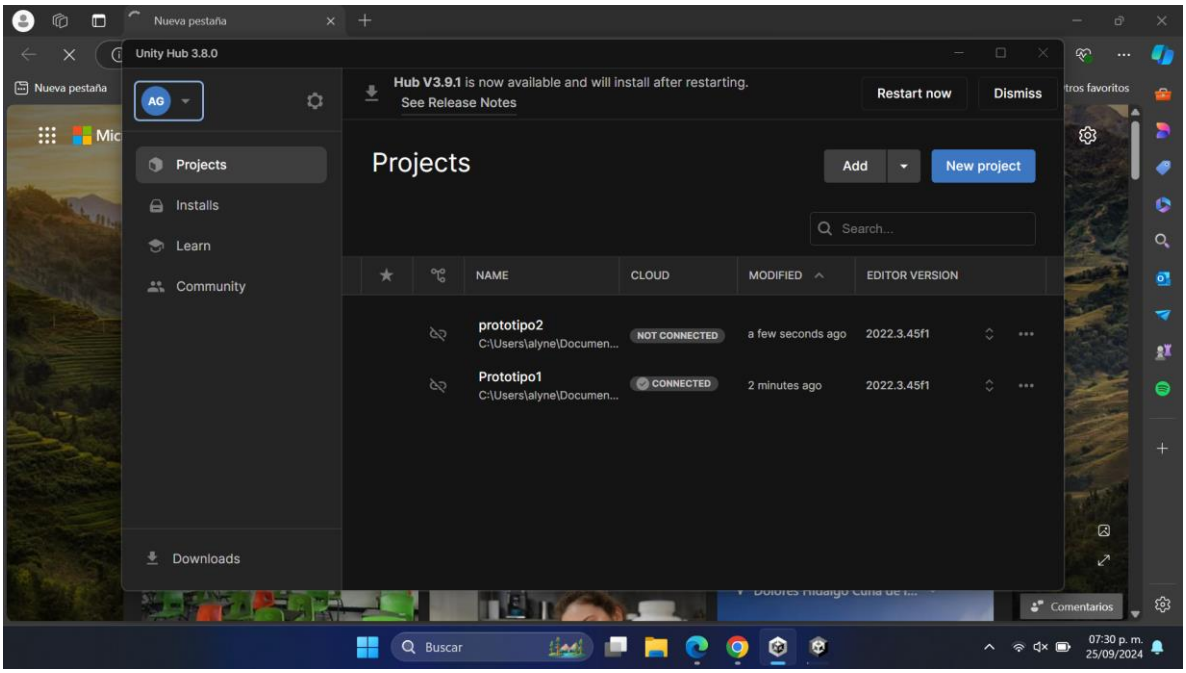
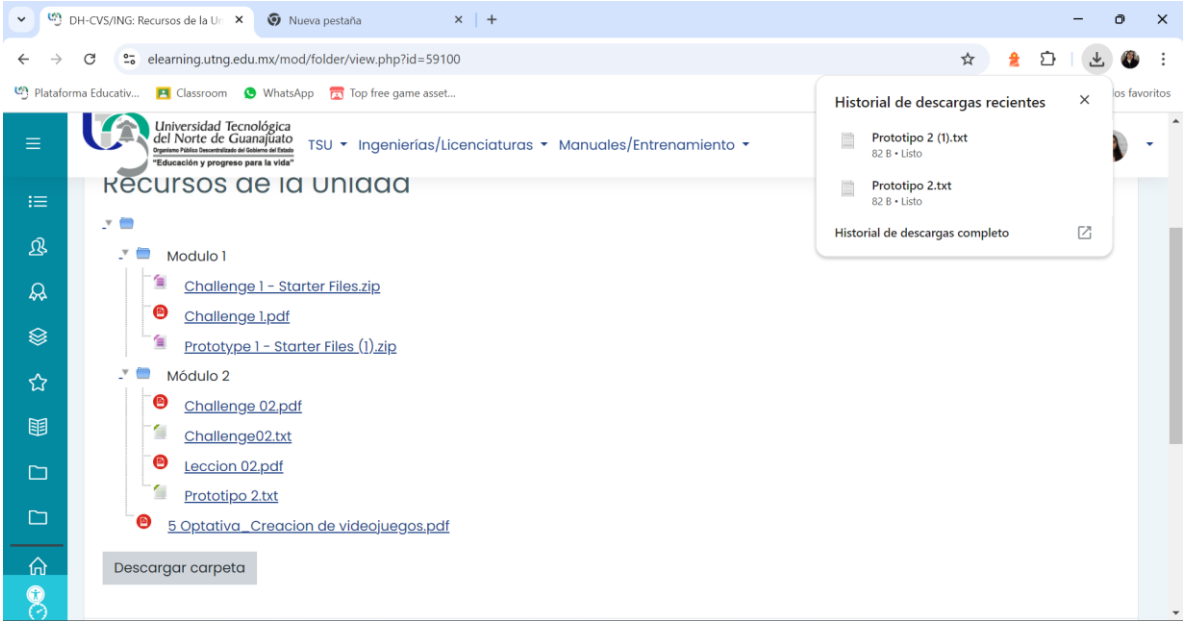
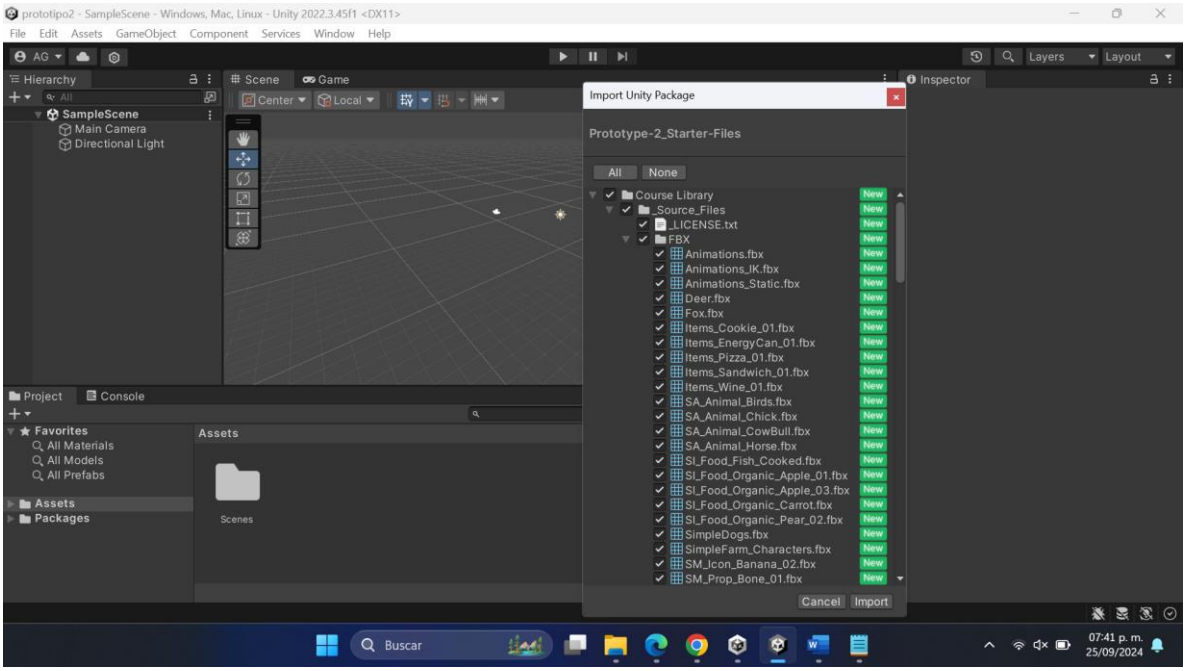
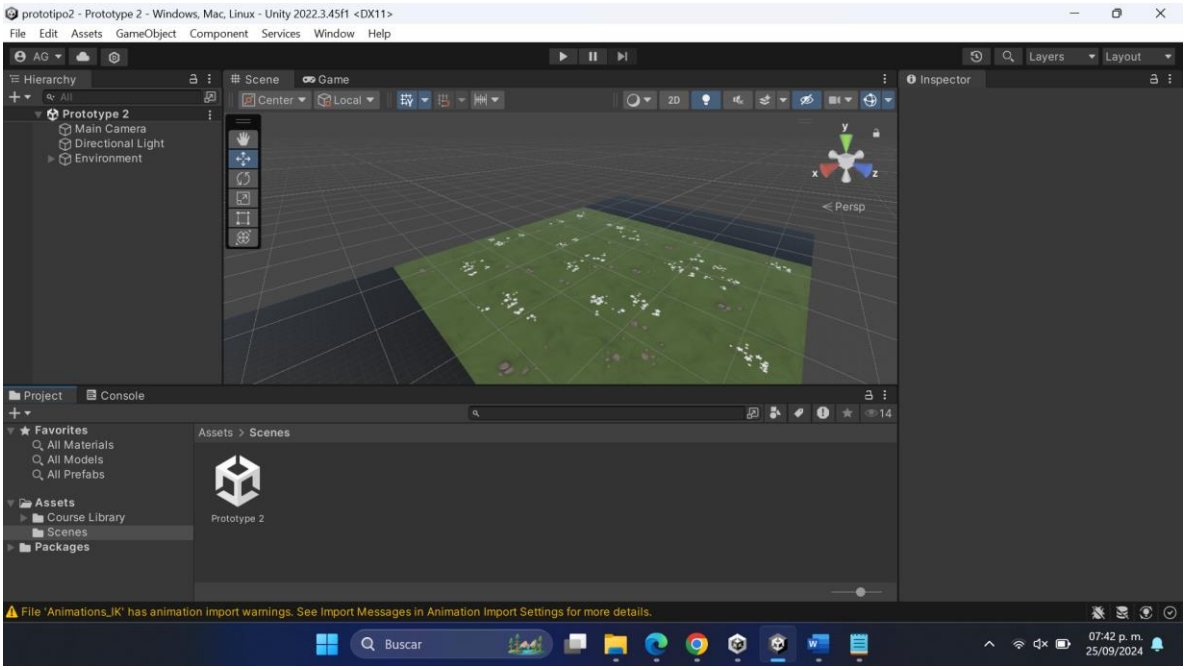
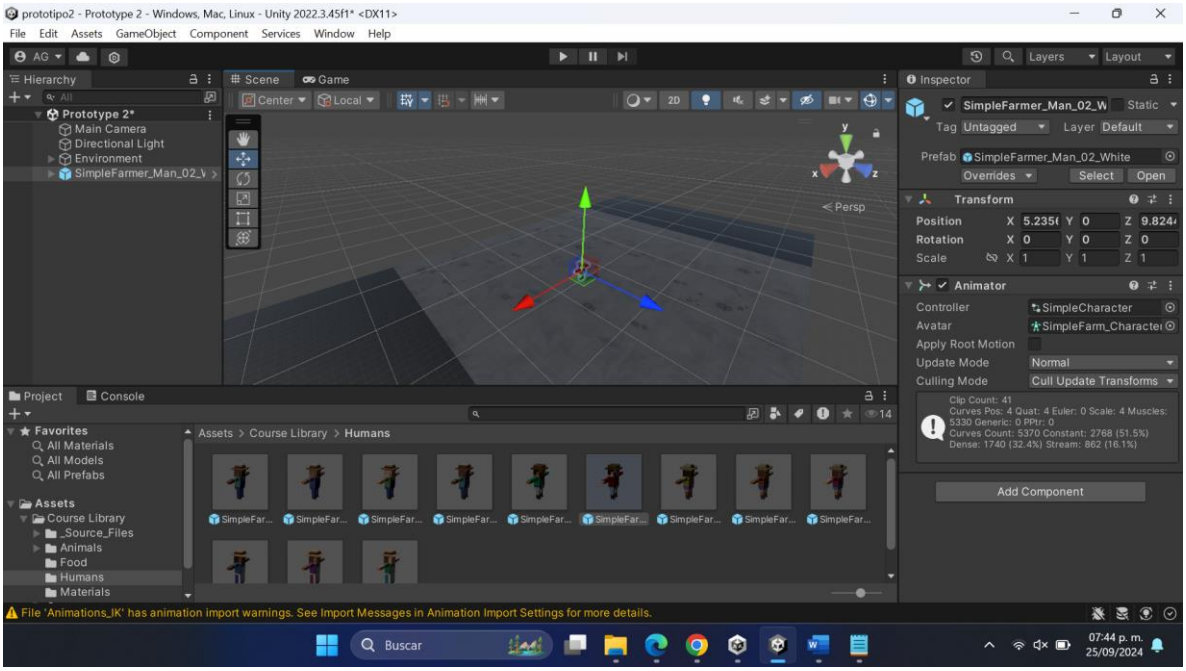
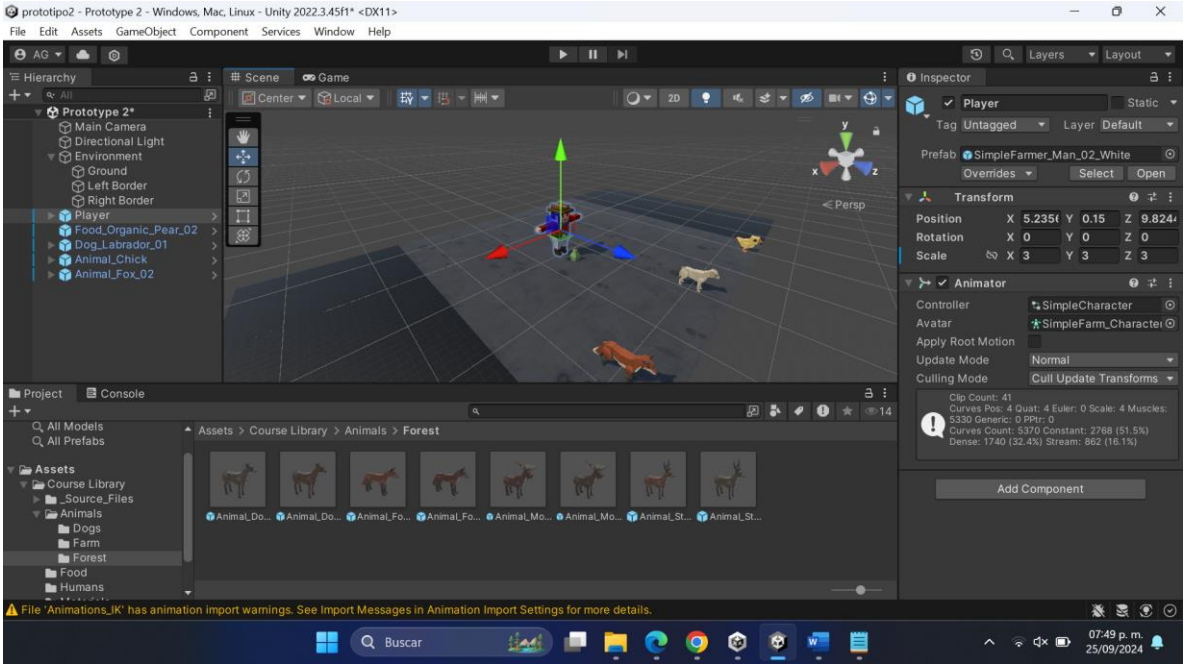

Unity Hub 3.8.0
Hub V3.9.1 is now available and will install after restarting.
See Release Notes
Restart now
Dismiss
Projects
Installs
Learn
Community
Downloads
Projects
Add
New project
Search...
NAME
CLOUD
MODIFIED
EDITOR VERSION
prototipo2
C:\Users\alyne\Documen...
NOT CONNECTED
a few seconds ago
2022.3.45f1
Prototipo1
C:\Users\alyne\Documen...
CONNECTED
2 minutes ago
2022.3.45f1
Buscar
07:30 p. m.
25/09/2024

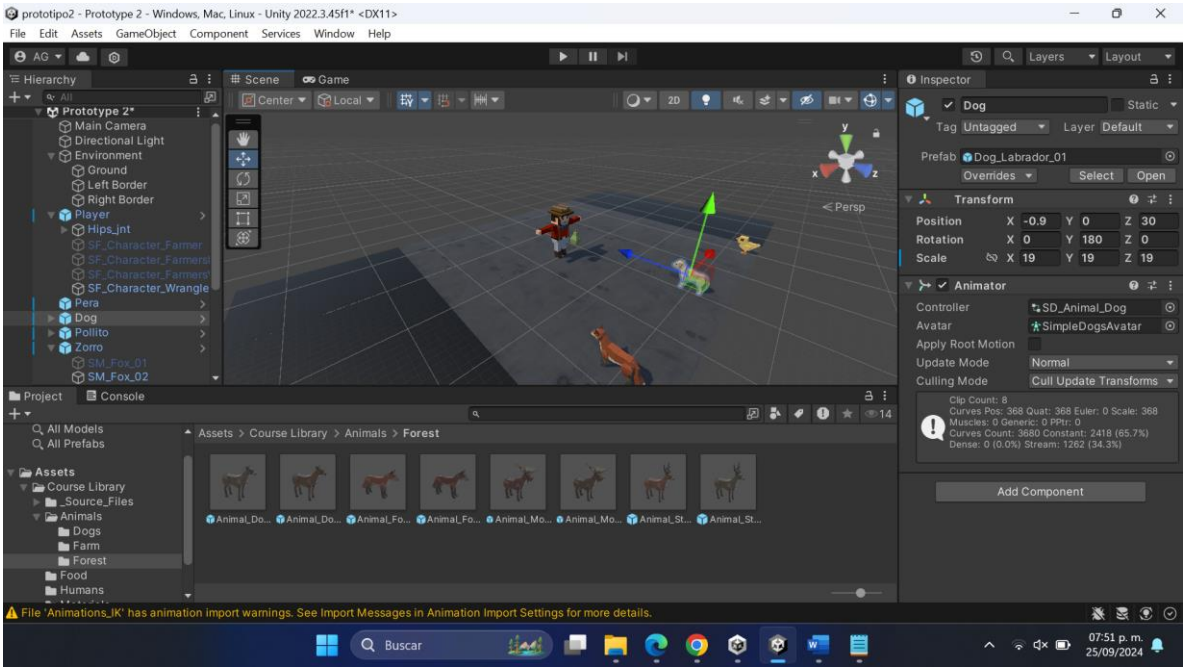

elearning.utng.edu.mx/mod/folder/view.php?id=59100
Universidad Tecnológica del Norte de Guanajuato
TSU
Ingenierías/Licenciaturas
Manuales/Entrenamiento
Recursos de la unidad
Modulo 1
Challenge 1 - Starter Files.zip
Challenge 1.pdf
Prototype 1 - Starter Files (1).zip
Módulo 2
Challenge 02.pdf
Challenge02.txt
Leccion 02.pdf
Prototipo 2.txt
5 Optativa_Creacion de videojuegos.pdf
Descargar carpeta
Historial de descargas recientes
Prototipo 2 (1).txt
82 B • Listo
Prototipo 2.txt
82 B • Listo
Historial de descargas completo

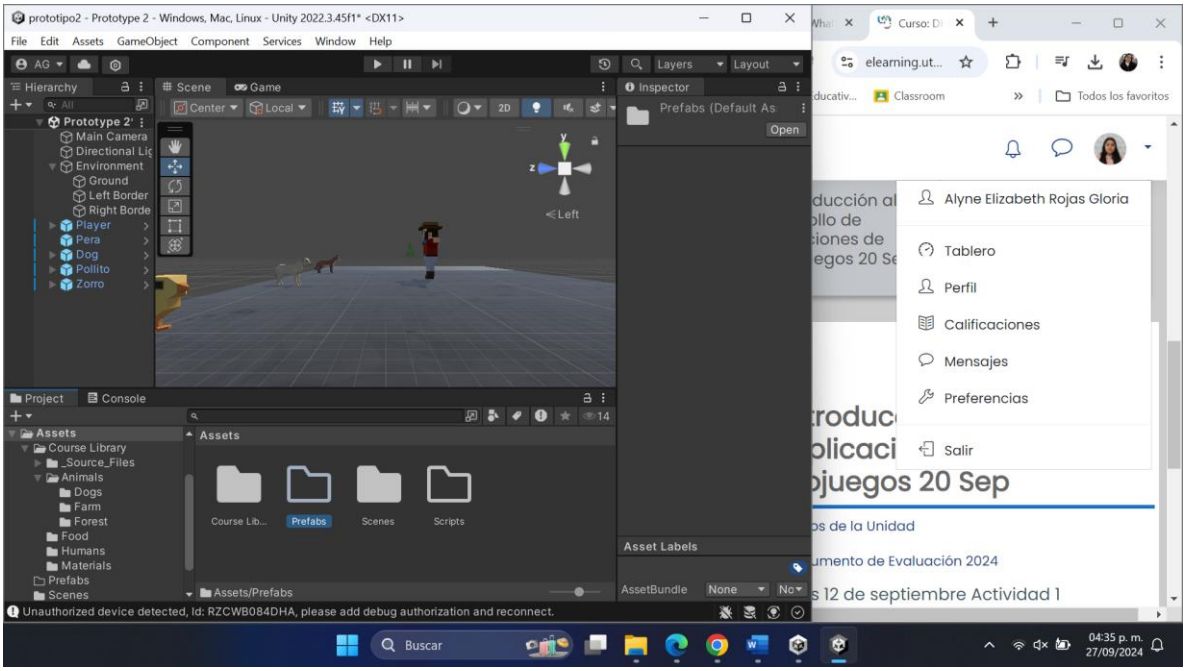

prototipo2 - SampleScene - Windows, Mac, Linux - Unity 2022.3.45f1 <DX11>
File Edit Assets GameObject Component Services Window Help
Hierarchy
SampleScene
Main Camera
Directional Light
Scene
Game
Inspector
Import Unity Package
Prototype-2_Starter-Files
All
None
Course Library
_Source_Files
_LICENSE.txt
FBX
Animations.fbx
Animations_IK.fbx
Animations_Static.fbx
Deer.fbx
Fox.fbx
Items_Cookie_01.fbx
Items_EnergyCan_01.fbx
Items_Pizza_01.fbx
Items_Sandwich_01.fbx
Items_Wine_01.fbx
SA_Animal_Birds.fbx
SA_Animal_Chick.fbx
SA_Animal_CowBull.fbx
SA_Animal_Horse.fbx
SI_Food_Fish_Cooked.fbx
SI_Food_Organic_Apple_01.fbx
SI_Food_Organic_Apple_03.fbx
SI_Food_Organic_Carrot.fbx
SI_Food_Organic_Pear_02.fbx
SimpleDogs.fbx
SimpleFarm_Characters.fbx
SM_Icon_Banana_02.fbx
SM_Prop_Bone_01.fbx
Cancel
Import
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Packages
Scenes
Buscar
07:41 p. m.
25/09/2024

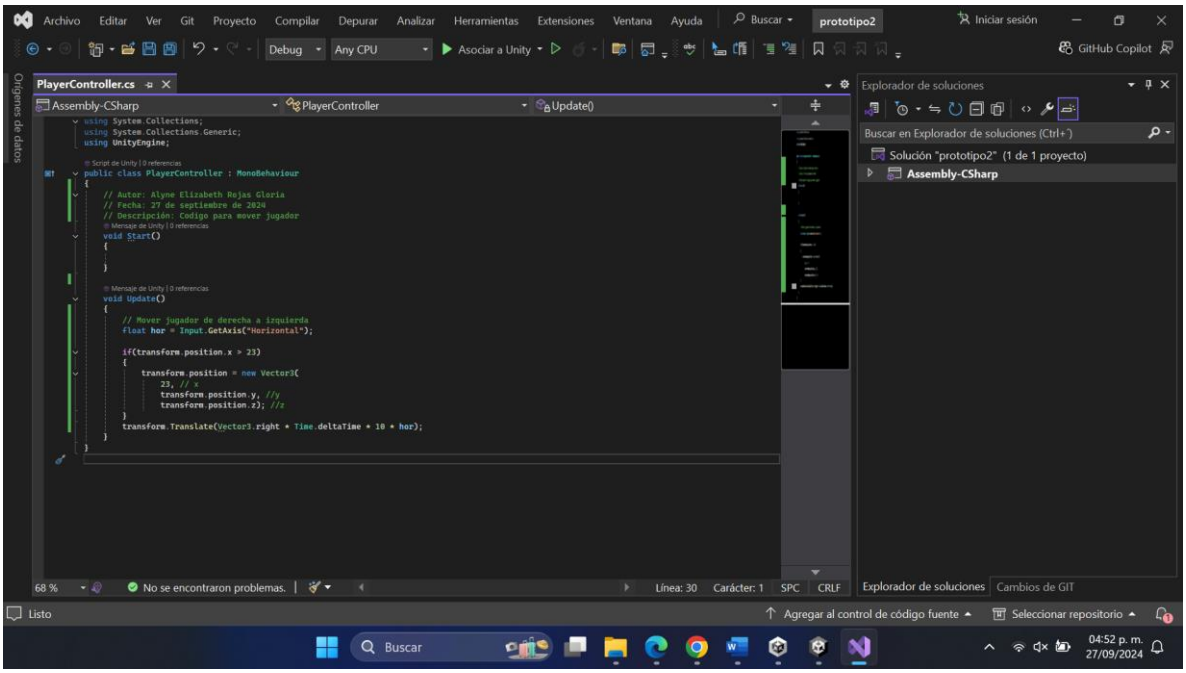

prototipo2 - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.45f1 <DX11>
File Edit Assets GameObject Component Services Window Help
Hierarchy
Prototype 2
Main Camera
Directional Light
Environment
Scene
Game
Inspector
Persp
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Course Library
Scenes
Packages
Assets > Scenes
Prototype 2
File 'Animations_IK' has animation import warnings. See Import Messages in Animation Import Settings for more details.
Buscar
07:42 p. m.
25/09/2024

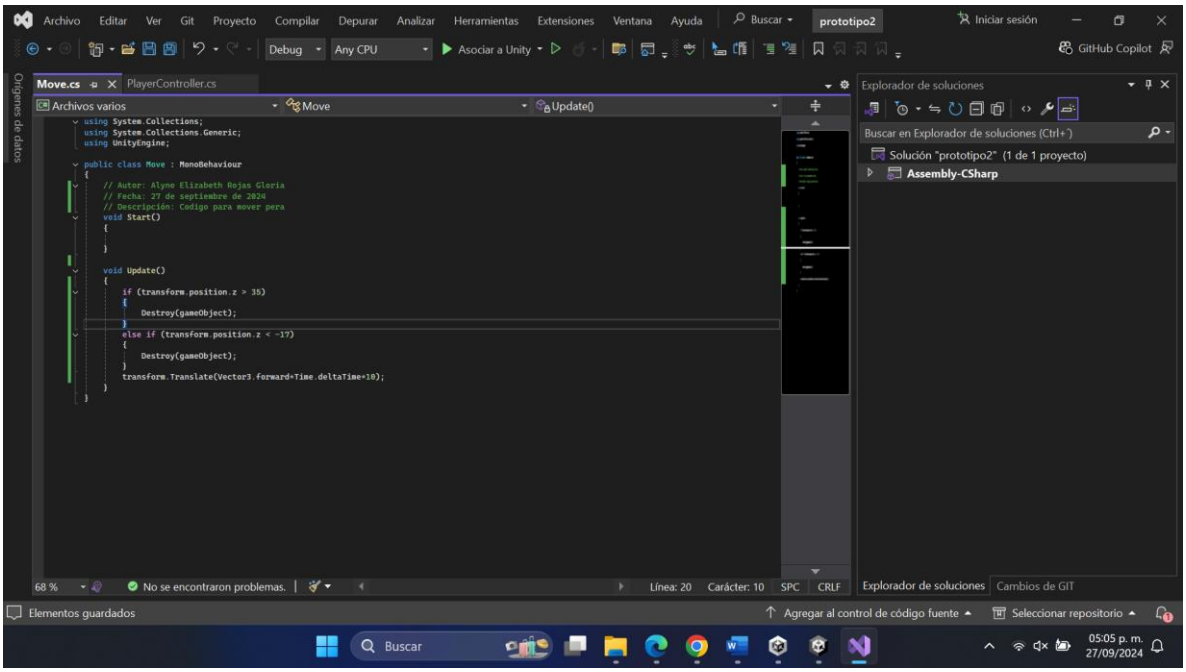

prototipo2 - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Window Help
Hierarchy
Prototype 2*
Main Camera
Directional Light
Environment
SimpleFarmer_Man_02_W
Scene
Game
Inspector
SimpleFarmer_Man_02_W
Static
Tag Untagged
Layer Default
Prefab SimpleFarmer_Man_02_White
Overrides
Select
Open
Transform
Position X 5.2356 Y 0 Z 9.8244
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Animator
Controller SimpleCharacter
Avatar SimpleFarm_Character
Apply Root Motion
Update Mode Normal
Culling Mode Cull Update Transforms
Clip Count: 41
Curves Pos: 4 Quat: 4 Euler: 0 Scale: 4 Muscles: 5330 Generic: 0 PPtr: 0
Curves Count: 5370 Constant: 2768 (51.5%)
Dense: 1740 (32.4%) Stream: 862 (16.1%)
Add Component
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Course Library
_Source_Files
Animals
Food
Humans
Materials
Assets > Course Library > Humans
File 'Animations_IK' has animation import warnings. See Import Messages in Animation Import Settings for more details.
Buscar
07:44 p. m.
25/09/2024

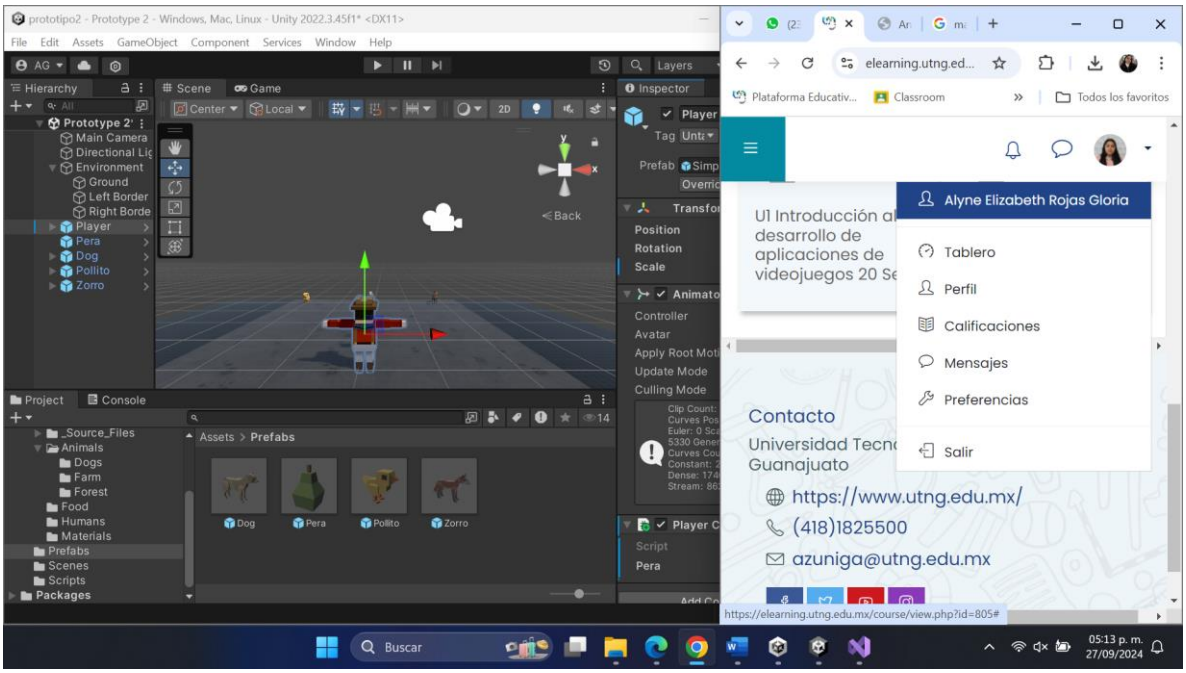

prototipo2 - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Window Help
Hierarchy
Prototype 2*
Main Camera
Directional Light
Environment
Ground
Left Border
Right Border
Player
Food_Organic_Pear_02
Dog_Labrador_01
Animal_Chick
Animal_Fox_02
Scene
Game
Inspector
Player
Static
Tag Untagged
Layer Default
Prefab SimpleFarmer_Man_02_White
Overrides
Select
Open
Transform
Position X 5.2356 Y 0.15 Z 9.8244
Rotation X 0 Y 0 Z 0
Scale X 3 Y 3 Z 3
Animator
Controller SimpleCharacter
Avatar SimpleFarm_Character
Apply Root Motion
Update Mode Normal
Culling Mode Cull Update Transforms
Clip Count: 41
Curves Pos: 4 Quat: 4 Euler: 0 Scale: 4 Muscles: 5330 Generic: 0 PPtr: 0
Curves Count: 5370 Constant: 2768 (51.5%)
Dense: 1740 (32.4%) Stream: 862 (16.1%)
Add Component
Project
Console
All Models
All Prefabs
Assets
Course Library
_Source_Files
Animals
Dogs
Farm
Forest
Food
Humans
Assets > Course Library > Animals > Forest
File 'Animations_IK' has animation import warnings. See Import Messages in Animation Import Settings for more details.
Buscar
07:49 p. m.
25/09/2024

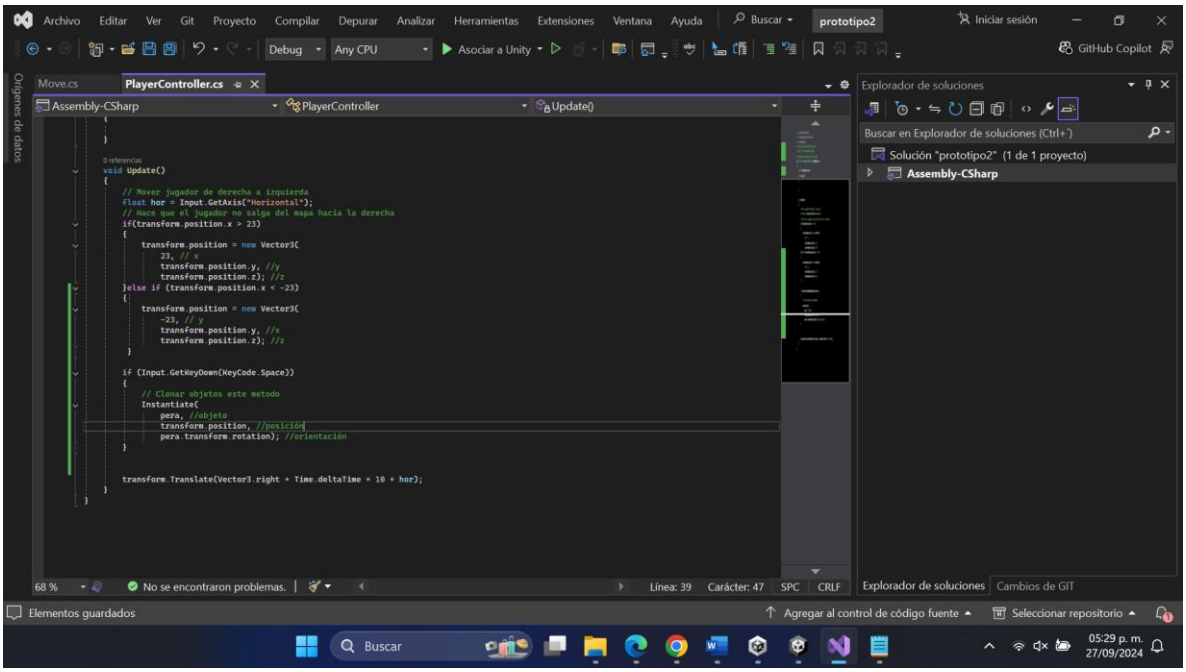

prototipo2 - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Window Help
Hierarchy
Prototype 2*
Main Camera
Directional Light
Environment
Ground
Left Border
Right Border
Player
Hips_jnt
SF_Character_Farmer
SF_Character_Farmers
SF_Character_Farmers
SF_Character_Wrangle
Pera
Dog
Pollito
Zorro
SM_Fox_01
SM_Fox_02
Scene
Game
Inspector
Dog
Static
Tag Untagged
Layer Default
Prefab Dog_Labrador_01
Overrides
Select
Open
Transform
Position X -0.9 Y 0 Z 30
Rotation X 0 Y 180 Z 0
Scale X 19 Y 19 Z 19
Animator
Controller SD_Animal_Dog
Avatar SimpleDogsAvatar
Apply Root Motion
Update Mode Normal
Culling Mode Cull Update Transforms
Clip Count: 8
Curves Pos: 368 Quat: 368 Euler: 0 Scale: 368
Muscles: 0 Generic: 0 PPtr: 0
Curves Count: 3680 Constant: 2418 (65.7%)
Dense: 0 (0.0%) Stream: 1262 (34.3%)
Add Component
Project
Console
All Models
All Prefabs
Assets
Course Library
_Source_Files
Animals
Dogs
Farm
Forest
Food
Humans
Assets > Course Library > Animals > Forest
File 'Animations_IK' has animation import warnings. See Import Messages in Animation Import Settings for more details.
Buscar
07:51 p. m.
25/09/2024

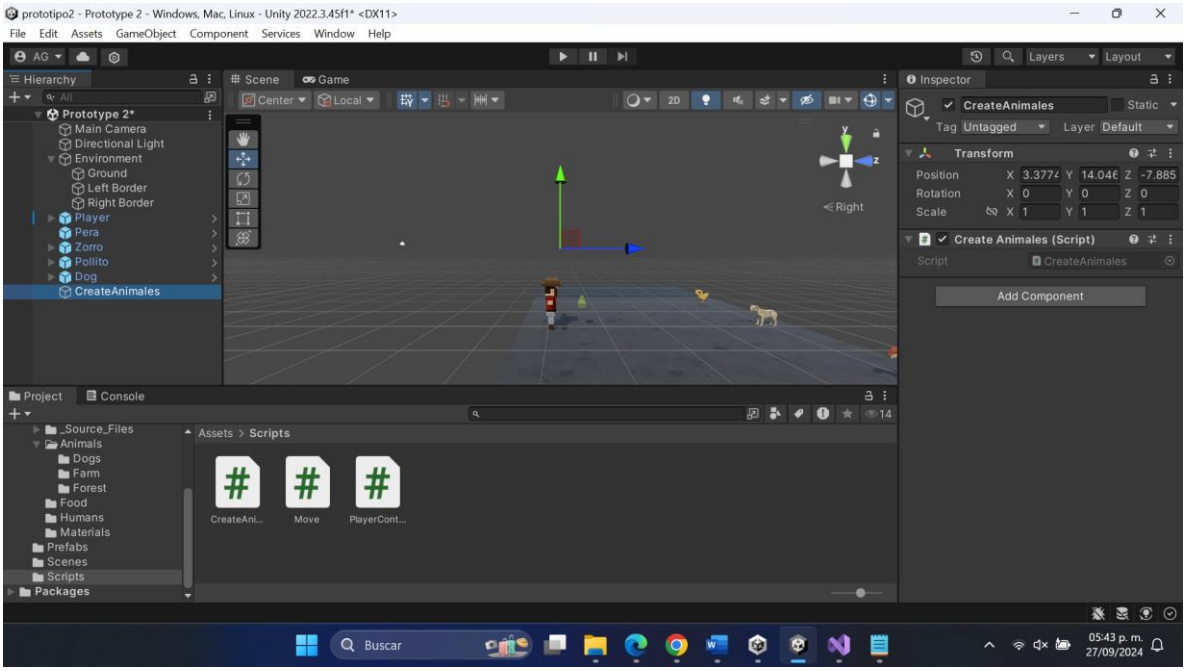

prototipo2 - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Window Help
Hierarchy
Prototype 2*
Main Camera
Directional Light
Environment
Ground
Left Border
Right Border
Player
Pera
Dog
Pollito
Zorro
Scene
Game
Inspector
Prefabs (Default As
Open
Left
Project
Console
Assets
Course Library
_Source_Files
Animals
Dogs
Farm
Forest
Food
Humans
Materials
Prefabs
Scenes
Course Lib...
Prefabs
Scenes
Scripts
Assets/Prefabs
Asset Labels
AssetBundle None
Unauthorized device detected, Id: RZCWB084DHA, please add debug authorization and reconnect.
Buscar
elearning.ut...
Classroom
Todos los favoritos
Alyne Elizabeth Rojas Gloria
Tablero
Perfil
Calificaciones
Mensajes
Preferencias
Salir
juegos 20 Sep
de la Unidad
umento de Evaluación 2024
12 de septiembre Actividad 1
04:35 p. m.
27/09/2024

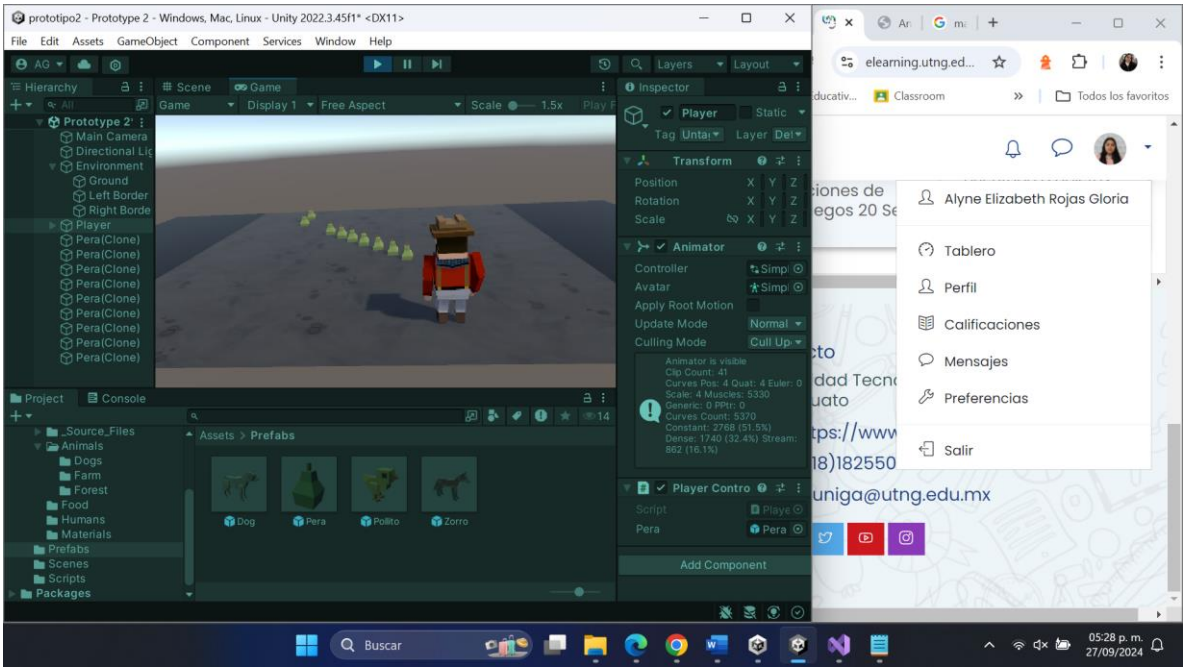

Archivo Editar Ver Git Proyecto Compilar Depurar Analizar Herramientas Extensiones Ventana Ayuda
Buscar
prototipo2
Iniciar sesión
Debug
Any CPU
Asociar a Unity
GitHub Copilot
PlayerController.cs
Assembly-CSharp
PlayerController
Update()
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
Script de Unity | 0 referencias
public class PlayerController : MonoBehaviour
{
// Autor: Alyne Elizabeth Rojas Gloria
// Fecha: 27 de septiembre de 2024
// Descripción: Codigo para mover jugador
Mensaje de Unity | 0 referencias
void Start()
{
}
Mensaje de Unity | 0 referencias
void Update()
{
// Mover jugador de derecha a izquierda
float hor = Input.GetAxis("Horizontal");
if(transform.position.x > 23)
{
transform.position = new Vector3(
23, // x
transform.position.y, //y
transform.position.z); //z
}
transform.Translate(Vector3.right * Time.deltaTime * 10 * hor);
}
}
68 %
No se encontraron problemas.
Línea: 30
Carácter: 1
SPC
CRLF
Explorador de soluciones
Buscar en Explorador de soluciones (Ctrl+`)
Solución "prototipo2" (1 de 1 proyecto)
Assembly-CSharp
Explorador de soluciones
Cambios de GIT
Listo
Agregar al control de código fuente
Seleccionar repositorio
Buscar
04:52 p. m.
27/09/2024

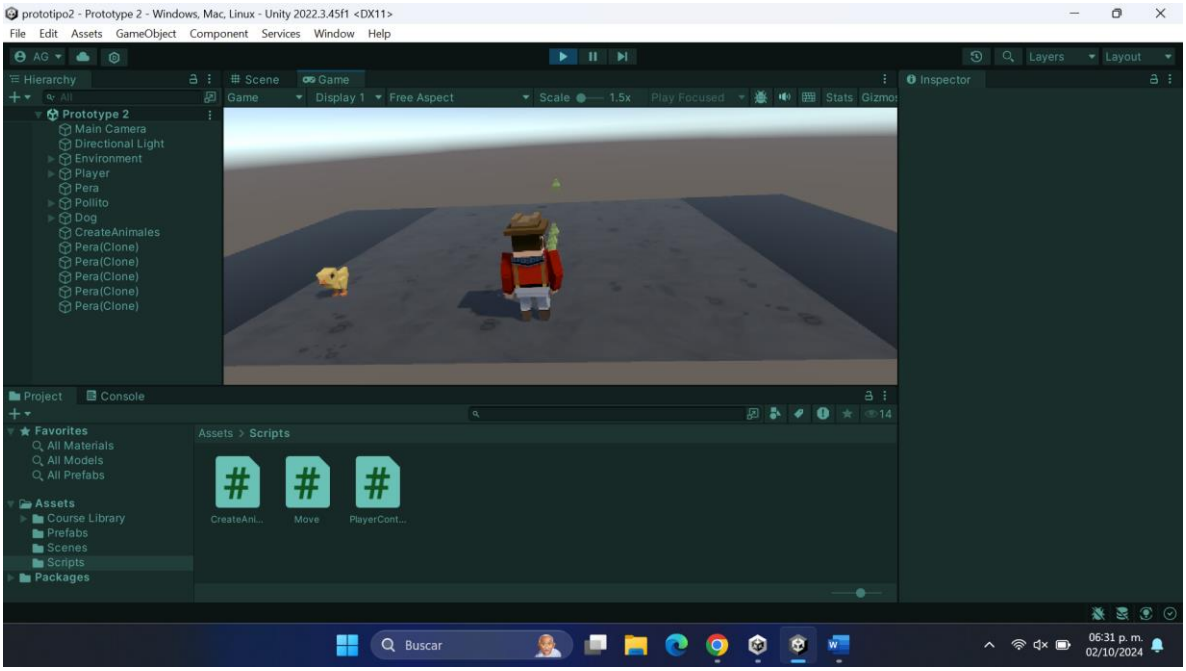

Archivo Editar Ver Git Proyecto Compilar Depurar Analizar Herramientas Extensiones Ventana Ayuda
Buscar
prototipo2
Iniciar sesión
Debug
Any CPU
Asociar a Unity
GitHub Copilot
Move.cs
PlayerController.cs
Archivos varios
Move
Update()
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
public class Move : MonoBehaviour
{
// Autor: Alyne Elizabeth Rojas Gloria
// Fecha: 27 de septiembre de 2024
// Descripción: Codigo para mover pera
void Start()
{
}
void Update()
{
if (transform.position.z > 35)
{
Destroy(gameObject);
}
else if (transform.position.z < -17)
{
Destroy(gameObject);
}
transform.Translate(Vector3.forward*Time.deltaTime*10);
}
}
68 %
No se encontraron problemas.
Línea: 20
Carácter: 10
SPC
CRLF
Explorador de soluciones
Buscar en Explorador de soluciones (Ctrl+`)
Solución "prototipo2" (1 de 1 proyecto)
Assembly-CSharp
Explorador de soluciones
Cambios de GIT
Elementos guardados
Agregar al control de código fuente
Seleccionar repositorio
Buscar
05:05 p. m.
27/09/2024

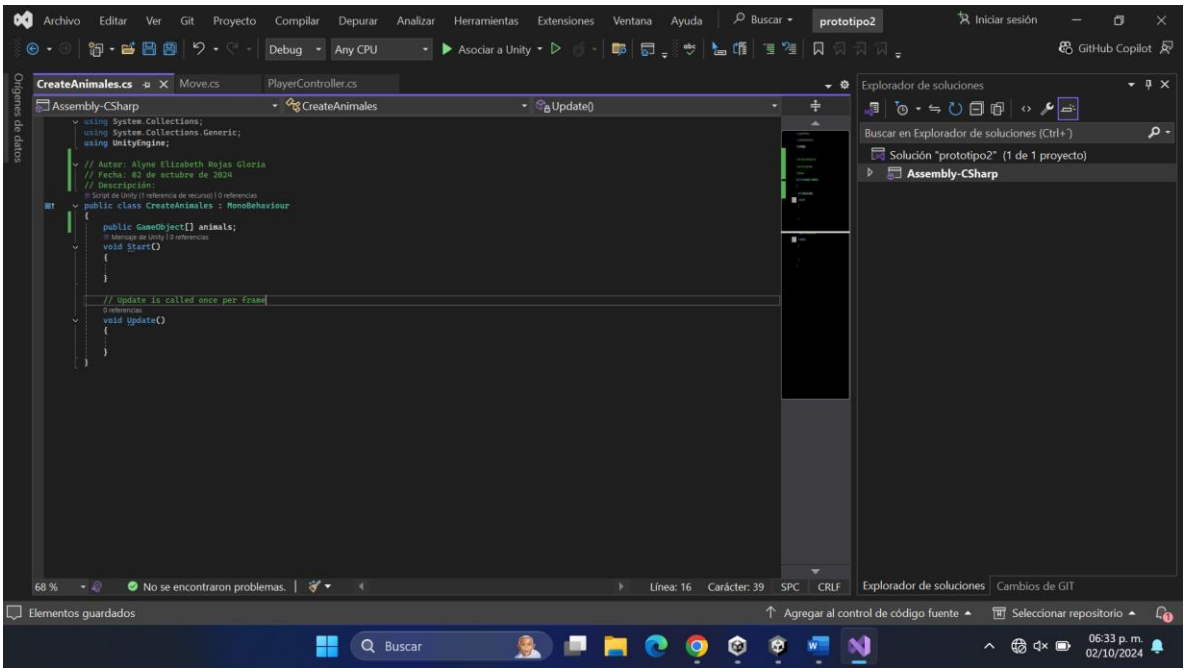

prototipo2 - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Window Help
Hierarchy
Scene
Game
Inspector
Prototype 2*
Main Camera
Directional Lig
Environment
Ground
Left Border
Right Borde
Player
Pera
Dog
Pollito
Zorro
Project
Console
Assets > Prefabs
_Source_Files
Animals
Dogs
Farm
Forest
Food
Humans
Materials
Prefabs
Scenes
Scripts
Packages
elearning.utng.ed...
Plataforma Educativ...
Classroom
Todos los favoritos
Alyne Elizabeth Rojas Gloria
Tablero
Perfil
Calificaciones
Mensajes
Preferencias
Salir
Contacto
Universidad Tecn
Guanajuato
https://www.utng.edu.mx/
(418)1825500
azuniga@utng.edu.mx
https://elearning.utng.edu.mx/course/view.php?id=805#
Buscar
05:13 p. m.
27/09/2024


Archivo Editar Ver Git Proyecto Compilar Depurar Analizar Herramientas Extensiones Ventana Ayuda
Buscar
prototipo2
Iniciar sesión
Debug
Any CPU
Asociar a Unity
GitHub Copilot
Move.cs
PlayerController.cs
Assembly-CSharp
PlayerController
Update()
Explorador de soluciones
Buscar en Explorador de soluciones (Ctrl+')
Solución "prototipo2" (1 de 1 proyecto)
Assembly-CSharp
0 referencias
void Update()
{
// Mover jugador de derecha a izquierda
float hor = Input.GetAxis("Horizontal");
// Hace que el jugador no salga del mapa hacia la derecha
if(transform.position.x > 23)
{
transform.position = new Vector3(
23, // x
transform.position.y, //y
transform.position.z); //z
}else if (transform.position.x < -23)
{
transform.position = new Vector3(
-23, // x
transform.position.y, //x
transform.position.z); //z
}
if (Input.GetKeyDown(KeyCode.Space))
{
// Clonar objetos este metodo
Instantiate(
pera, //objeto
transform.position, //posición
pera.transform.rotation); //orientación
}
transform.Translate(Vector3.right * Time.deltaTime * 10 * hor);
}
}
68 %
No se encontraron problemas.
Línea: 39
Carácter: 47
SPC
CRLF
Explorador de soluciones
Cambios de GIT
Elementos guardados
Agregar al control de código fuente
Seleccionar repositorio
Buscar
05:29 p. m.
27/09/2024

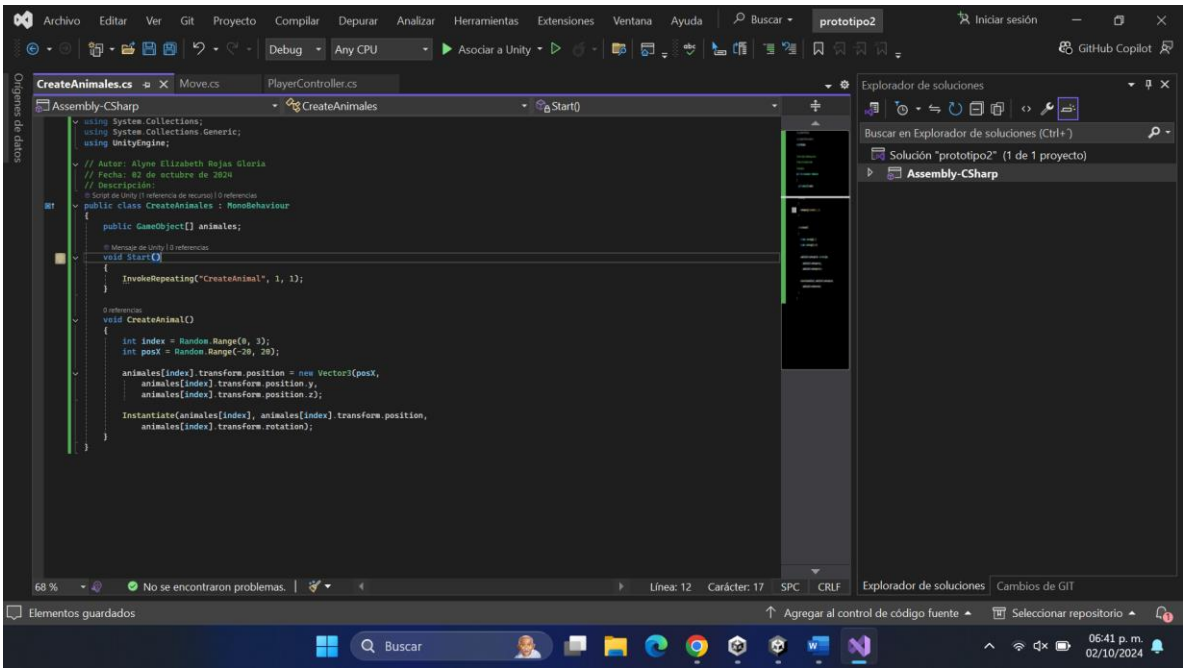

prototipo2 - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Window Help
Hierarchy
Prototype 2*
Main Camera
Directional Light
Environment
Ground
Left Border
Right Border
Player
Pera
Zorro
Pollito
Dog
CreateAnimales
Scene
Game
Inspector
CreateAnimales
Static
Tag Untagged
Layer Default
Transform
Position
Rotation
Scale
Create Animales (Script)
Script
Add Component
Project
Console
Assets > Scripts
CreateAni...
Move
PlayerCont...
Buscar
05:43 p. m.
27/09/2024

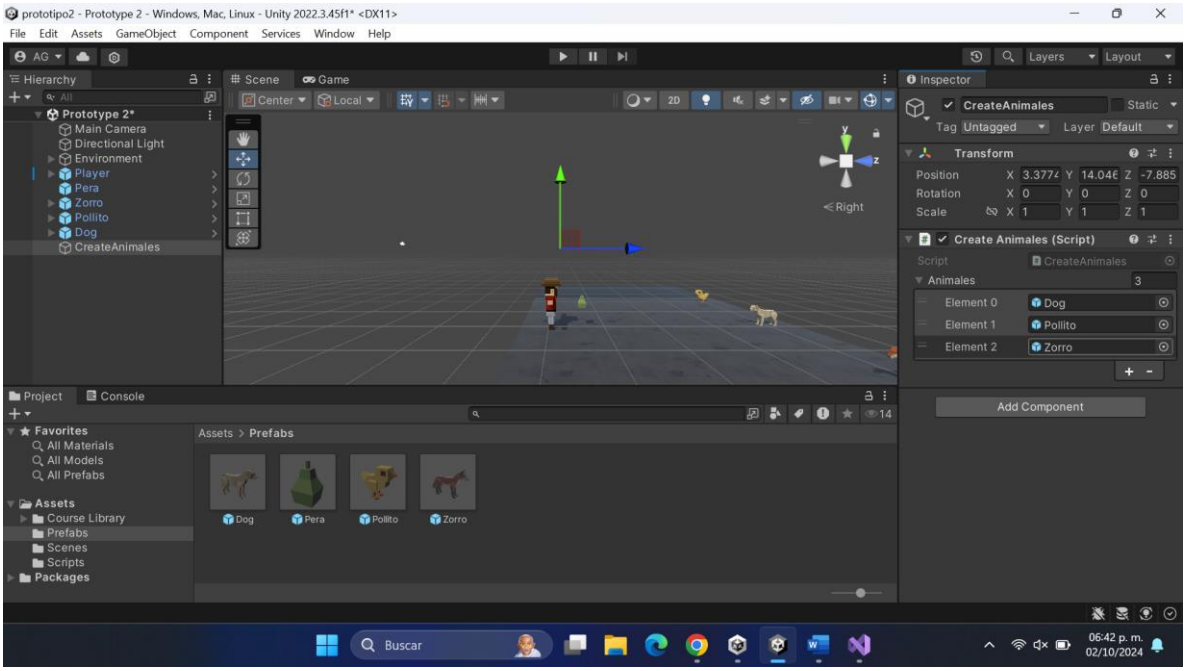

prototipo2 - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Window Help
Hierarchy
Prototype 2*
Main Camera
Environment
Ground
Left Border
Right Borde
Player
Pera(Clone)
Scene
Game
Display 1
Free Aspect
Scale
1.5x
Inspector
Player
Static
Transform
Position
Rotation
Scale
Animator
Controller
Avatar
Apply Root Motion
Update Mode
Normal
Culling Mode
Player Contro
Script
Pera
Add Component
Project
Console
Assets > Prefabs
Dog
Pera
Pollito
Zorro
elearning.utng.ed...
Classroom
Todos los favoritos
Alyne Elizabeth Rojas Gloria
Tablero
Perfil
Calificaciones
Mensajes
Preferencias
Salir
uniga@utng.edu.mx
Buscar
05:28 p. m.
27/09/2024

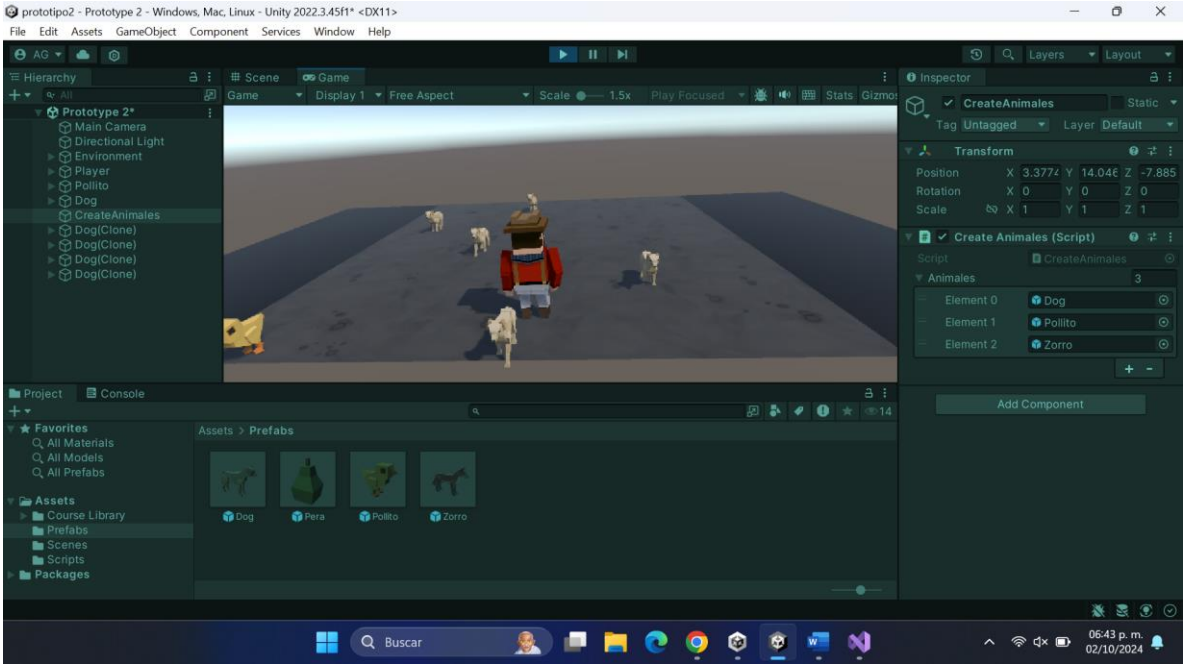

prototipo2 - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.45f1 <DX11>
File Edit Assets GameObject Component Services Window Help
Hierarchy
Prototype 2
Main Camera
Directional Light
Environment
Player
Pera
Pollito
Dog
CreateAnimales
Pera(Clone)
Pera(Clone)
Pera(Clone)
Pera(Clone)
Pera(Clone)
Scene
Game
Display 1
Free Aspect
Scale 1.5x
Play Focused
Stats
Inspector
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Course Library
Prefabs
Scenes
Scripts
Packages
Assets > Scripts
CreateAni...
Move
PlayerCont...
Buscar
06:31 p. m.
02/10/2024

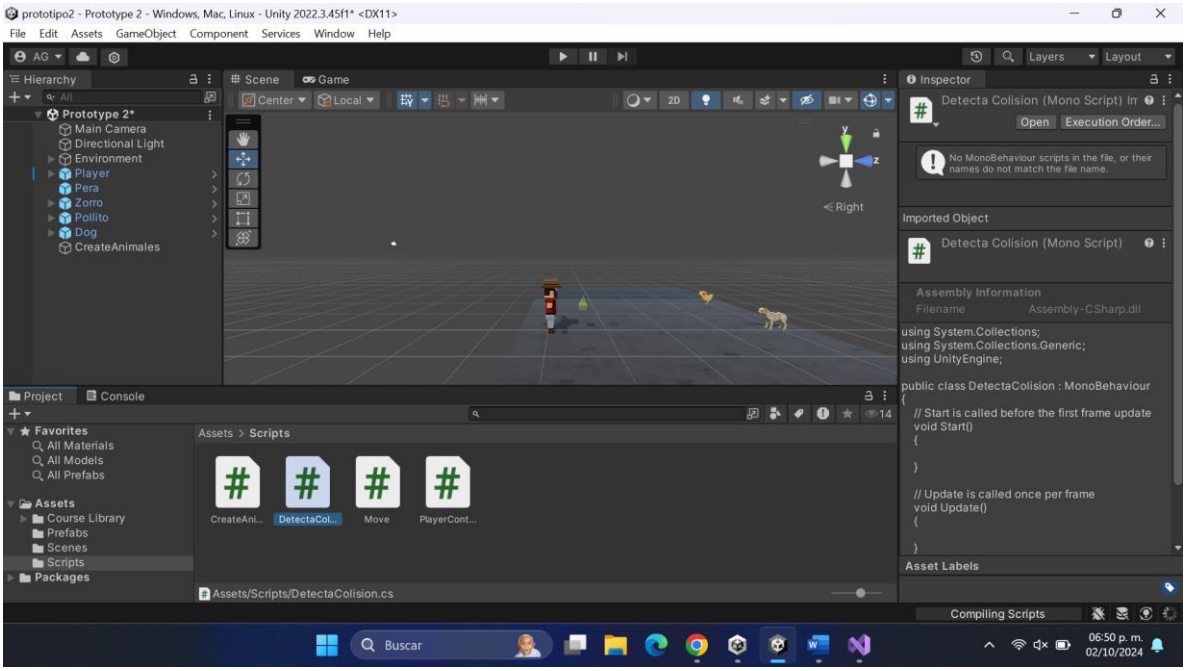

Archivo Editar Ver Git Proyecto Compilar Depurar Analizar Herramientas Extensiones Ventana Ayuda
Buscar
prototipo2
Iniciar sesión
Debug
Any CPU
Asociar a Unity
GitHub Copilot
CreateAnimales.cs
Move.cs
PlayerController.cs
Assembly-CSharp
CreateAnimales
Update()
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
// Autor: Alyne Elizabeth Rojas Gloria
// Fecha: 02 de octubre de 2024
// Descripción:
public class CreateAnimales : MonoBehaviour
{
public GameObject[] animals;
void Start()
{
}
// Update is called once per frame
void Update()
{
}
}
Explorador de soluciones
Buscar en Explorador de soluciones (Ctrl+`)
Solución "prototipo2" (1 de 1 proyecto)
Assembly-CSharp
No se encontraron problemas.
Línea: 16
Carácter: 39
SPC
CRLF
Elementos guardados
Agregar al control de código fuente
Seleccionar repositorio
Buscar
06:33 p. m.
02/10/2024

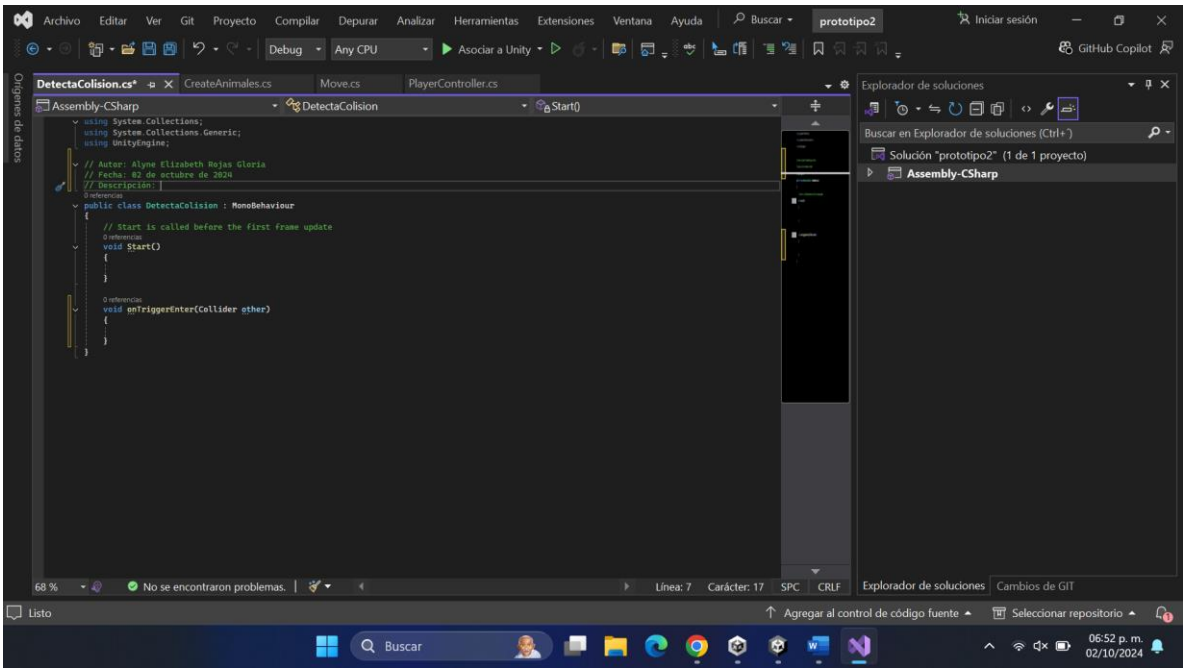
DH-CVS/ING: Recursos de la U
(20) WhatsApp
web.whatsapp.com
Plataforma Educativ...
Classroom
WhatsApp
Top free game asset...
Todos los favoritos
Comunidades
Crea una comunidad para mantenerte en contacto
Las comunidades reúnen a los miembros en grupos por temas y facilitan la recepción de avisos de los administradores. Cualquier comunidad a la que te añadan aparecerá aquí.
Ver ejemplos de comunidades
Iniciar tu comunidad
GIDS4103 Creación de Videojuegos
Alexis, Cesar, Cesar, Cesar222, Duarte, Itzel, Mari, Michel, Profe, Puente, S...
HOY
Profe Barron
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
public class SpawnManager : MonoBehaviour
{
public GameObject[] animales;
void Start()
{
InvokeRepeating("CreateAnimal", 1, 1);
}
void CreateAnimal()
{
int index = Random.Range(0, 3);
int posX = Random.Range(-20, 20);
Escribe un mensaje
Buscar
06:40 p. m.
02/10/2024

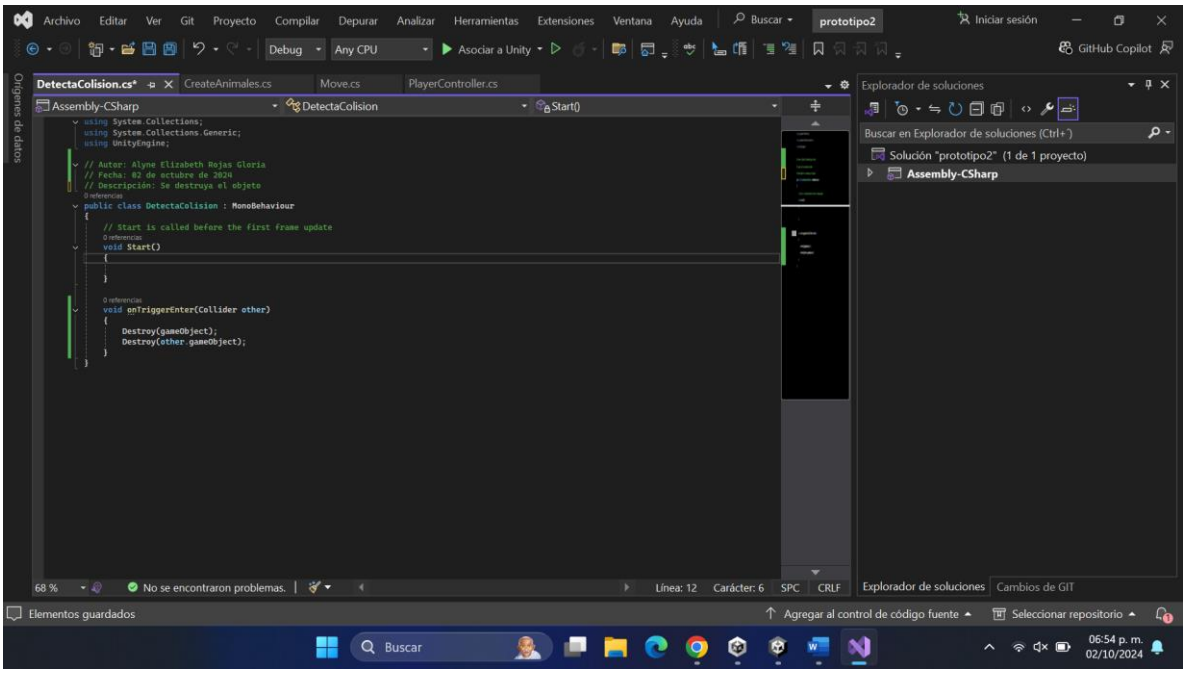

Archivo
Editar
Ver
Git
Proyecto
Compilar
Depurar
Analizar
Herramientas
Extensiones
Ventana
Ayuda
Buscar
prototipo2
Iniciar sesión
Debug
Any CPU
Asociar a Unity
GitHub Copilot
CreateAnimales.cs
Move.cs
PlayerController.cs
Assembly-CSharp
CreateAnimales
Start()
Explorador de soluciones
Buscar en Explorador de soluciones (Ctrl+')
Solución "prototipo2" (1 de 1 proyecto)
Assembly-CSharp
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
// Autor: Alyne Elizabeth Rojas Gloria
// Fecha: 02 de octubre de 2024
// Descripción:
public class CreateAnimales : MonoBehaviour
{
public GameObject[] animales;
void Start()
{
InvokeRepeating("CreateAnimal", 1, 1);
}
void CreateAnimal()
{
int index = Random.Range(0, 3);
int posX = Random.Range(-20, 20);
animales[index].transform.position = new Vector3(posX,
animales[index].transform.position.y,
animales[index].transform.position.z);
Instantiate(animales[index], animales[index].transform.position,
animales[index].transform.rotation);
}
}
68 %
No se encontraron problemas.
Línea: 12
Carácter: 17
SPC
CRLF
Elementos guardados
Agregar al control de código fuente
Seleccionar repositorio
Buscar
06:41 p. m.
02/10/2024

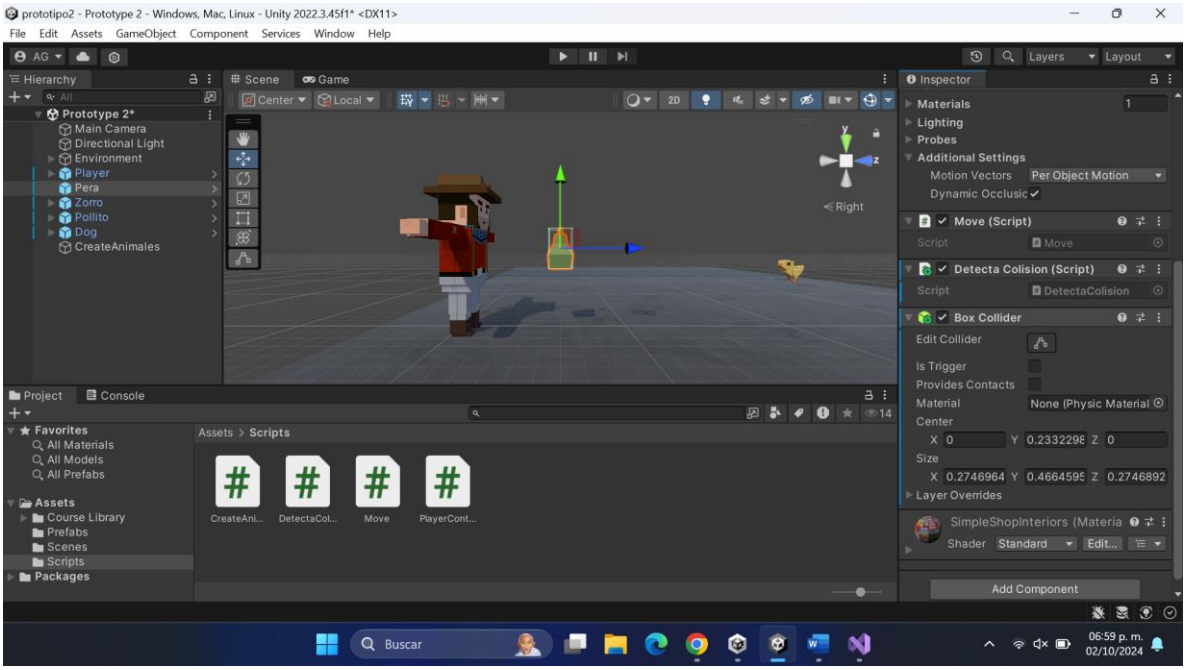

prototipo2 - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Window Help
Hierarchy
Prototype 2*
Main Camera
Directional Light
Environment
Player
Pera
Zorro
Pollito
Dog
CreateAnimales
Scene
Game
Inspector
CreateAnimales
Static
Tag Untagged
Layer Default
Transform
Position X 3.3774 Y 14.046 Z -7.885
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Create Animales (Script)
Script CreateAnimales
Animales 3
Element 0 Dog
Element 1 Pollito
Element 2 Zorro
Add Component
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Course Library
Prefabs
Scenes
Scripts
Packages
Assets > Prefabs
Dog
Pera
Pollito
Zorro
Buscar
06:42 p. m.
02/10/2024

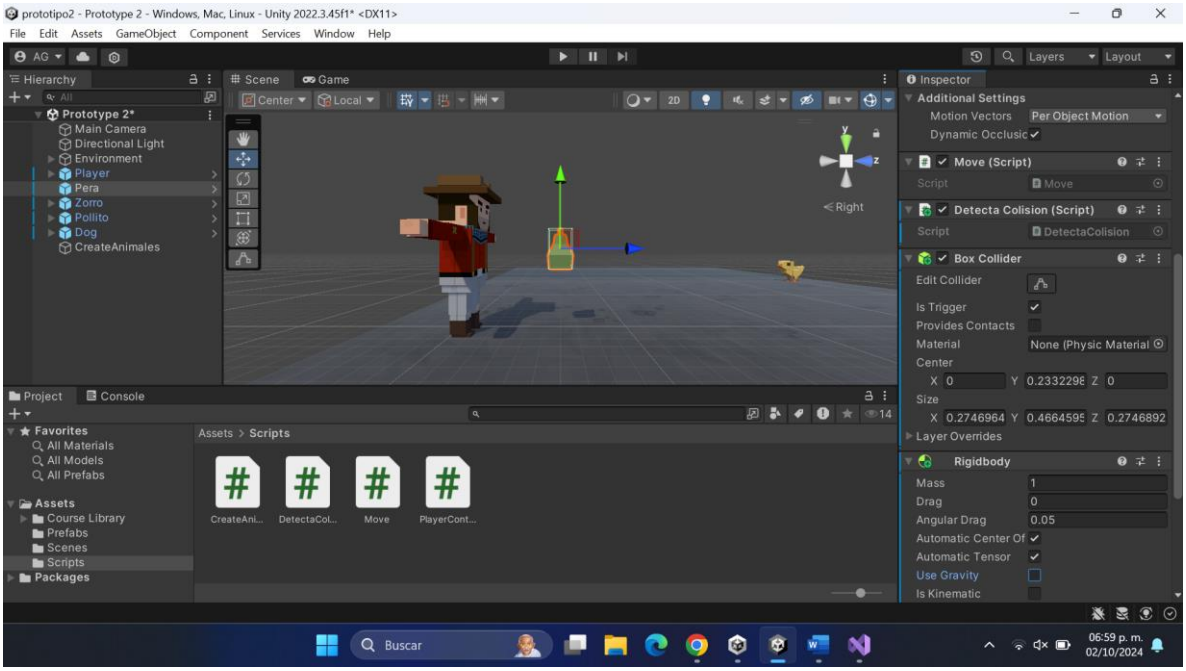

prototipo2 - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Window Help
Hierarchy
Prototype 2*
Main Camera
Directional Light
Environment
Player
Pollito
Dog
CreateAnimales
Dog(Clone)
Dog(Clone)
Dog(Clone)
Dog(Clone)
Scene
Game
Display 1
Free Aspect
Scale 1.5x
Play Focused
Stats
Inspector
CreateAnimales
Static
Tag Untagged
Layer Default
Transform
Position X 3.3774 Y 14.046 Z -7.885
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Create Animales (Script)
Script CreateAnimales
Animales 3
Element 0 Dog
Element 1 Pollito
Element 2 Zorro
Add Component
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Course Library
Prefabs
Scenes
Scripts
Packages
Assets > Prefabs
Dog
Pera
Pollito
Zorro
Buscar
06:43 p. m.
02/10/2024

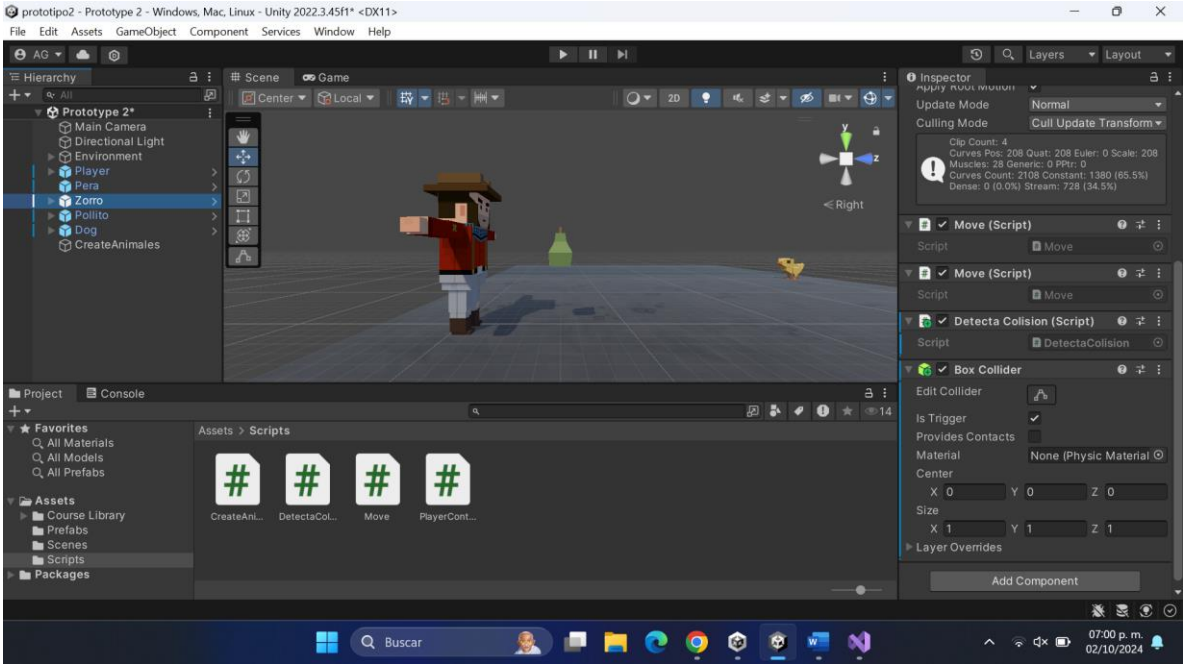

prototipo2 - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Window Help
Hierarchy
Prototype 2*
Main Camera
Directional Light
Environment
Player
Pera
Zorro
Pollito
Dog
CreateAnimales
Scene
Game
Inspector
Detecta Colision (Mono Script) Im
Open
Execution Order...
No MonoBehaviour scripts in the file, or their names do not match the file name.
Imported Object
Detecta Colision (Mono Script)
Assembly Information
Filename
Assembly-CSharp.dll
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
public class DetectaColision : MonoBehaviour
{
// Start is called before the first frame update
void Start()
{
}
// Update is called once per frame
void Update()
{
}
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Course Library
Prefabs
Scenes
Scripts
Packages
Assets > Scripts
CreateAni...
DetectaCol...
Move
PlayerCont...
Assets/Scripts/DetectaColision.cs
Asset Labels
Compiling Scripts
Buscar
06:50 p. m.
02/10/2024

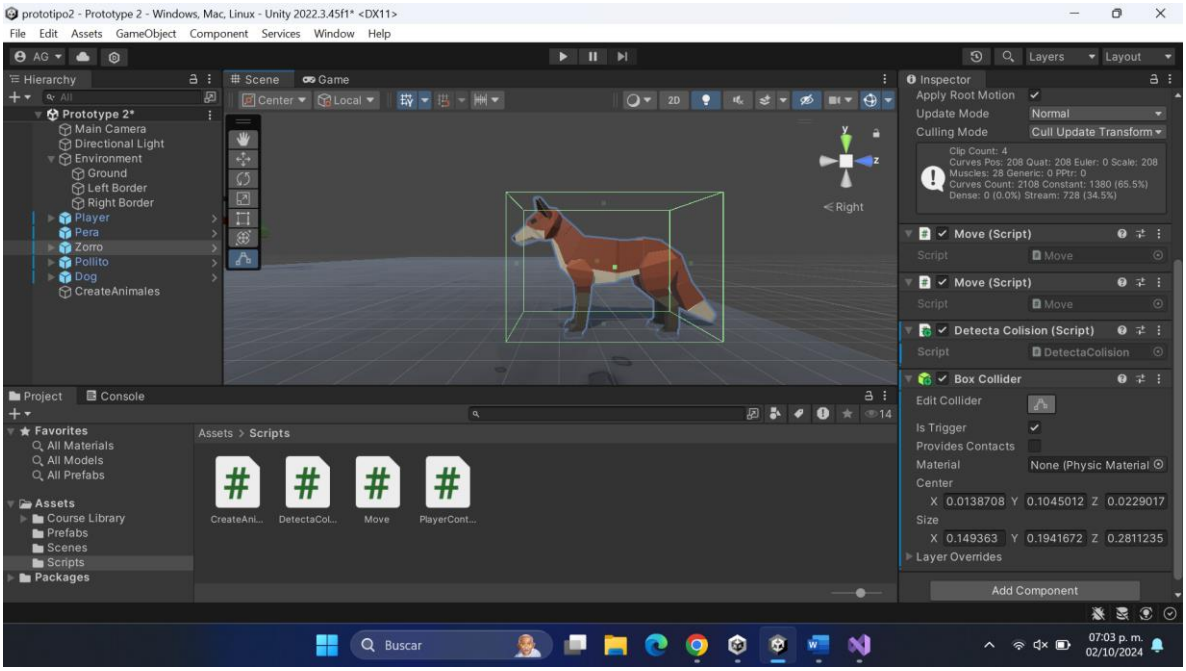

Archivo Editar Ver Git Proyecto Compilar Depurar Analizar Herramientas Extensiones Ventana Ayuda
Buscar
prototipo2
Iniciar sesión
Debug
Any CPU
Asociar a Unity
GitHub Copilot
DetectaColision.cs*
CreateAnimales.cs
Move.cs
PlayerController.cs
Assembly-CSharp
DetectaColision
Start()
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
// Autor: Alyne Elizabeth Rojas Gloria
// Fecha: 02 de octubre de 2024
// Descripción:
public class DetectaColision : MonoBehaviour
{
// Start is called before the first frame update
void Start()
{
}
void OnTriggerEnter(Collider other)
{
}
}
Explorador de soluciones
Buscar en Explorador de soluciones (Ctrl+`)
Solución "prototipo2" (1 de 1 proyecto)
Assembly-CSharp
68 %
No se encontraron problemas.
Línea: 7
Carácter: 17
SPC
CRLF
Explorador de soluciones
Cambios de GIT
Listo
Agregar al control de código fuente
Seleccionar repositorio
Buscar
06:52 p. m.
02/10/2024

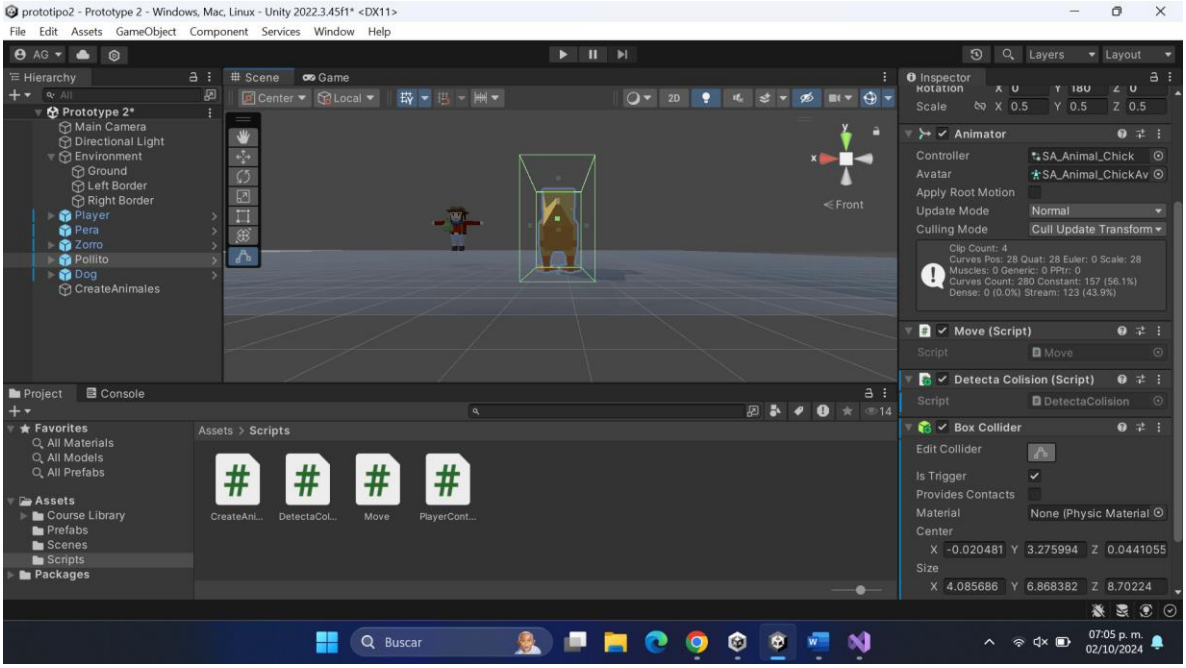

Archivo Editar Ver Git Proyecto Compilar Depurar Analizar Herramientas Extensiones Ventana Ayuda
prototipo2
Iniciar sesión
Debug
Any CPU
Asociar a Unity
GitHub Copilot
DetectaColision.cs*
CreateAnimales.cs
Move.cs
PlayerController.cs
Assembly-CSharp
DetectaColision
Start()
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
// Autor: Alyne Elizabeth Rojas Gloria
// Fecha: 02 de octubre de 2024
// Descripción: Se destruya el objeto
public class DetectaColision : MonoBehaviour
{
// Start is called before the first frame update
void Start()
{
}
void onTriggerEnter(Collider other)
{
Destroy(gameObject);
Destroy(other.gameObject);
}
}
Explorador de soluciones
Buscar en Explorador de soluciones (Ctrl+`)
Solución "prototipo2" (1 de 1 proyecto)
Assembly-CSharp
68 %
No se encontraron problemas.
Línea: 12
Carácter: 6
SPC
CRLF
Explorador de soluciones
Cambios de GIT
Elementos guardados
Agregar al control de código fuente
Seleccionar repositorio
Buscar
06:54 p. m.
02/10/2024

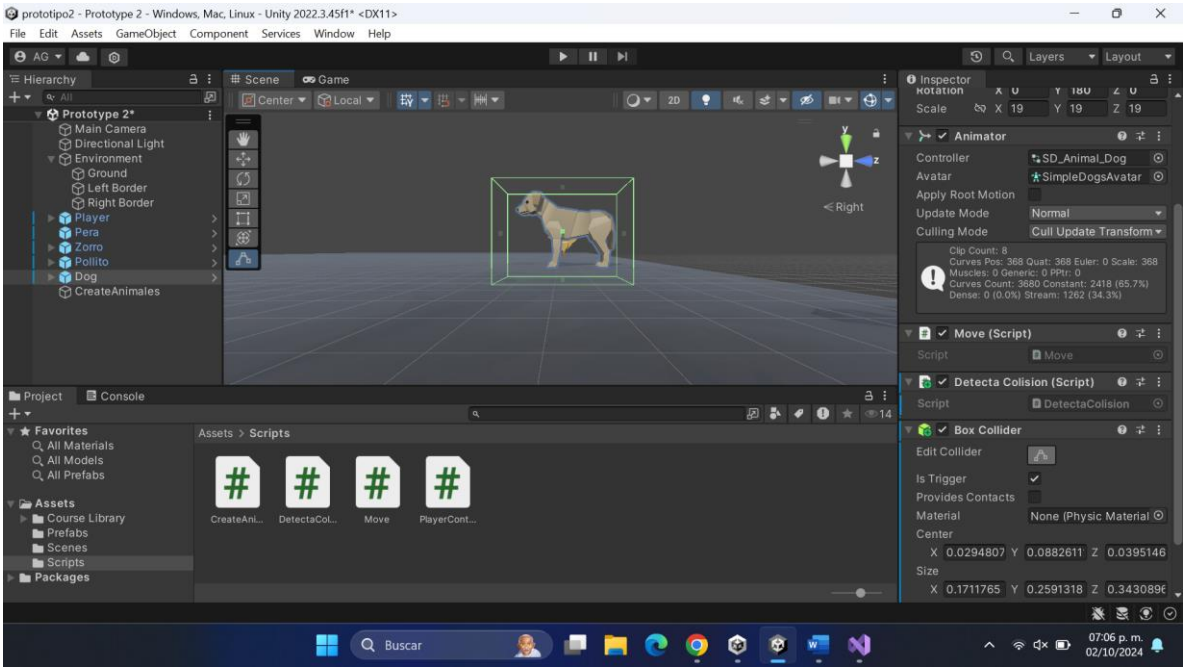

prototipo2 - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Window Help
Hierarchy
Prototype 2*
Main Camera
Directional Light
Environment
Player
Pera
Zorro
Pollito
Dog
CreateAnimales
Scene
Game
Center
Local
Right
Inspector
Materials
Lighting
Probes
Additional Settings
Motion Vectors
Per Object Motion
Move (Script)
Detecta Colision (Script)
Box Collider
Edit Collider
Is Trigger
Provides Contacts
Material
None (Physic Material
Center
Size
Layer Overrides
Shader
Standard
Add Component
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Course Library
Prefabs
Scenes
Scripts
Packages
Assets > Scripts
CreateAni...
DetectaCol...
Move
PlayerCont...
Buscar
06:59 p. m.
02/10/2024

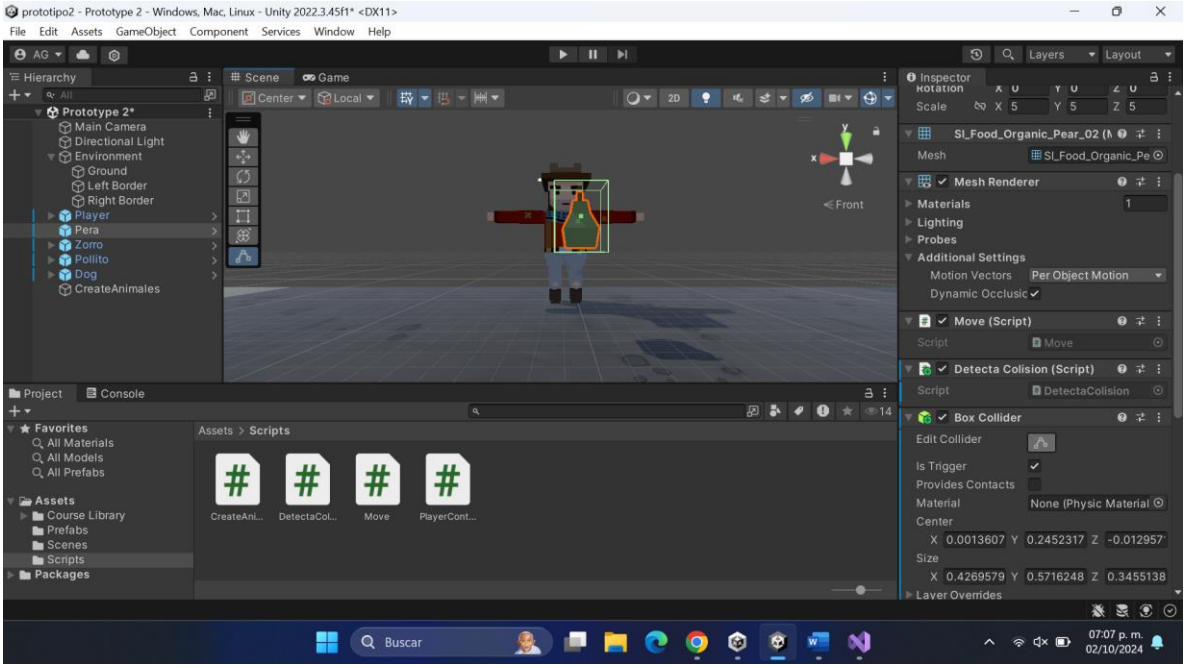

prototipo2 - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Window Help
Hierarchy
Prototype 2*
Main Camera
Directional Light
Environment
Player
Pera
Zorro
Pollito
Dog
CreateAnimales
Scene
Game
Inspector
Additional Settings
Motion Vectors Per Object Motion
Dynamic Occlusic
Move (Script)
Detecta Colision (Script)
Box Collider
Edit Collider
Is Trigger
Provides Contacts
Material None (Physic Material
Center
Size
Layer Overrides
Rigidbody
Mass 1
Drag 0
Angular Drag 0.05
Automatic Center Of
Automatic Tensor
Use Gravity
Is Kinematic
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Course Library
Prefabs
Scenes
Scripts
Packages
Assets > Scripts
CreateAni...
DetectaCol...
Move
PlayerCont...
Buscar
06:59 p. m.
02/10/2024

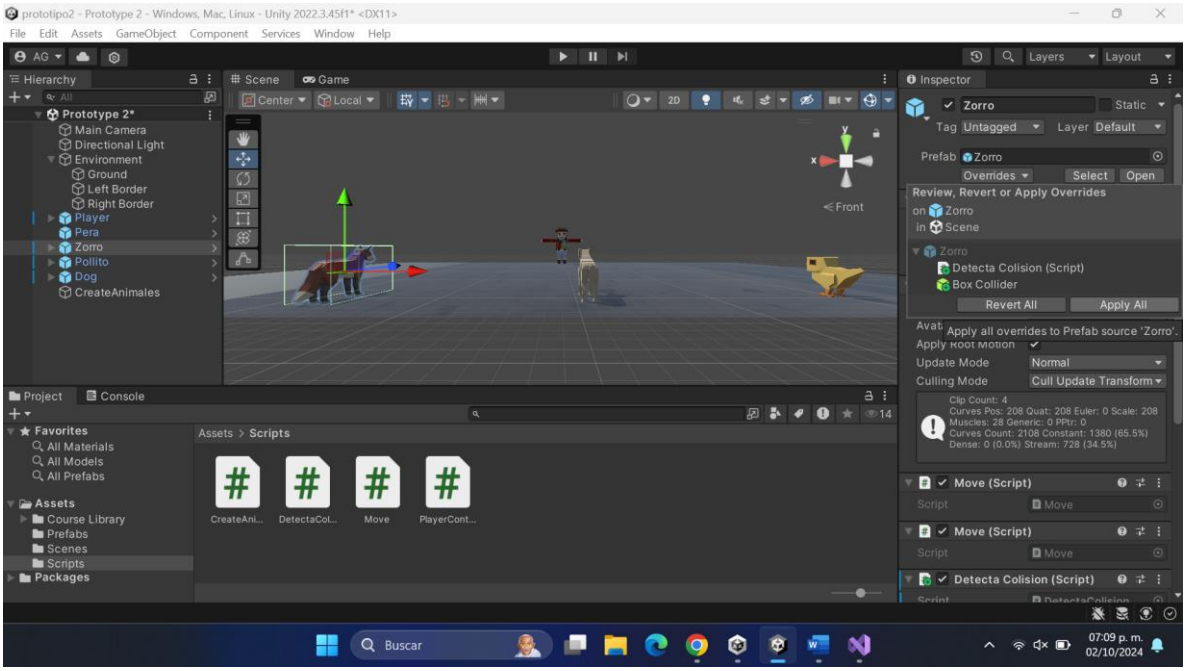

prototipo2 - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Window Help
Hierarchy
Prototype 2*
Main Camera
Directional Light
Environment
Player
Pera
Zorro
Pollito
Dog
CreateAnimales
Scene
Game
Inspector
Update Mode Normal
Culling Mode Cull Update Transform
Clip Count: 4
Curves Pos: 208 Quat: 208 Euler: 0 Scale: 208
Muscles: 28 Generic: 0 PPtr: 0
Curves Count: 2108 Constant: 1380 (65.5%)
Dense: 0 (0.0%) Stream: 728 (34.5%)
Move (Script)
Move (Script)
Detecta Colision (Script)
Box Collider
Edit Collider
Is Trigger
Provides Contacts
Material None (Physic Material
Center
Size
Layer Overrides
Add Component
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Course Library
Prefabs
Scenes
Scripts
Packages
Assets > Scripts
CreateAni...
DetectaCol...
Move
PlayerCont...
Buscar
07:00 p. m.
02/10/2024

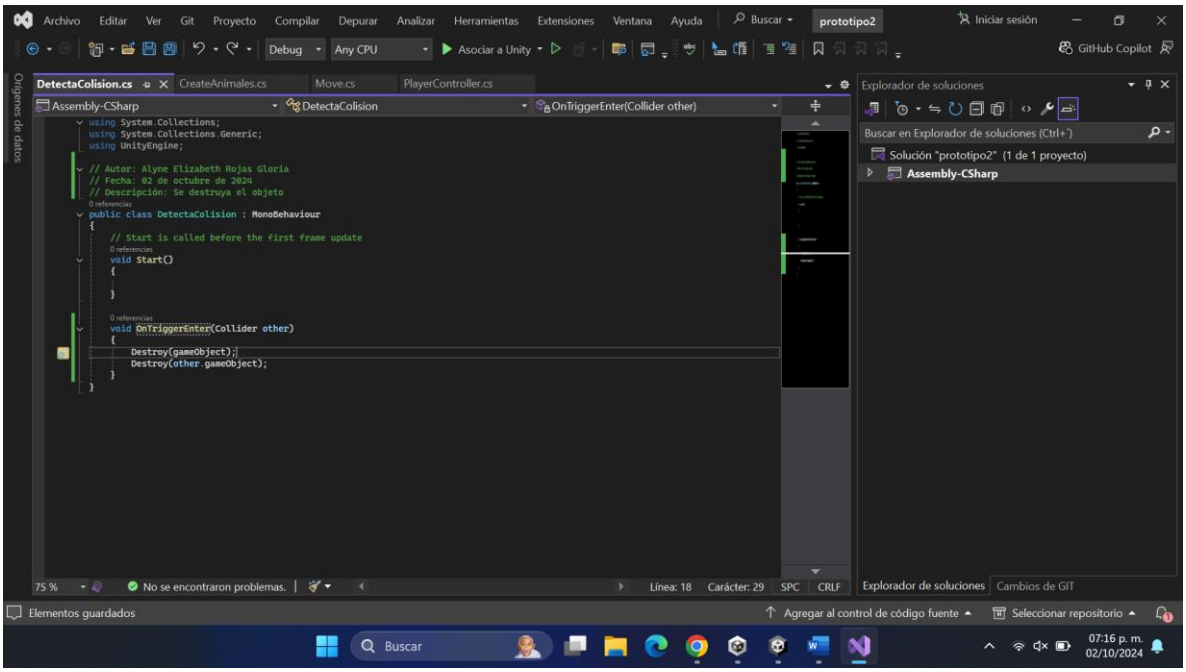

prototipo2 - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Window Help
Hierarchy
Prototype 2*
Main Camera
Directional Light
Environment
Ground
Left Border
Right Border
Player
Pera
Zorro
Pollito
Dog
CreateAnimales
Scene
Game
Inspector
Apply Root Motion
Update Mode
Normal
Culling Mode
Cull Update Transform
Move (Script)
Detecta Colision (Script)
Box Collider
Edit Collider
Is Trigger
Provides Contacts
Material
None (Physic Material
Center
Size
Layer Overrides
Add Component
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Course Library
Prefabs
Scenes
Scripts
Packages
Assets > Scripts
CreateAni...
DetectaCol...
Move
PlayerCont...
Buscar
07:03 p. m.
02/10/2024

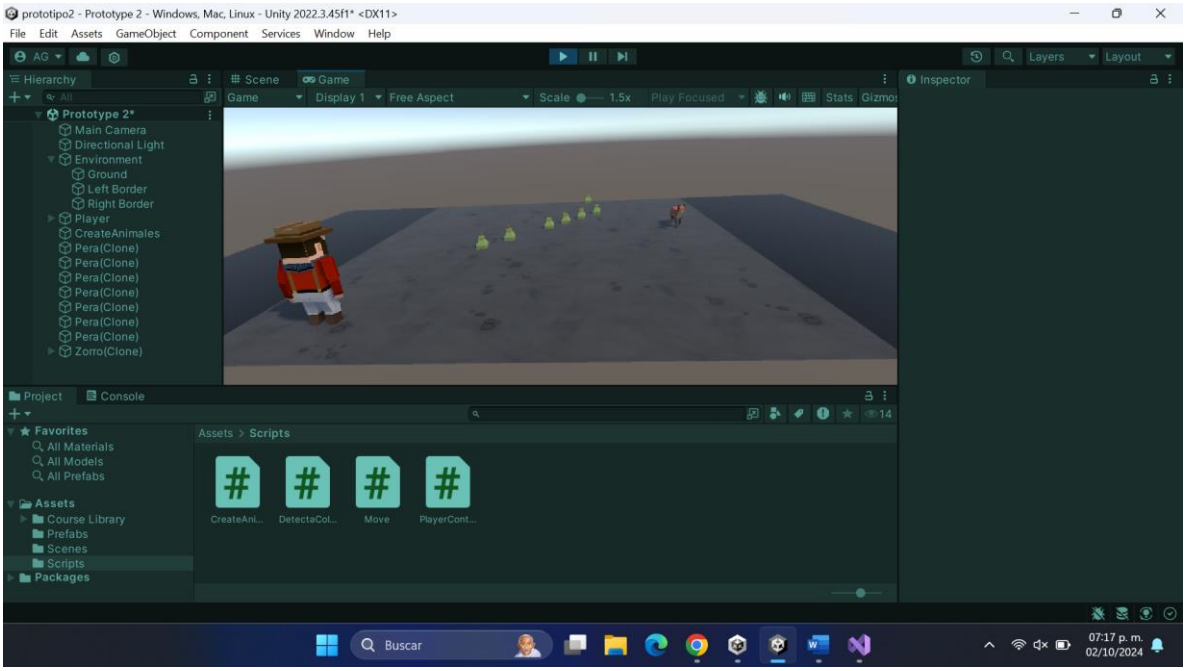

prototipo2 - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Window Help
Hierarchy
Prototype 2*
Main Camera
Directional Light
Environment
Ground
Left Border
Right Border
Player
Pera
Zorro
Pollito
Dog
CreateAnimales
Scene
Game
Inspector
Animator
Controller
SA_Animal_Chick
Avatar
SA_Animal_ChickAv
Apply Root Motion
Update Mode
Normal
Culling Mode
Cull Update Transform
Move (Script)
Detecta Colision (Script)
Box Collider
Edit Collider
Is Trigger
Provides Contacts
Material
None (Physic Material
Center
Size
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Course Library
Prefabs
Scenes
Scripts
Packages
Assets > Scripts
CreateAni...
DetectaCol...
Move
PlayerCont...
Buscar
07:05 p. m.
02/10/2024

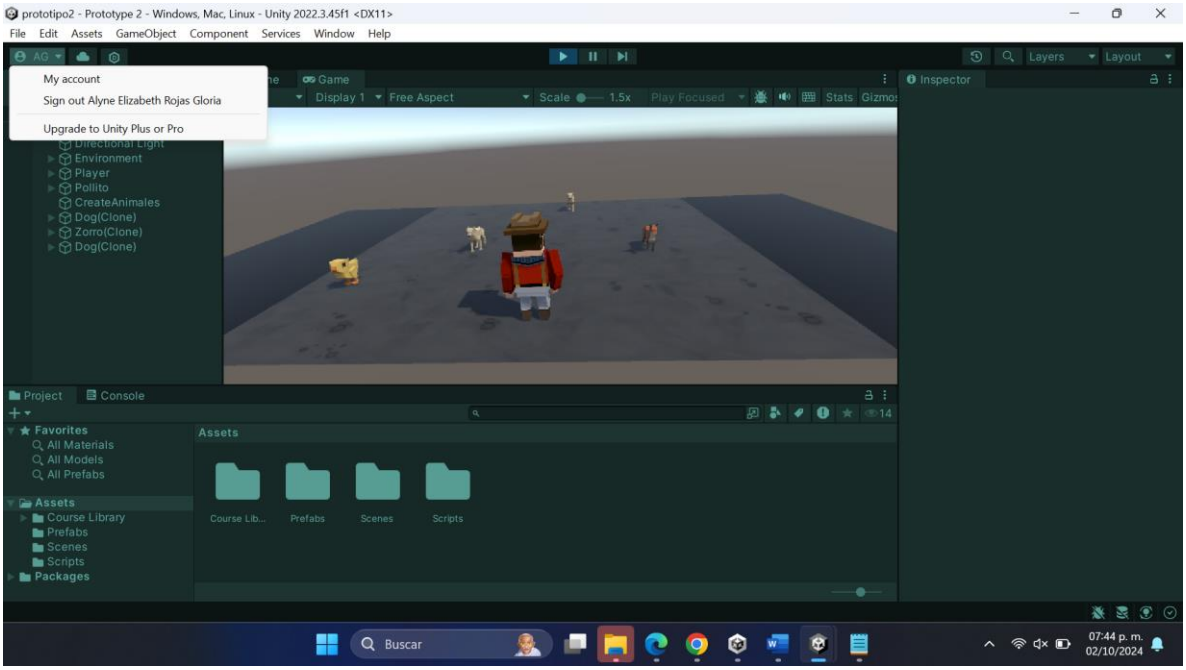

prototipo2 - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Window Help
Hierarchy
Prototype 2*
Main Camera
Directional Light
Environment
Ground
Left Border
Right Border
Player
Pera
Zorro
Pollito
Dog
CreateAnimales
Scene
Game
Center
Local
2D
Right
Inspector
Scale X 19 Y 19 Z 19
Animator
Controller SD_Animal_Dog
Avatar SimpleDogsAvatar
Apply Root Motion
Update Mode Normal
Culling Mode Cull Update Transform
Move (Script)
Script Move
Detecta Colision (Script)
Script DetectaColision
Box Collider
Edit Collider
Is Trigger
Provides Contacts
Material None (Physic Material
Center X 0.0294807 Y 0.0882611 Z 0.0395146
Size X 0.1711765 Y 0.2591318 Z 0.3430896
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Course Library
Prefabs
Scenes
Scripts
Packages
Assets > Scripts
CreateAni...
DetectaCol...
Move
PlayerCont...
Buscar
07:06 p. m.
02/10/2024

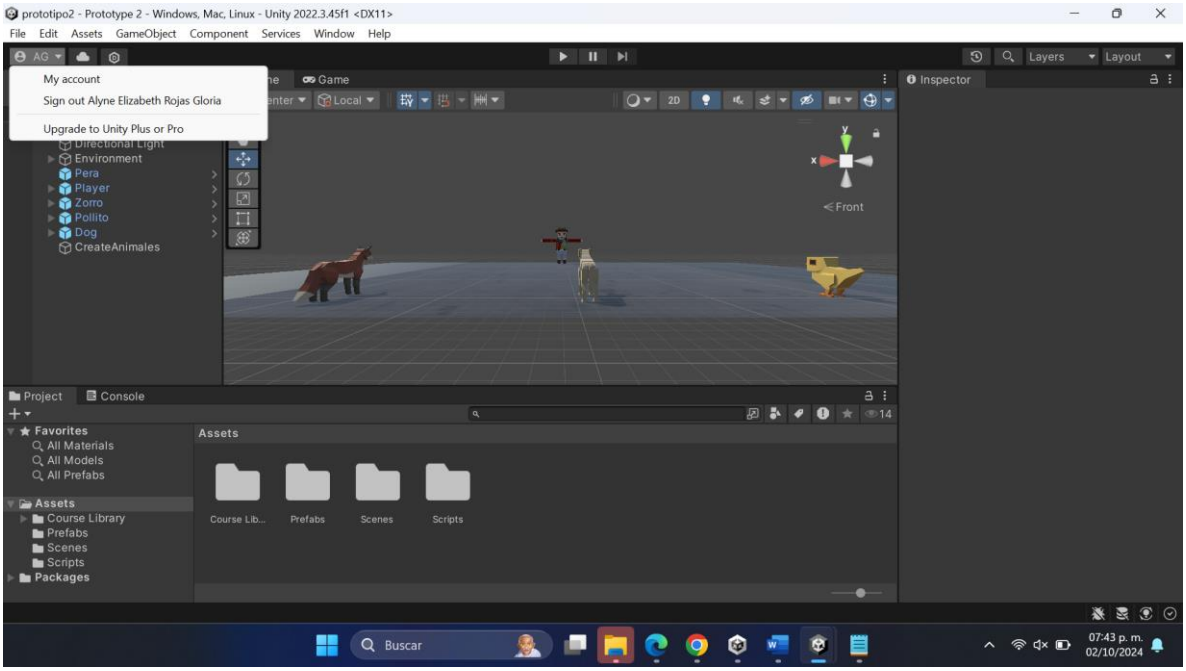

prototipo2 - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Window Help
Hierarchy
Prototype 2*
Main Camera
Directional Light
Environment
Ground
Left Border
Right Border
Player
Pera
Zorro
Pollito
Dog
CreateAnimales
Scene
Game
Center
Local
2D
Front
Inspector
Scale X 5 Y 5 Z 5
SI_Food_Organic_Pear_02
Mesh SI_Food_Organic_Pe
Mesh Renderer
Materials 1
Lighting
Probes
Additional Settings
Motion Vectors Per Object Motion
Dynamic Occlusic
Move (Script)
Script Move
Detecta Colision (Script)
Script DetectaColision
Box Collider
Edit Collider
Is Trigger
Provides Contacts
Material None (Physic Material
Center X 0.0013607 Y 0.2452317 Z -0.012957
Size X 0.4269579 Y 0.5716248 Z 0.3455138
Layer Overrides
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Course Library
Prefabs
Scenes
Scripts
Packages
Assets > Scripts
CreateAni...
DetectaCol...
Move
PlayerCont...
Buscar
07:07 p. m.
02/10/2024


prototipo2 - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Window Help
Hierarchy
Prototype 2*
Main Camera
Directional Light
Environment
Ground
Left Border
Right Border
Player
Pera
Zorro
Pollito
Dog
CreateAnimales
Scene
Game
Inspector
Zorro
Static
Tag Untagged
Layer Default
Prefab Zorro
Overrides Select Open
Review, Revert or Apply Overrides
on Zorro
in Scene
Zorro
Detecta Colision (Script)
Box Collider
Revert All
Apply All
Apply all overrides to Prefab source 'Zorro'.
Update Mode Normal
Culling Mode Cull Update Transform
Move (Script)
Detecta Colision (Script)
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Course Library
Prefabs
Scenes
Scripts
Packages
Assets > Scripts
CreateAni...
DetectaCol...
Move
PlayerCont...
Buscar
07:09 p. m.
02/10/2024


Archivo Editar Ver Git Proyecto Compilar Depurar Analizar Herramientas Extensiones Ventana Ayuda
Buscar
prototipo2
Iniciar sesión
Debug
Any CPU
Asociar a Unity
GitHub Copilot
DetectaColision.cs
CreateAnimales.cs
Move.cs
PlayerController.cs
Assembly-CSharp
DetectaColision
OnTriggerEnter(Collider other)
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
// Autor: Alyne Elizabeth Rojas Gloria
// Fecha: 02 de octubre de 2024
// Descripción: Se destruya el objeto
public class DetectaColision : MonoBehaviour
{
// Start is called before the first frame update
void Start()
{
}
void OnTriggerEnter(Collider other)
{
Destroy(gameObject);
Destroy(other.gameObject);
}
}
Explorador de soluciones
Buscar en Explorador de soluciones (Ctrl+`)
Solución "prototipo2" (1 de 1 proyecto)
Assembly-CSharp
75 %
No se encontraron problemas.
Línea: 18
Carácter: 29
SPC
CRLF
Elementos guardados
Agregar al control de código fuente
Seleccionar repositorio
Buscar
07:16 p. m.
02/10/2024


prototipo2 - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Window Help
Hierarchy
Prototype 2*
Main Camera
Directional Light
Environment
Ground
Left Border
Right Border
Player
CreateAnimales
Pera(Clone)
Zorro(Clone)
Scene
Game
Display 1
Free Aspect
Scale 1.5x
Play Focused
Stats
Inspector
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Course Library
Prefabs
Scenes
Scripts
Packages
Assets > Scripts
CreateAni...
DetectaCol...
Move
PlayerCont...
Buscar
07:17 p. m.
02/10/2024


prototipo2 - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.45f1 <DX11>
File Edit Assets GameObject Component Services Window Help
My account
Sign out Alyne Elizabeth Rojas Gloria
Upgrade to Unity Plus or Pro
Environment
Player
Pollito
CreateAnimales
Dog(Clone)
Zorro(Clone)
Dog(Clone)
Game
Display 1
Free Aspect
Scale 1.5x
Play Focused
Stats
Inspector
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Course Library
Prefabs
Scenes
Scripts
Packages
Course Lib...
Prefabs
Scenes
Scripts
Buscar
07:44 p. m.
02/10/2024


prototipo2 - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.45f1 <DX11>
File Edit Assets GameObject Component Services Window Help
AG
My account
Sign out Alyne Elizabeth Rojas Gloria
Upgrade to Unity Plus or Pro
Layers
Layout
Game
Local
2D
Inspector
Directional Light
Environment
Pera
Player
Zorro
Pollito
Dog
CreateAnimales
Front
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Course Library
Prefabs
Scenes
Scripts
Packages
Course Lib...
Prefabs
Scenes
Scripts
Buscar
07:43 p. m.
02/10/2024