



This screenshot shows the Visual Studio IDE with the 'Character.cs' file open. The file contains the following code:

```
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4
5
6 /*
7  * Clase genérica para todo tipo de personaje en el Juego.
8  */
9 public abstract class Character : MonoBehaviour
10 {
11     public int hitPoints; // Puntos de vida actuales
12     public int maxHitPoints; // Puntos de vida máximos
13 }
```

The left sidebar shows the 'Archivos varios' (Various Files) view with 'Character.cs*' selected. The bottom status bar indicates '82 %' zoom, 'No se encontraron problemas.' (No problems found), and 'Línea: 12 Carácter: 2 SPC CRLF'.

This screenshot shows the Visual Studio IDE with the 'Player.cs' file open. The file contains the following code:

```
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4
5
6 /*
7  * Clase Player que hereda de Character
8  */
9 public class Player : Character
10 {
11     // Vacío por ahora
12 }
```

The left sidebar shows the 'Archivos varios' (Various Files) view with 'Player.cs*' selected. The bottom status bar indicates '82 %' zoom, 'No se encontraron problemas.' (No problems found), and 'Línea: 11 Carácter: 2 SPC CRLF'.













