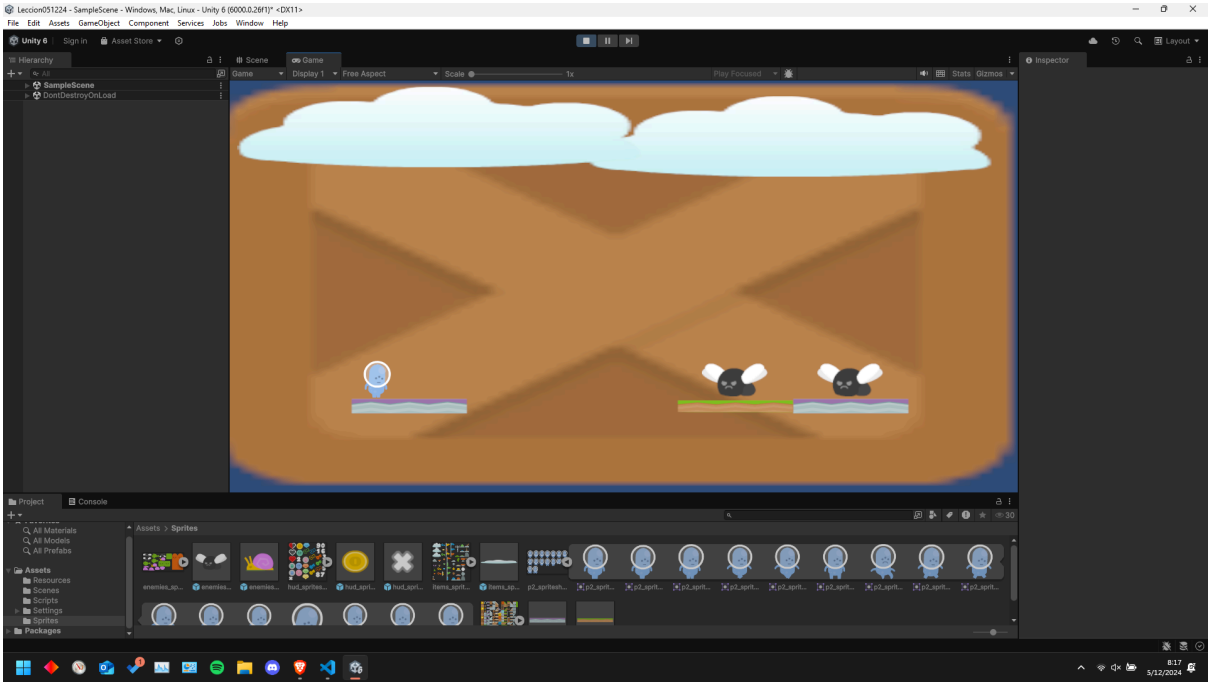
Leccion051224 - SampleScene - Windows, Mac, Linux - Unity 6 (6000.0.26f1)* <DX11>
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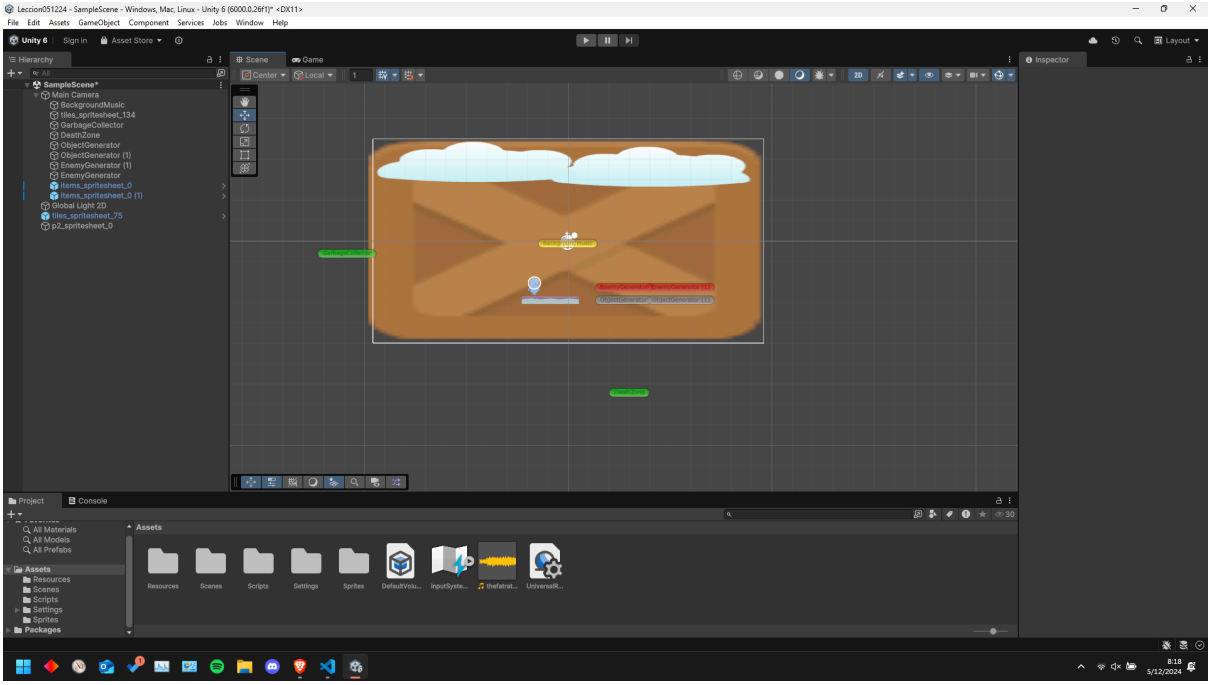
Leccion051224 - SampleScene - Windows, Mac, Linux - Unity 6 (6000.0.26f1)* <DX11>
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Main Camera
BackgroundMusic
tiles_spritesheet_134
GarbageCollector
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ObjectGenerator
ObjectGenerator (1)
EnemyGenerator (1)
EnemyGenerator
items_spritesheet_0
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EXPLORADOR

Camera2D.cs | GarbageController.cs | PlayerController.cs | SpawnManager.cs

Assets > Scripts > SpawnManager.cs > SpawnManager > SpawnCoRutine

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

0 referencias
public class SpawnManager : MonoBehaviour
{
    2 referencias
    public GameObject[] itemPrefab;
    1 referencia
    public float minTime = 1f;
    1 referencia
    public float maxTime = 2f;

    0 referencias
    void Start()
    {
        StartCoroutine(SpawnCoRutine(0));
    }

    2 referencias
    IEnumerator SpawnCoRutine(float waitTime)
    {
      yield return new WaitForSeconds(waitTime);
      // Instantiate(itemPrefab[Random.Range(0, itemPrefab.Length)], transform.position, Quaternion.identity);
      Instantiate(itemPrefab[Random.Range(0, itemPrefab.Length)], new Vector3(transform.position.x, transform.position.y, 0), Quaternion.identity);
      StartCoroutine(SpawnCoRutine(Random.Range(minTime, maxTime)));
    }

    0 referencias
    void Update()
    {

    }
}
```

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EXPLORADOR

Camera2D.cs | GarbageController.cs | PlayerController.cs

Assets > Scripts > PlayerController.cs > PlayerController > Update

```
public class PlayerController : MonoBehaviour
    public Sprite[] walkSprites;
    0 referencias
    public Sprite jumpSprite;
    3 referencias
    private int walkIndex = 0;


    7 referencias
    private Rigidbody2D myrigidbody2D;
    2 referencias
    private SpriteRenderer mySpriteRenderer;

    0 referencias
    void Start()
    {
      myrigidbody2D = GetComponent<Rigidbody2D>();
      mySpriteRenderer = GetComponent<SpriteRenderer>();
      StartCoroutine(WalkCoroutine());
    }

    0 referencias
    void Update()
    {
      if (Input.GetKeyDown(KeyCode.Space))
      {
        myrigidbody2D.linearVelocity = new Vector2(myrigidbody2D.linearVelocity.x, playerJumpForce);
      }
      if (Input.GetKeyDown(KeyCode.RightArrow))
      {
        myrigidbody2D.linearVelocity = new Vector2(playerSpeed, myrigidbody2D.linearVelocity.y);
      }
      if (Input.GetKeyDown(KeyCode.LeftArrow))
      {
        myrigidbody2D.linearVelocity = new Vector2(-playerSpeed, myrigidbody2D.linearVelocity.y);
      }
    }

    1 referencia
    IEnumerator WalkCoroutine()
```