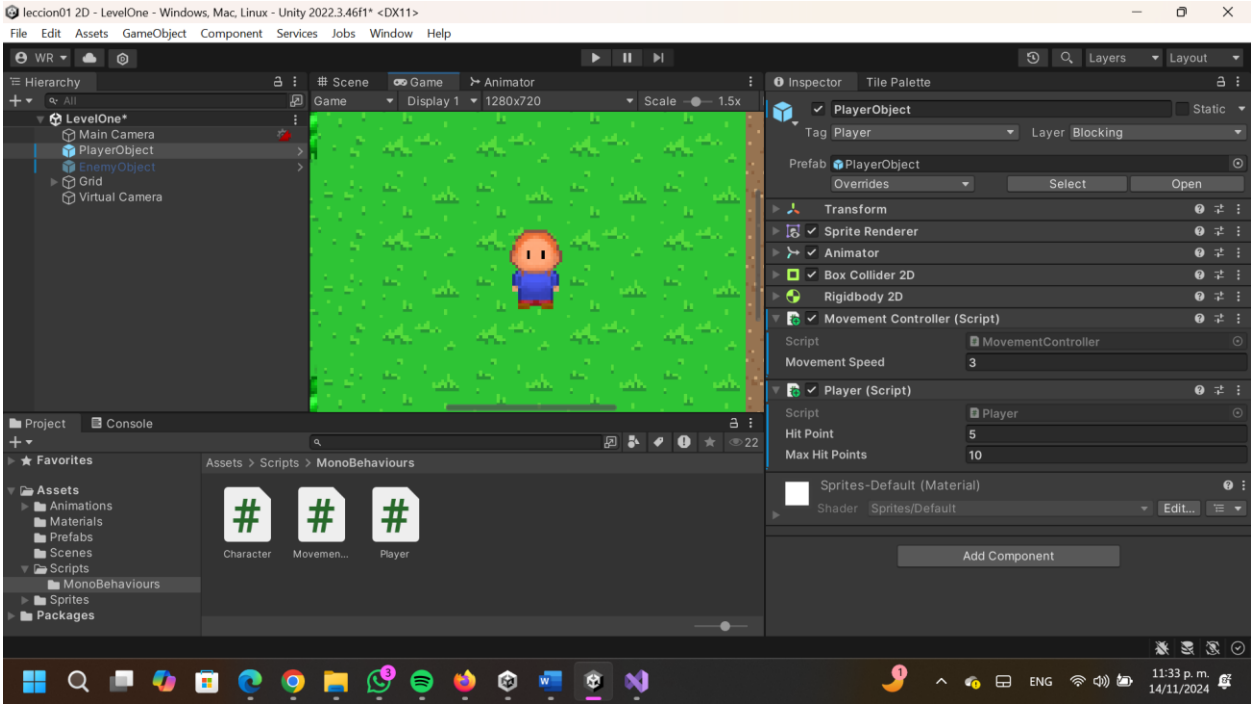
73 % | No issues found | Ln: 8 | Ch: 29 | SPC | CRLF

Output

Developer PowerShell | Error List | Output

Item(s) Saved | 0 / 0 | 99+ | main | UNITY

ENG | 11:29 p. m. 14/11/2024


leccion01 2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
EnemyObject
Grid
Virtual Camera
Scene
Game
Animator
Display 1
1280x720
Scale
1.5x
Inspector
Tile Palette
PlayerObject
Static
Tag Player
Layer Blocking
Prefab PlayerObject
Overrides
Select
Open
Transform
Sprite Renderer
Animator
Box Collider 2D
Rigidbody 2D
Movement Controller (Script)
Script MovementController
Movement Speed 3
Player (Script)
Script Player
Hit Point 5
Max Hit Points 10
Sprites-Default (Material)
Shader Sprites/Default
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Add Component
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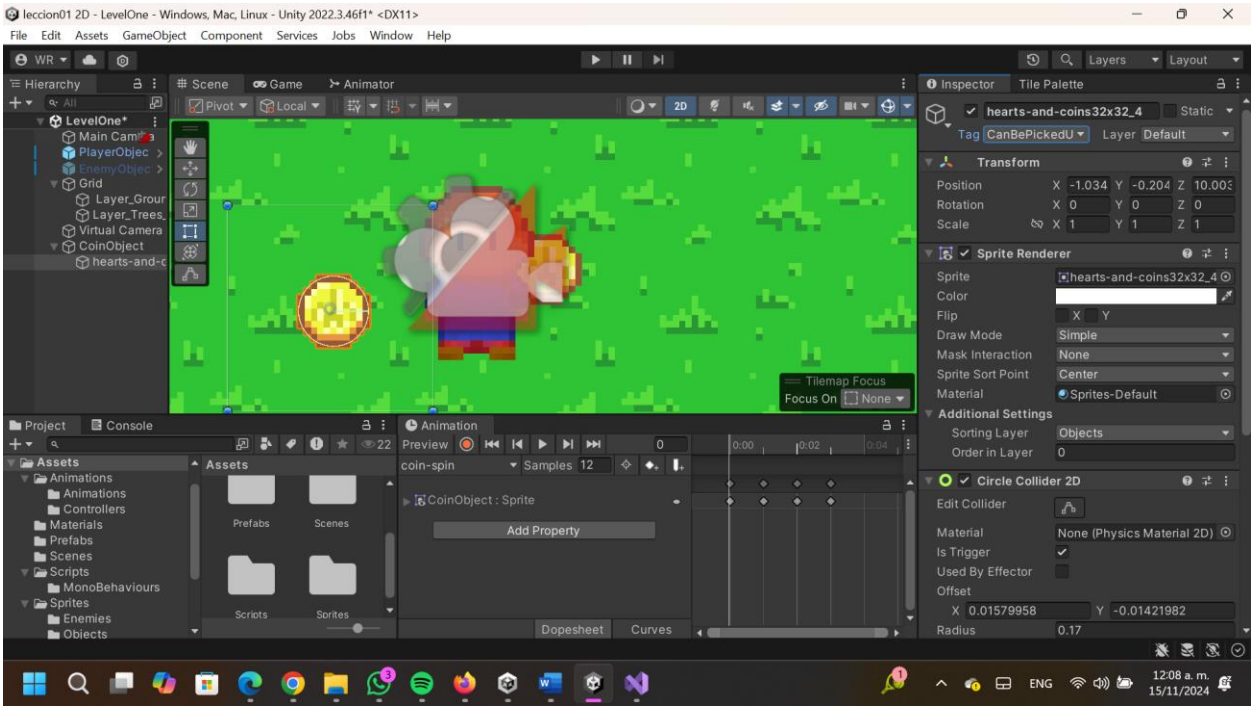
MonoBehaviours
Sprites
Packages
Assets > Scripts > MonoBehaviours
Character
Movemen...
Player
ENG
11:33 p. m.
14/11/2024


leccion01 2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
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PlayerObject
EnemyObject
Grid
Layer_Grour
Layer_Trees_
Virtual Camera
CoinObject
hearts-and-c
Scene
Game
Animator
Pivot
Local
2D
Tilemap Focus
Focus On None
Inspector
Tile Palette
hearts-and-coins32x32_4
Static
Tag CanBePickedU
Layer Default
Transform
Position X -1.034 Y -0.204 Z 10.003
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Sprite Renderer
Sprite hearts-and-coins32x32_4
Color
Flip X Y
Draw Mode Simple
Mask Interaction None
Sprite Sort Point Center
Material Sprites-Default
Additional Settings
Sorting Layer Objects
Order in Layer 0
Circle Collider 2D
Edit Collider
Material None (Physics Material 2D)
Is Trigger
Used By Effector
Offset
X 0.01579958 Y -0.01421982
Radius 0.17
Project
Console
Assets
Animations
Animations
Controllers
Materials
Prefabs
Scenes
Scripts
MonoBehaviours
Sprites
Enemies
Objects
Prefabs
Scenes
Scriots
Sprites
Animation
Preview
coin-spin
Samples 12
CoinObject : Sprite
Add Property
Dopesheet
Curves
ENG
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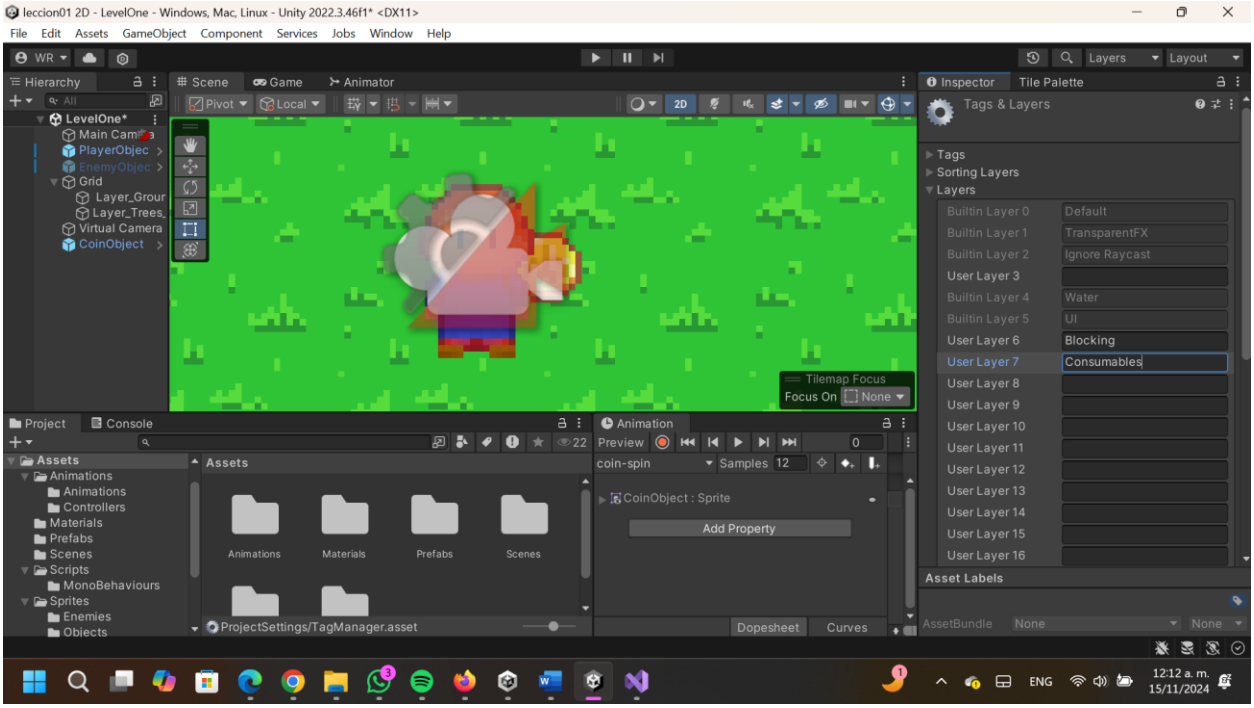
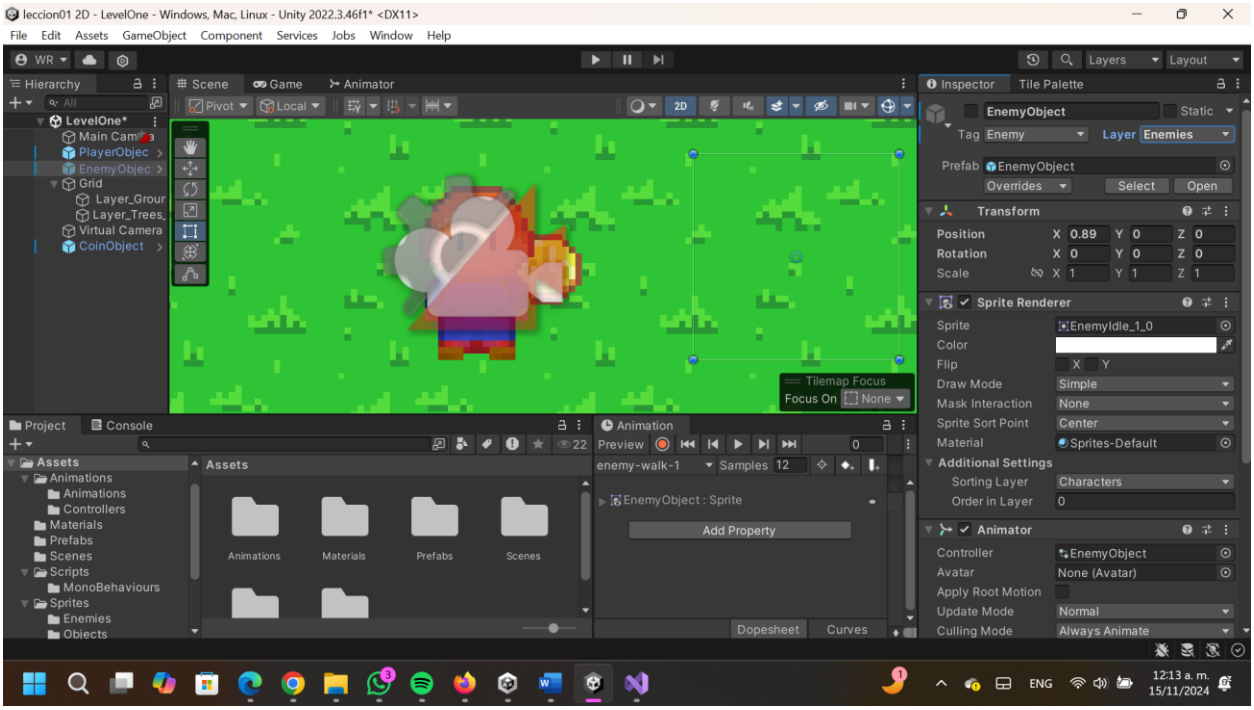
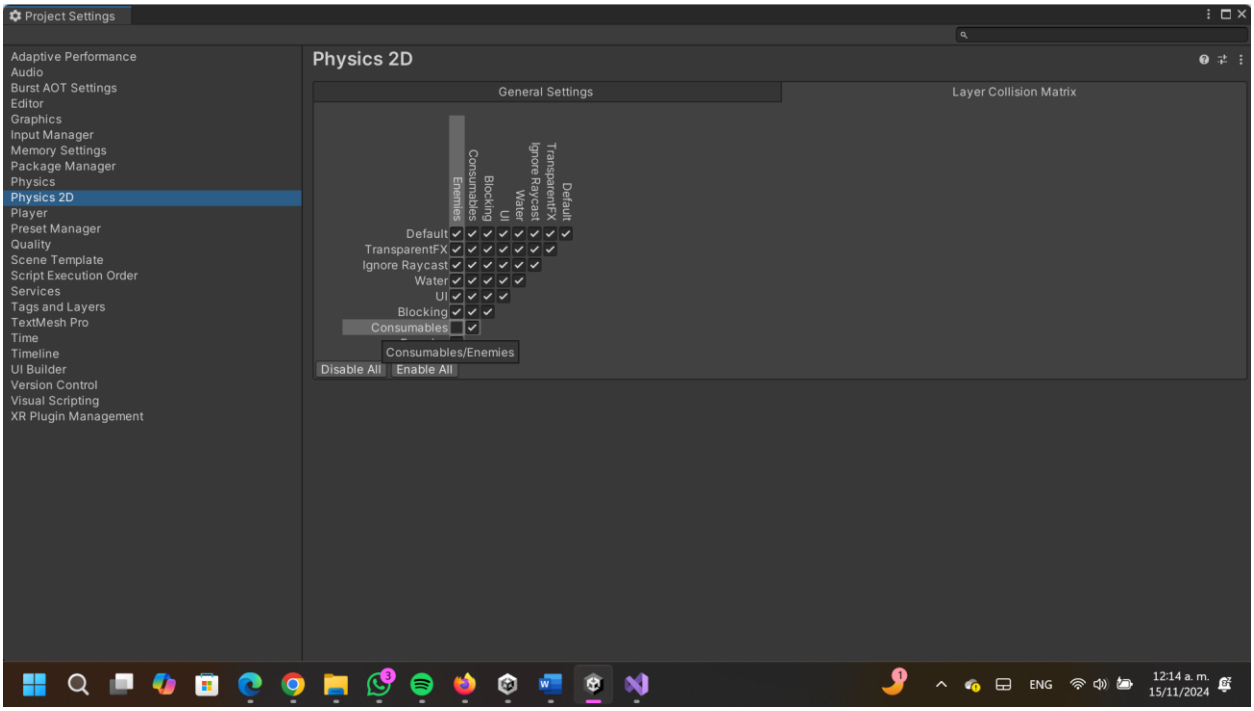
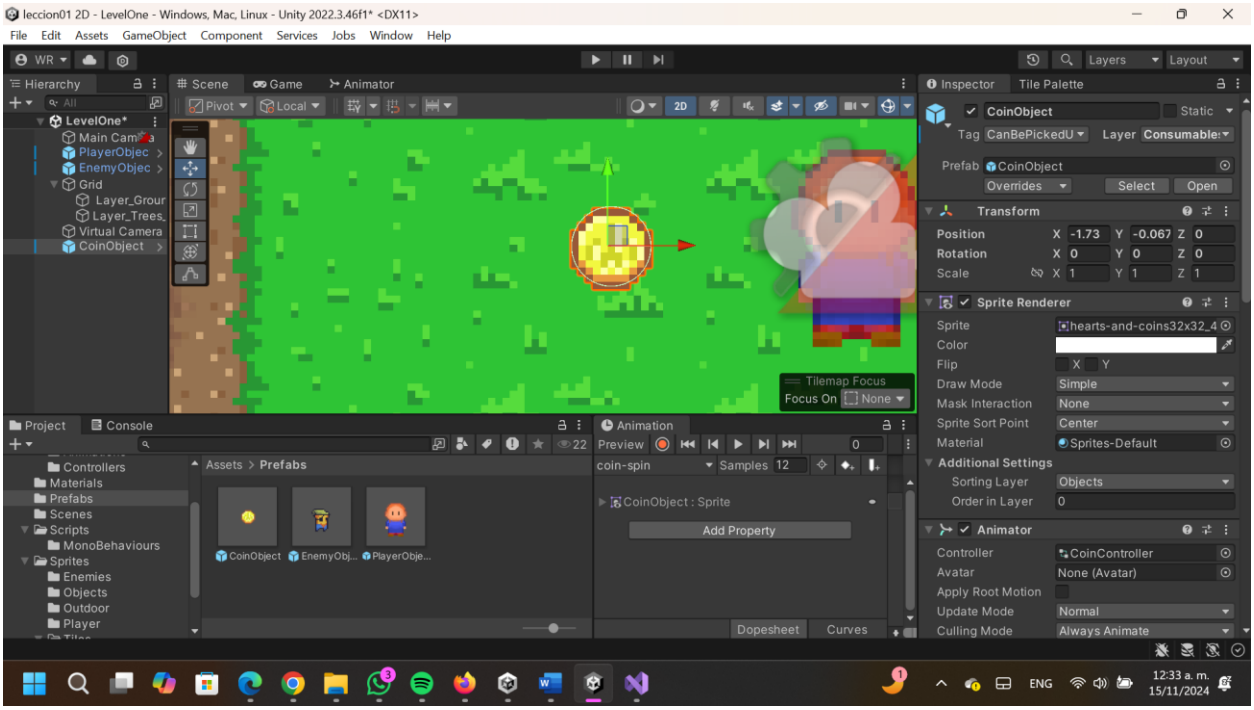
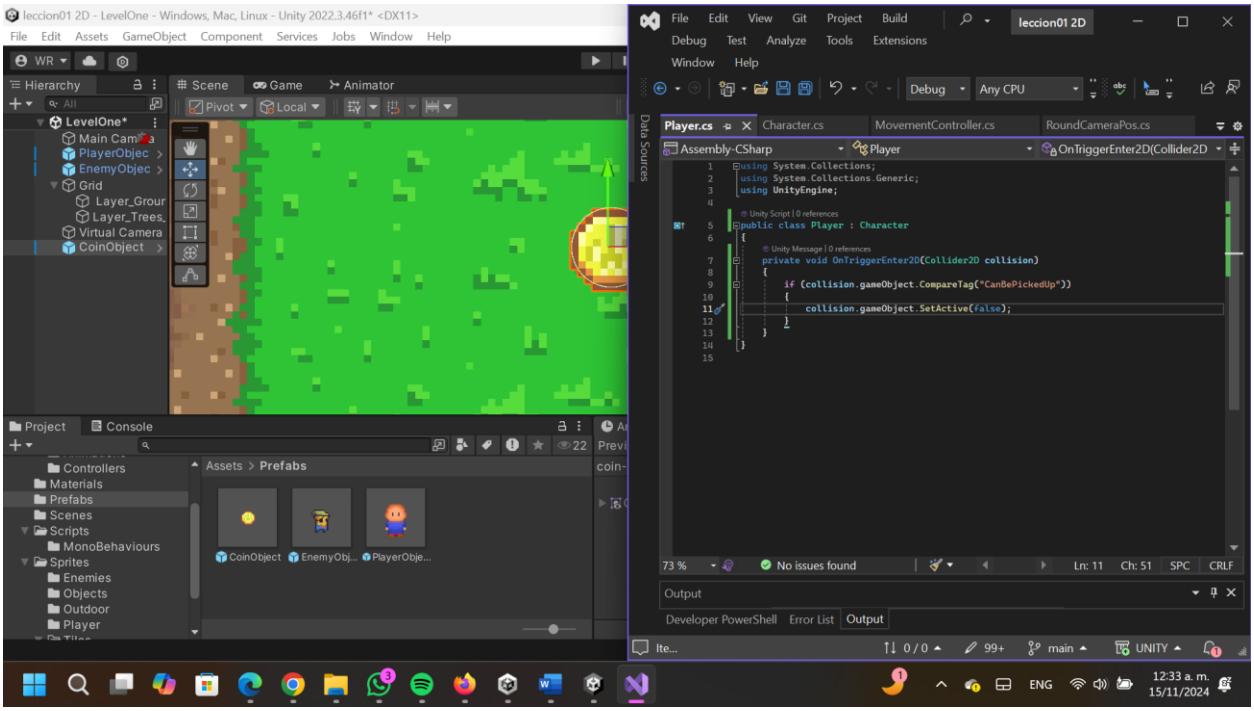
15/11/2024

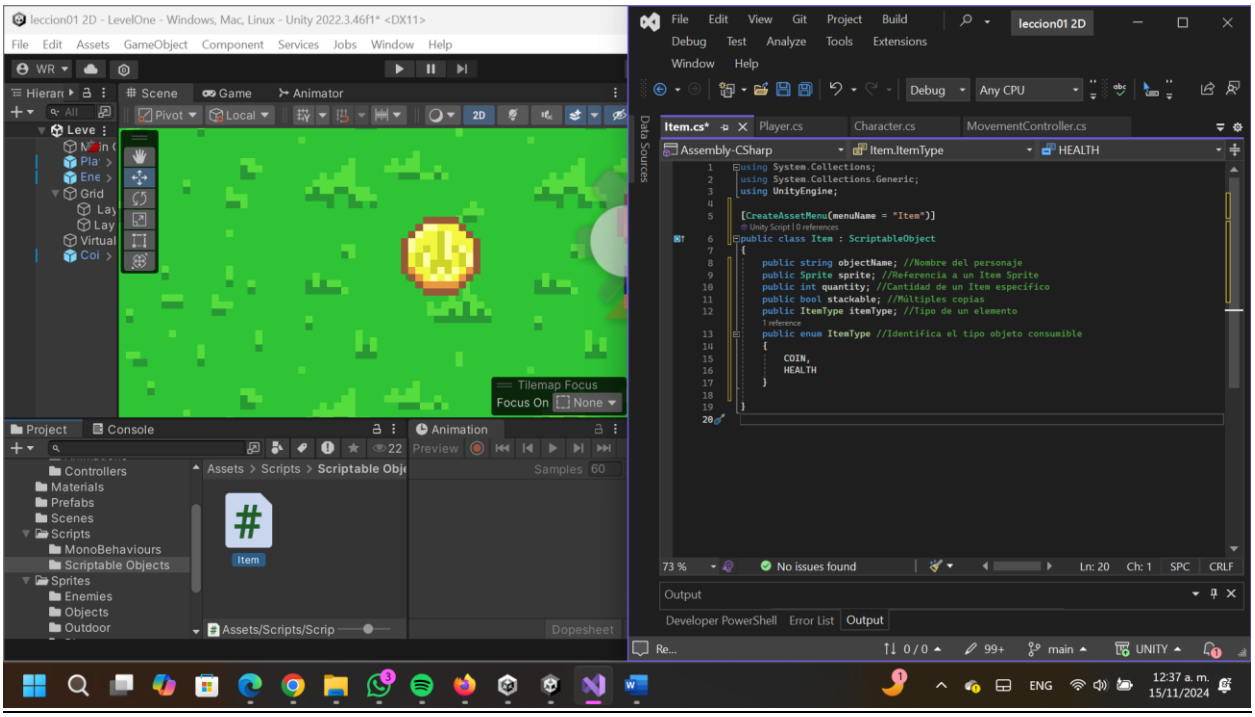

leccion01 2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
EnemyObject
Grid
Layer_Grour
Layer_Trees_
Virtual Camera
CoinObject
Scene
Game
Animator
Pivot
Local
2D
Tilemap Focus
Focus On
None
Inspector
Tile Palette
Tags & Layers
Tags
Sorting Layers
Layers
Builtin Layer 0 Default
Builtin Layer 1 TransparentFX
Builtin Layer 2 Ignore Raycast
User Layer 3
Builtin Layer 4 Water
Builtin Layer 5 UI
User Layer 6 Blocking
User Layer 7 Consumables
User Layer 8
User Layer 9
User Layer 10
User Layer 11
User Layer 12
User Layer 13
User Layer 14
User Layer 15
User Layer 16
Asset Labels
AssetBundle None None
Project
Console
Assets
Animations
Animations
Controllers
Materials
Prefabs
Scenes
Scripts
MonoBehaviours
Sprites
Enemies
Objects
Assets
Animations
Materials
Prefabs
Scenes
ProjectSettings/TagManager.asset
Animation
Preview
coin-spin
Samples 12
CoinObject : Sprite
Add Property
Dopesheet
Curves
ENG
12:12 a. m.
15/11/2024

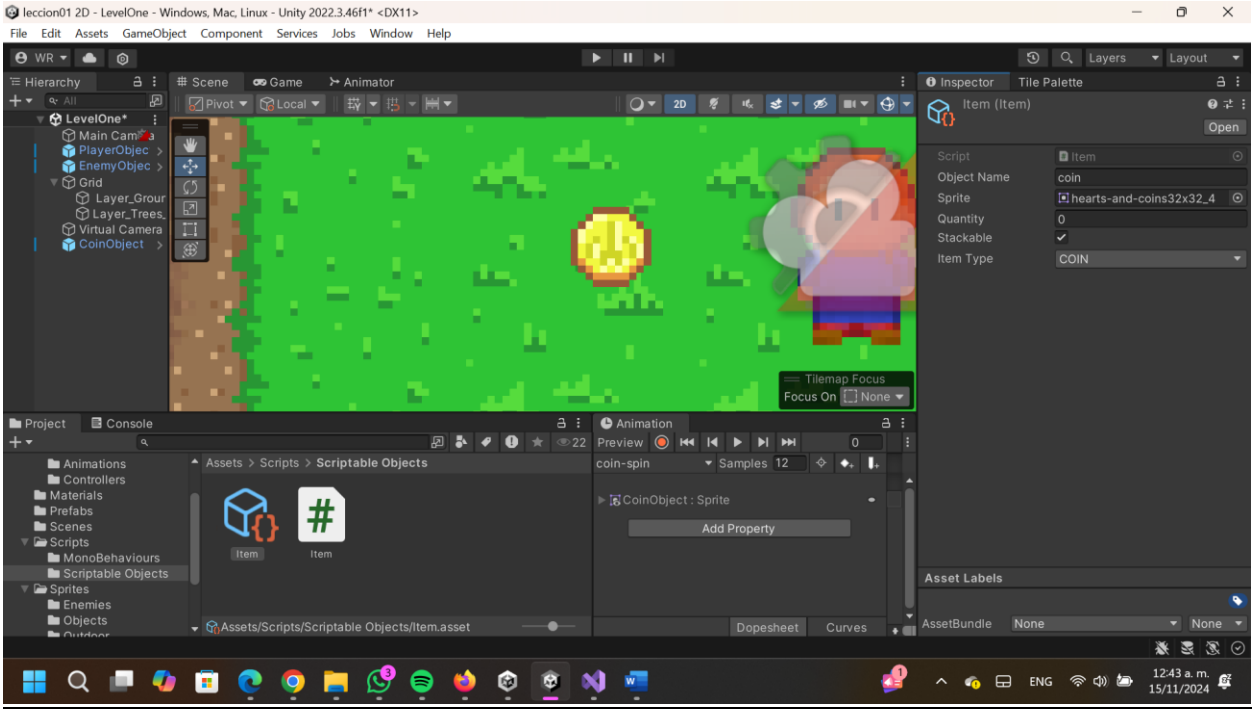

leccion01 2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
EnemyObject
Grid
Layer_Grour
Layer_Trees_
Virtual Camera
CoinObject
Scene
Game
Animator
Pivot
Local
2D
Tilemap Focus
Focus On
None
Inspector
Tile Palette
EnemyObject
Static
Tag Enemy
Layer Enemies
Prefab EnemyObject
Overrides
Select
Open
Transform
Position X 0.89 Y 0 Z 0
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Sprite Renderer
Sprite EnemyIdle_1_0
Color
Flip X Y
Draw Mode Simple
Mask Interaction None
Sprite Sort Point Center
Material Sprites-Default
Additional Settings
Sorting Layer Characters
Order in Layer 0
Animator
Controller EnemyObject
Avatar None (Avatar)
Apply Root Motion
Update Mode Normal
Culling Mode Always Animate
Project
Console
Assets
Animations
Animations
Controllers
Materials
Prefabs
Scenes
Scripts
MonoBehaviours
Sprites
Enemies
Objects
Assets
Animations
Materials
Prefabs
Scenes
Animation
Preview
enemy-walk-1
Samples 12
EnemyObject : Sprite
Add Property
Dopesheet
Curves
ENG
12:13 a. m.
15/11/2024


Project Settings
Adaptive Performance
Audio
Burst AOT Settings
Editor
Graphics
Input Manager
Memory Settings
Package Manager
Physics
Physics 2D
Player
Preset Manager
Quality
Scene Template
Script Execution Order
Services
Tags and Layers
TextMesh Pro
Time
Timeline
UI Builder
Version Control
Visual Scripting
XR Plugin Management
Physics 2D
General Settings
Layer Collision Matrix
Enemies
Consumables
Blocking
UI
Water
Ignore Raycast
TransparentFX
Default
Consumables/Enemies
Disable All
Enable All
ENG
12:14 a. m.
15/11/2024


leccion01 2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObjec
EnemyObjec
Grid
Layer_Grour
Layer_Trees
Virtual Camera
CoinObject
Scene
Game
Animator
Pivot
Local
2D
Tilemap Focus
Focus On
None
Inspector
Tile Palette
CoinObject
Static
Tag CanBePickedU
Layer Consumable
Prefab CoinObject
Overrides
Select
Open
Transform
Position X -1.73 Y -0.067 Z 0
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Sprite Renderer
Sprite hearts-and-coins32x32_4
Color
Flip X Y
Draw Mode Simple
Mask Interaction None
Sprite Sort Point Center
Material Sprites-Default
Additional Settings
Sorting Layer Objects
Order in Layer 0
Animator
Controller CoinController
Avatar None (Avatar)
Apply Root Motion
Update Mode Normal
Culling Mode Always Animate
Project
Console
Controllers
Materials
Prefabs
Scenes
Scripts
MonoBehaviours
Sprites
Enemies
Objects
Outdoor
Player
Assets > Prefabs
CoinObject
EnemyObj...
PlayerObje...
Animation
Preview
coin-spin
Samples 12
CoinObject : Sprite
Add Property
Dopesheet
Curves
ENG
12:33 a. m.
15/11/2024


leccion01 2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
Hierarchy
Scene
Game
Animator
LevelOne*
Main Camera
PlayerObjec
EnemyObjec
Grid
Layer_Grour
Layer_Trees
Virtual Camera
CoinObject
Project
Console
Controllers
Materials
Prefabs
Scenes
Scripts
MonoBehaviours
Sprites
Enemies
Objects
Outdoor
Player
Assets > Prefabs
CoinObject
EnemyObj...
PlayerObje...
leccion01 2D
Player.cs
Character.cs
MovementController.cs
RoundCameraPos.cs
Assembly-CSharp
Player
OnTriggerEnter2D(Collider2D
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
public class Player : Character
{
private void OnTriggerEnter2D(Collider2D collision)
{
if (collision.gameObject.CompareTag("CanBePickedUp"))
{
collision.gameObject.SetActive(false);
}
}
}
No issues found
Ln: 11
Ch: 51
SPC
CRLF
Output
Developer PowerShell
Error List
Output
main
UNITY
ENG
12:33 a. m.
15/11/2024


leccion01 2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
Scene
Game
Animator
Tilemap Focus
Focus On
None
Project
Console
Animation
Controllers
Materials
Prefabs
Scenes
Scripts
MonoBehaviours
Scriptable Objects
Sprites
Enemies
Objects
Outdoor
Assets > Scripts > Scriptable Obje
Item
Assets/Scripts/Scrip
Dopesheet
leccion01 2D
Item.cs*
Player.cs
Character.cs
MovementController.cs
Assembly-CSharp
Item.ItemType
HEALTH
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
[CreateAssetMenu(menuName = "Item")]
public class Item : ScriptableObject
{
public string objectName; //Nombre del personaje
public Sprite sprite; //Referencia a un Item Sprite
public int quantity; //Cantidad de un Item específico
public bool stackable; //Múltiples copias
public ItemType itemType; //Tipo de un elemento
public enum ItemType //Identifica el tipo objeto consumible
{
COIN,
HEALTH
}
}
No issues found
Ln: 20
Ch: 1
SPC
CRLF
Output
Developer PowerShell
Error List
Output
main
UNITY
ENG
12:37 a. m.
15/11/2024


leccion01 2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
EnemyObject
Grid
Layer_Ground
Layer_Trees
Virtual Camera
CoinObject
Scene
Game
Animator
Pivot
Local
2D
Tilemap Focus
Focus On None
Inspector
Tile Palette
Item (Item)
Open
Script Item
Object Name coin
Sprite hearts-and-coins32x32_4
Quantity 0
Stackable
Item Type COIN
Project
Console
Animations
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Prefabs
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Scriptable Objects
Sprites
Enemies
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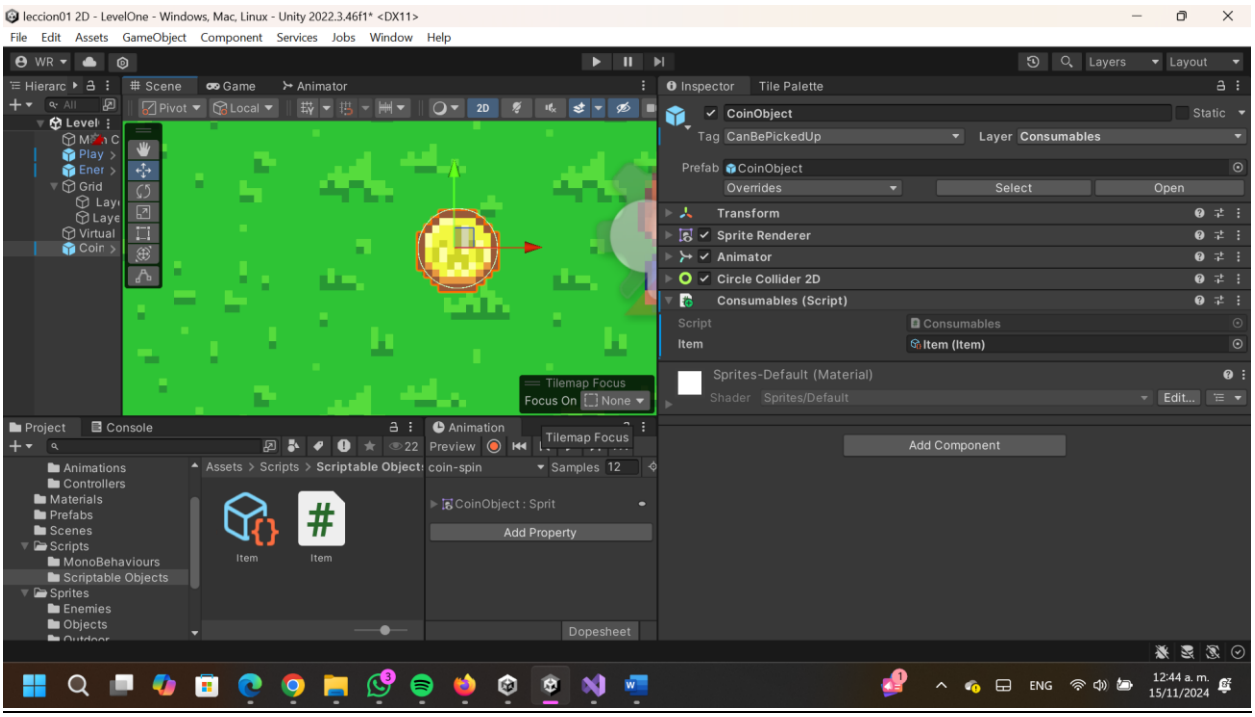
Assets > Scripts > Scriptable Objects
Item
Item
Assets/Scripts/Scriptable Objects/Item.asset
Animation
Preview
coin-spin
Samples 12
CoinObject : Sprite
Add Property
Dopesheet
Curves
Asset Labels
AssetBundle None None
ENG
12:43 a. m.
15/11/2024


leccion01 2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Scene
Game
Animator
Pivot
Local
2D
Tilemap Focus
Focus On None
Inspector
Tile Palette
CoinObject
Static
Tag CanBePickedUp
Layer Consumables
Prefab CoinObject
Overrides
Select
Open
Transform
Sprite Renderer
Animator
Circle Collider 2D
Consumables (Script)
Script Consumables
Item Item (Item)
Sprites-Default (Material)
Shader Sprites/Default
Edit...
Add Component
Project
Console
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MonoBehaviours
Scriptable Objects
Sprites
Enemies
Objects
Item
Item
Animation
Preview
coin-spin
Samples 12
CoinObject : Sprit
Add Property
Dopesheet
ENG
12:44 a. m.
15/11/2024

File Edit View Git Project Build Debug Test Analyze Tools Extensions Window Help

leccion01 2D

Debug | Any CPU

Consumables.cs | Item.cs | Player.cs | Character.cs

Assembly-CSharp | Player | OnTriggerEnter2D(Collider2D

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

Unity Script | 0 references
public class Player : Character
{
    Unity Message | 0 references
    private void OnTriggerEnter2D(Collider2D collision)
    {
        //Verifica si el objeto colisionado tiene como etiqueta CanBePickedUp
        if (collision.gameObject.CompareTag("CanBePickedUp"))
        {
            Item hitObject =
            collision.gameObject.GetComponent<Consumables>().item;
            if (hitObject != null)
            {
                print("Nombre: " + hitObject.objectName);
                collision.gameObject.SetActive(false);
            }
        }
    }

}
```

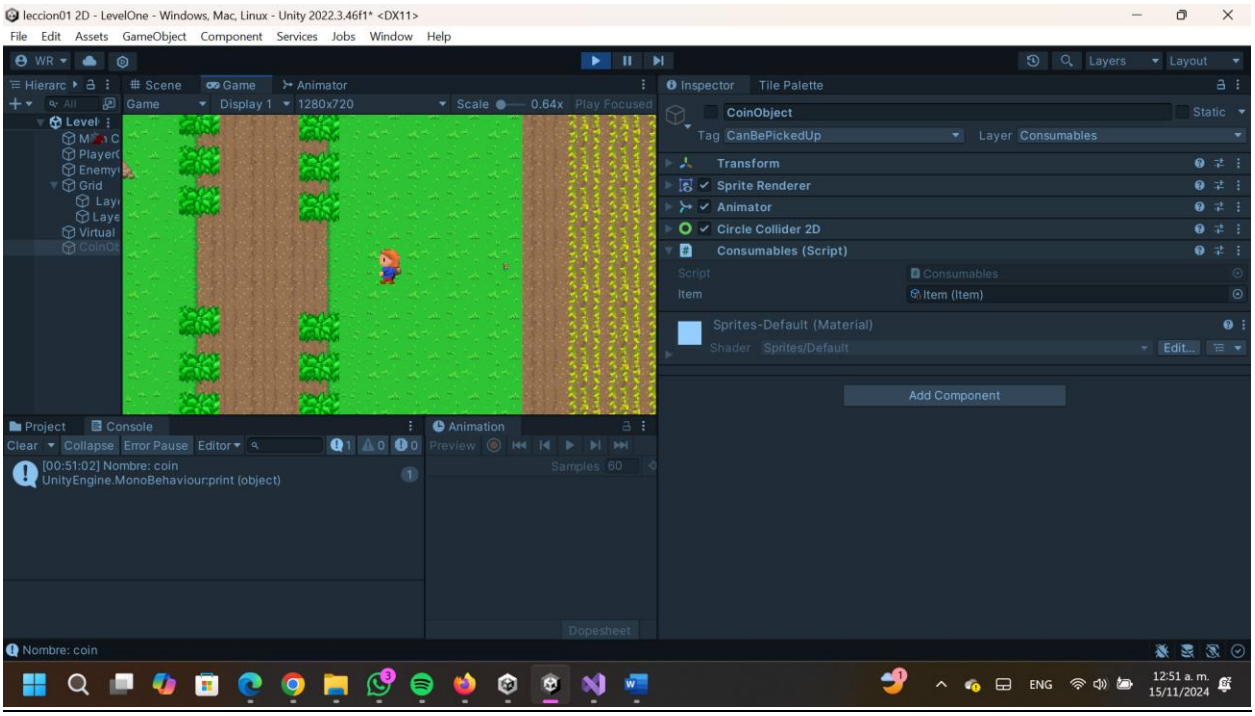
73 % | No issues found | Ln: 18 | Ch: 14 | SPC | CRLF

Output

Developer PowerShell | Error List | Output

Ite... | 0 / 0 | 99+ | main | UNITY

ENG | 12:45 a. m. 15/11/2024


leccion01 2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
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Game
Animator
Inspector
Tile Palette
Level
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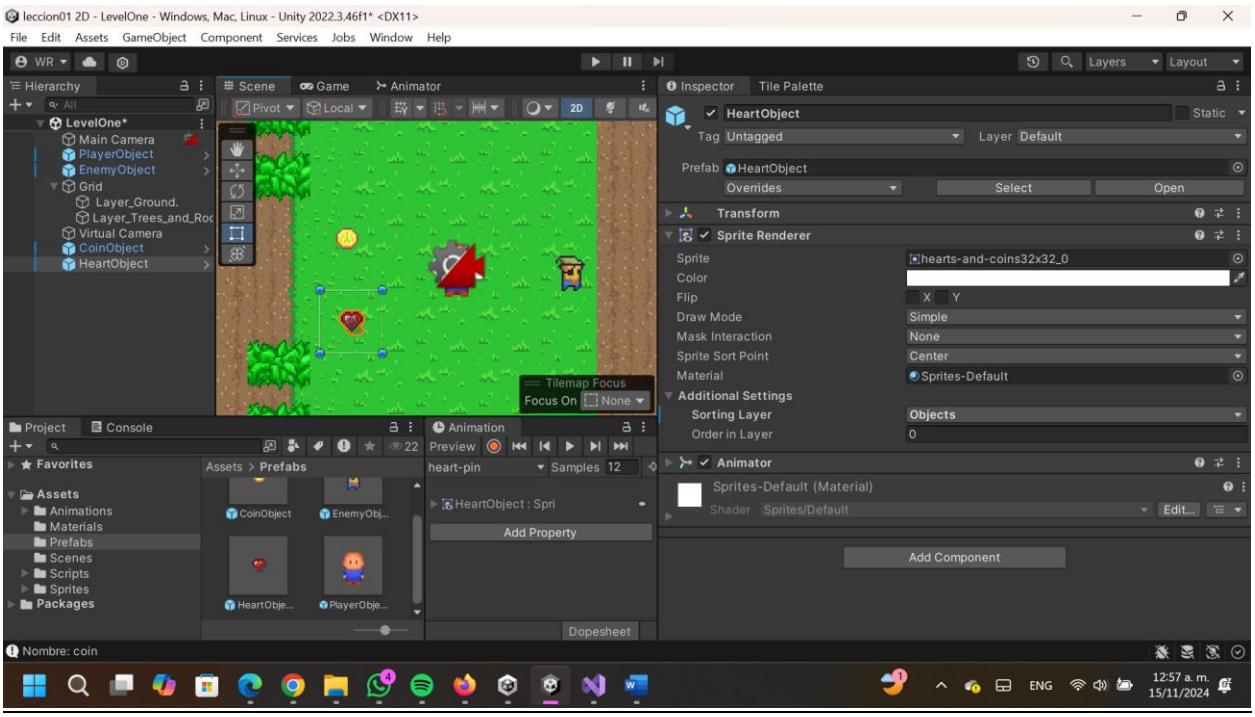
Display 1
1280x720
Scale
0.64x
Play Focused
CoinObject
Static
Tag CanBePickedUp
Layer Consumables
Transform
Sprite Renderer
Animator
Circle Collider 2D
Consumables (Script)
Script
Consumables
Item
Item (Item)
Sprites-Default (Material)
Shader Sprites/Default
Edit...
Add Component
Project
Console
Animation
Clear
Collapse
Error Pause
Editor
[00:51:02] Nombre: coin
UnityEngine.MonoBehaviour:print (object)
Preview
Samples 60
Dopesheet
Nombre: coin
ENG
12:51 a. m.
15/11/2024


leccion01 2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
Scene
Game
Animator
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Tile Palette
LevelOne*
Main Camera
PlayerObject
EnemyObject
Grid
Layer_Ground.
Layer_Trees_and_Roc
Virtual Camera
CoinObject
HeartObject
Pivot
Local
2D
Tilemap Focus
Focus On
None
HeartObject
Static
Tag Untagged
Layer Default
Prefab HeartObject
Overrides
Select
Open
Transform
Sprite Renderer
Sprite hearts-and-coins32x32_0
Color
Flip X Y
Draw Mode Simple
Mask Interaction None
Sprite Sort Point Center
Material Sprites-Default
Additional Settings
Sorting Layer Objects
Order in Layer 0
Animator
Sprites-Default (Material)
Shader Sprites/Default
Edit...
Add Component
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Scenes
Scripts
Sprites
Packages
Assets > Prefabs
CoinObject
EnemyObj...
HeartObje...
PlayerObje...
Preview
heart-pin
Samples 12
HeartObject : Spri
Add Property
Dopesheet
Nombre: coin
ENG
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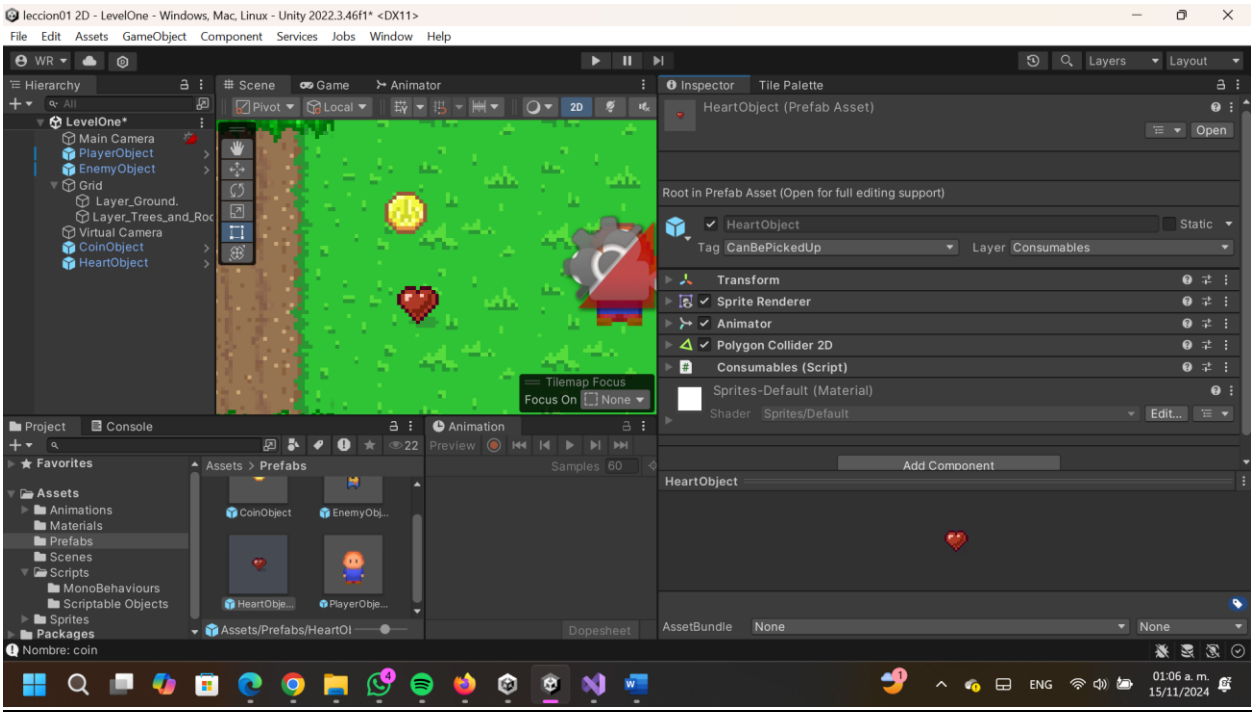
15/11/2024


leccion01 2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
EnemyObject
Grid
Layer_Ground.
Layer_Trees_and_Roc
Virtual Camera
CoinObject
HeartObject
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Animator
Inspector
Tile Palette
HeartObject (Prefab Asset)
Open
Root in Prefab Asset (Open for full editing support)
HeartObject
Static
Tag CanBePickedUp
Layer Consumables
Transform
Sprite Renderer
Animator
Polygon Collider 2D
Consumables (Script)
Sprites-Default (Material)
Shader Sprites/Default
Edit...
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Tilemap Focus
Focus On None
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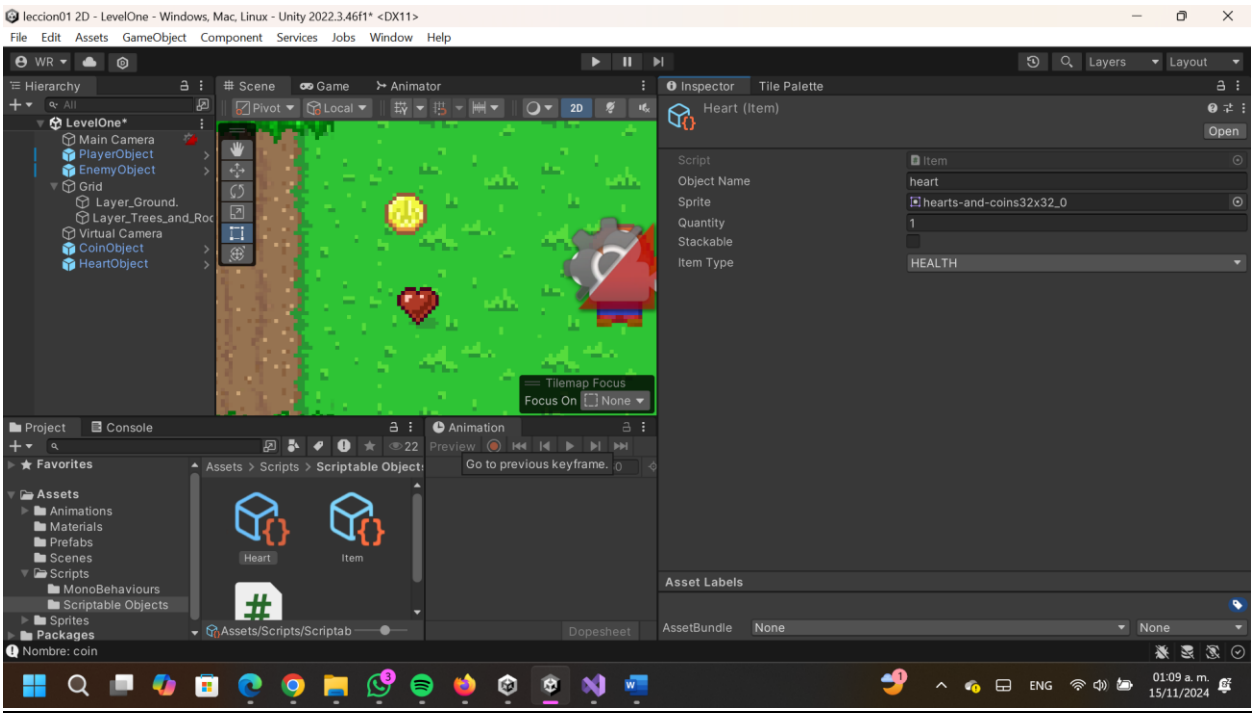
Sprites
Packages
Assets > Prefabs
CoinObject
EnemyObj...
HeartObje...
PlayerObje...
Assets/Prefabs/HeartOl
Preview
Samples 60
Dopesheet
AssetBundle None None
Nombre: coin
ENG
01:06 a. m.
15/11/2024


leccion01 2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
EnemyObject
Grid
Layer_Ground.
Layer_Trees_and_Roc
Virtual Camera
CoinObject
HeartObject
Scene
Game
Animator
Inspector
Tile Palette
Heart (Item)
Open
Script Item
Object Name heart
Sprite hearts-and-coins32x32_0
Quantity 1
Stackable
Item Type HEALTH
Asset Labels
Tilemap Focus
Focus On None
Project
Console
Animation
Favorites
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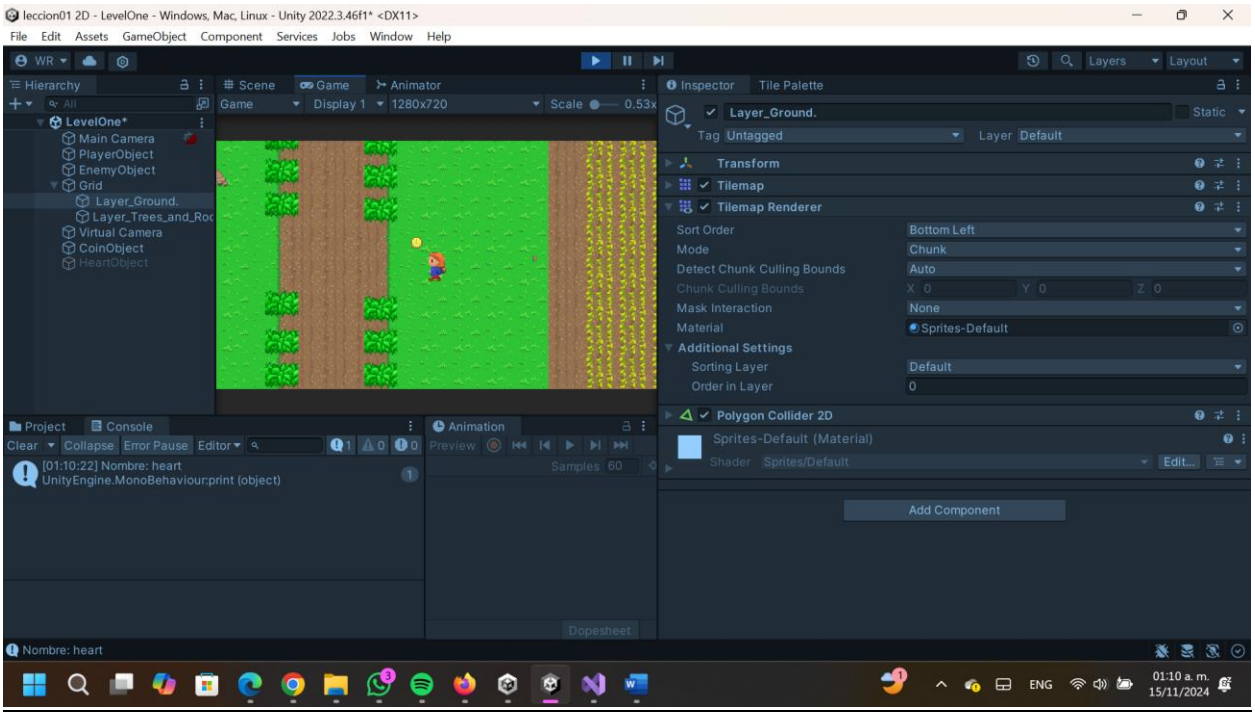
MonoBehaviours
Scriptable Objects
Sprites
Packages
Assets > Scripts > Scriptable Object
Heart
Item
Assets/Scripts/Scriptab
Go to previous keyframe.
Dopesheet
AssetBundle None None
Nombre: coin
ENG
01:09 a. m.
15/11/2024


leccion01 2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
EnemyObject
Grid
Layer_Ground.
Layer_Trees_and_Roc
Virtual Camera
CoinObject
HeartObject
Scene
Game
Animator
Display 1
1280x720
Scale
0.53x
Inspector
Tile Palette
Layer_Ground.
Static
Tag Untagged
Layer Default
Transform
Tilemap
Tilemap Renderer
Sort Order Bottom Left
Mode Chunk
Detect Chunk Culling Bounds Auto
Chunk Culling Bounds
Mask Interaction None
Material Sprites-Default
Additional Settings
Sorting Layer Default
Order in Layer 0
Polygon Collider 2D
Sprites-Default (Material)
Shader Sprites/Default
Edit...
Add Component
Project
Console
Clear
Collapse
Error Pause
Editor
[01:10:22] Nombre: heart
UnityEngine.MonoBehaviour:print (object)
Animation
Preview
Samples 60
Dopesheet
Nombre: heart
ENG
01:10 a. m.
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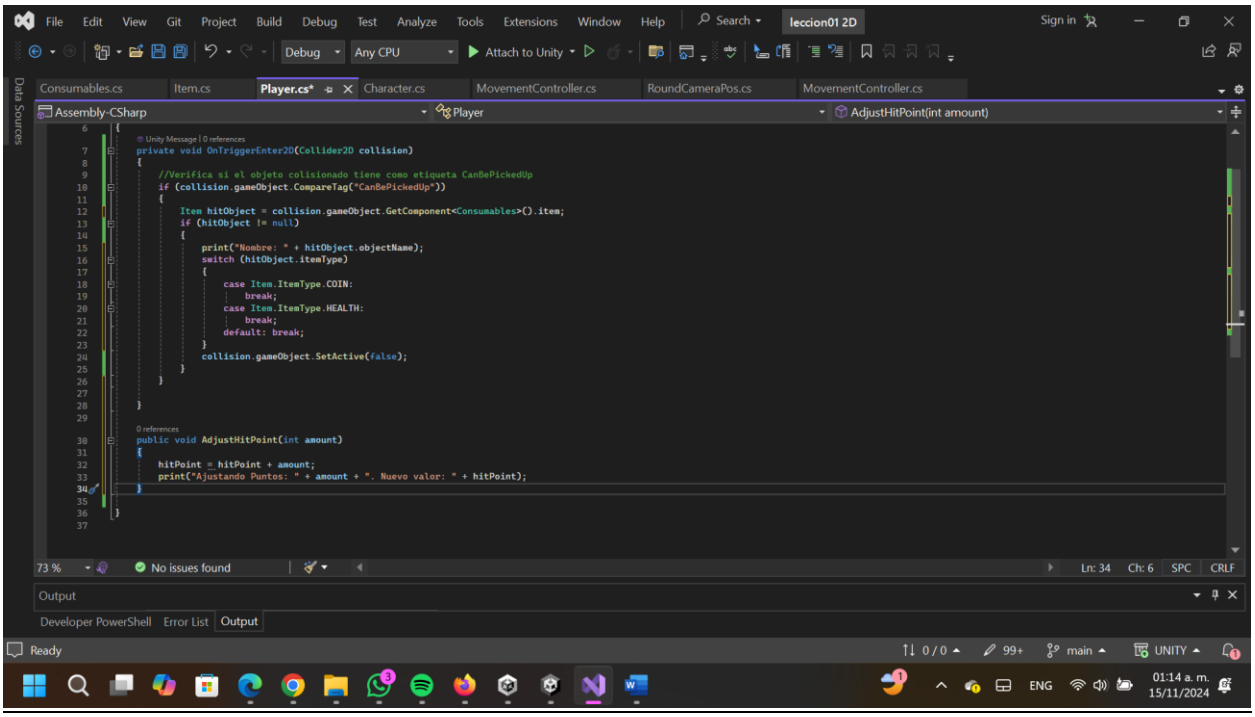
File Edit View Git Project Build Debug Test Analyze Tools Extensions Window Help
Search
leccion01 2D
Sign in
Debug
Any CPU
Attach to Unity
Consumables.cs
Item.cs
Player.cs*
Character.cs
MovementController.cs
RoundCameraPos.cs
MovementController.cs
Assembly-CSharp
Player
AdjustHitPoint(int amount)
Unity Message | 0 references
private void OnTriggerEnter2D(Collider2D collision)
{
//Verifica si el objeto colisionado tiene como etiqueta CanBePickedUp
if (collision.gameObject.CompareTag("CanBePickedUp"))
{
Item hitObject = collision.gameObject.GetComponent<Consumables>().item;
if (hitObject != null)
{
print("Nombre: " + hitObject.objectName);
switch (hitObject.itemType)
{
case Item.ItemType.COIN:
break;
case Item.ItemType.HEALTH:
break;
default: break;
}
collision.gameObject.SetActive(false);
}
}
}
0 references
public void AdjustHitPoint(int amount)
{
hitPoint = hitPoint + amount;
print("Ajustando Puntos: " + amount + ". Nuevo valor: " + hitPoint);
}
}
73 %
No issues found
Ln: 34
Ch: 6
SPC
CRLF
Output
Developer PowerShell
Error List
Output
Ready
main
UNITY
ENG
01:14 a. m.
15/11/2024