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public class Pjmove : MonoBehaviour

{

private Vector2 currentVelocity;

private float moveHorizontal;

private float moveVertical;

[SerializeField] private float movementSpeed = 3f;

private Rigidbody2D rbPlayer;

public GameObject[] Vida;

private int life;

// Start is called before the first frame update

void Start()

{

rbPlayer = GetComponent<Rigidbody2D>();

life = Vida.Length;

}

// Update is called once per frame

void Update()

{

moveHorizontal = Input.GetAxis("Horizontal");

moveVertical = Input.GetAxis("Vertical");

currentVelocity = rbPlayer.velocity;

vidaless();

}

private void FixedUpdate()

{

if (moveHorizontal != 0)

{

rbPlayer.velocity = new Vector2(moveHorizontal \* movementSpeed, currentVelocity.y);

}

}

private void OnTriggerEnter2D(Collider2D other)

{

if (other.gameObject.CompareTag("Dark"))

{

Debug.Log("pegote");

TakeDamage();

}

}

private void vidaless()

{

if (life <0 )

{

Destroy(Vida[0].gameObject);

Destroy(gameObject);

SceneManager.LoadScene("Scene1");

}

else if (life < 2)

{

Destroy(Vida[1].gameObject);

}

else if (life < 3)

{

Destroy(Vida[2].gameObject);

}

}

private void TakeDamage()

{

life --;

}

}

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public class ShooterController : MonoBehaviour

{

private Vector3 spawmPosition = new Vector3();

public GameObject prefaBullet;

[SerializeField] private float coldDown = 0.5f;

[SerializeField] private float timePass = 0f;

private bool shoot = false;

// Start is called before the first frame update

void Start()

{

GetComponent<Transform>();

}

// Update is called once per frame

void Update()

{

SpawmPos();

if (Input.GetKeyDown(KeyCode.Space) && !shoot){

shoot = true;

Instantiate(prefaBullet, spawmPosition, prefaBullet.transform.rotation);

}

if (shoot)

{

timePass += Time.deltaTime;

}

if (timePass > coldDown)

{

shoot = false;

timePass = 0;

}

}

private void SpawmPos()

{

spawmPosition = transform.position;

}

}

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public class BulletController : MonoBehaviour

{

[SerializeField] private float bulletSpeed = 1f;

private float timeBullet = 5f;

// Start is called before the first frame update

void Start()

{

GetComponent<Transform>();

}

// Update is called once per frame

void Update()

{

timeBullet -= Time.deltaTime;

if (timeBullet > 0)

{

// Debug.Log("timebullet");

MoveBullet(Vector3.up);

}

else

{

Destroy(gameObject);

Debug.Log("se destruyo tiro");

}

}

private void MoveBullet(Vector3 direction)

{

transform.Translate(bulletSpeed \* Time.deltaTime \* direction);

}

private void OnCollisionEnter2D(Collision2D collision)

{

if (collision.gameObject.CompareTag("Ship"))

{

ScoreScript1.scoreNum += 10;

Debug.Log("choca");

Destroy(collision.gameObject);

}

if (collision.gameObject.CompareTag("Muro"))

{

Debug.Log("choca");

Destroy(gameObject);

}

}

}

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public class EnemyGenerator : MonoBehaviour

{

public GameObject[] enemyPrefab;

private float timeDeath = 0;

// Start is called before the first frame update

void Start()

{

InvokeRepeating("SpawnEnemy", 0.4f, 2f);

}

// Update is called once per frame

void Update()

{

timeDeath += Time.deltaTime;

if (timeDeath > 10)

{

Debug.Log("murioportal");

CancelInvoke();

}

}

void SpawnEnemy(){

int enemyIndex = Random.Range(0, enemyPrefab.Length);

Instantiate(enemyPrefab[enemyIndex], transform);

}

}

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public class Wall : MonoBehaviour

{

[SerializeField] private int life = 3;

// Start is called before the first frame update

void Start()

{

}

// Update is called once per frame

void Update()

{

vidaless();

}

private void OnTriggerEnter2D(Collider2D other)

{

{

if (other.gameObject.CompareTag("Dark"))

{

Destroy(other.gameObject);

Debug.Log("muroDMG");

TakeDamage();

}

}

}

private void vidaless()

{

if (life < 0)

{

Destroy(gameObject);

}

}

private void TakeDamage()

{

life--;

}

}

OOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOO

public class EnemyController : MonoBehaviour

{

private float speedEnemy = 0.3f;

private float timeMove = 0f;

public GameObject[] prefaDarkT;

// Start is called before the first frame update

void Start()

{

InvokeRepeating("SpawnDarkTiro", 2f, 3f);

}

// Update is called once per frame

void Update()

{

timeMove += Time.deltaTime;

//Debug.Log("timeMove");

if (timeMove > 1.4f && timeMove < 1.8f)

{

MoveEnemy(Vector3.down);

}

if (timeMove > 1.8f && timeMove < 2.2f)

{

MoveEnemy(Vector3.right);

}

if (timeMove > 2.2f && timeMove < 2.6f)

{

MoveEnemy(Vector3.down);

}

if (timeMove > 2.6f && timeMove < 3.3f)

{

MoveEnemy(Vector3.left);

}

if (timeMove > 3.3f && timeMove < 3.7f)

{

MoveEnemy(Vector3.down);

}

if (timeMove > 3.7f && timeMove < 5f)

{

MoveEnemy(Vector3.right);

}

if (timeMove > 5f && timeMove < 5.4f)

{

MoveEnemy(Vector3.down);

}

if (timeMove > 5.4f && timeMove < 5.8f)

{

MoveEnemy(Vector3.left);

}

if (timeMove > 5.8f && timeMove < 6.2f)

{

MoveEnemy(Vector3.down);

}

if (timeMove > 6.2f && timeMove < 6.6f)

{

MoveEnemy(Vector3.right);

}

if (timeMove > 6.6f && timeMove < 7.3f)

{

MoveEnemy(Vector3.down);

}

if (timeMove > 7.3f && timeMove < 7.7f)

{

MoveEnemy(Vector3.left);

}

if (timeMove > 7.7f && timeMove < 9f)

{

MoveEnemy(Vector3.down);

}

if (timeMove > 9f && timeMove < 9.4f)

{

MoveEnemy(Vector3.right);

}

if (timeMove > 9.4f && timeMove < 10f)

{

MoveEnemy(Vector3.down);

}

if (timeMove > 10f && timeMove < 10.6f)

{

MoveEnemy(Vector3.left);

}

if (timeMove > 10.6f && timeMove < 15f)

{

MoveEnemy(Vector3.up);

}

if (timeMove > 15f )

{

timeMove = 2.6f;

}

}

private void MoveEnemy(Vector3 direction)

{

{

transform.Translate(speedEnemy \* Time.deltaTime \* direction);

}

}

private void OnCollisionEnter2D(Collision2D collision)

{

if (collision.gameObject.CompareTag("Tiro"))

{

Debug.Log("pego");

Destroy(collision.gameObject);

}

}

void SpawnDarkTiro()

{

int enemyIndex = Random.Range(0, prefaDarkT.Length);

Instantiate(prefaDarkT[enemyIndex], transform);

}

}

OOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOO

public class DarkTirou : MonoBehaviour

{

[SerializeField] private float bulletSpeed = 1f;

private float timeBullet = 5f;

//public LifeSis LifeSis;

// Start is called before the first frame update

void Start()

{

}

// Update is called once per frame

void Update()

{

timeBullet -= Time.deltaTime;

if (timeBullet > 0)

{

// Debug.Log("timebullet");

MoveBullet(Vector3.down);

}

else

{

Destroy(gameObject);

Debug.Log("se destruyo tiro");

}

}

private void MoveBullet(Vector3 direction)

{

transform.Translate(bulletSpeed \* Time.deltaTime \* direction);

}

private void OnTriggerEnter2D(Collider2D other)

{

if (other.gameObject.CompareTag("PJ"))

{

Debug.Log("-life");

Destroy(gameObject);

}

}

}

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using UnityEngine.UI;

public class ScoreScript1 : MonoBehaviour

{

public Text myScoreText;

public static int scoreNum;

// Start is called before the first frame update

void Start()

{

myScoreText = GetComponent<Text>();

}

// Update is called once per frame

void Update()

{

myScoreText.text = "Puntaje: " + scoreNum;

}

}