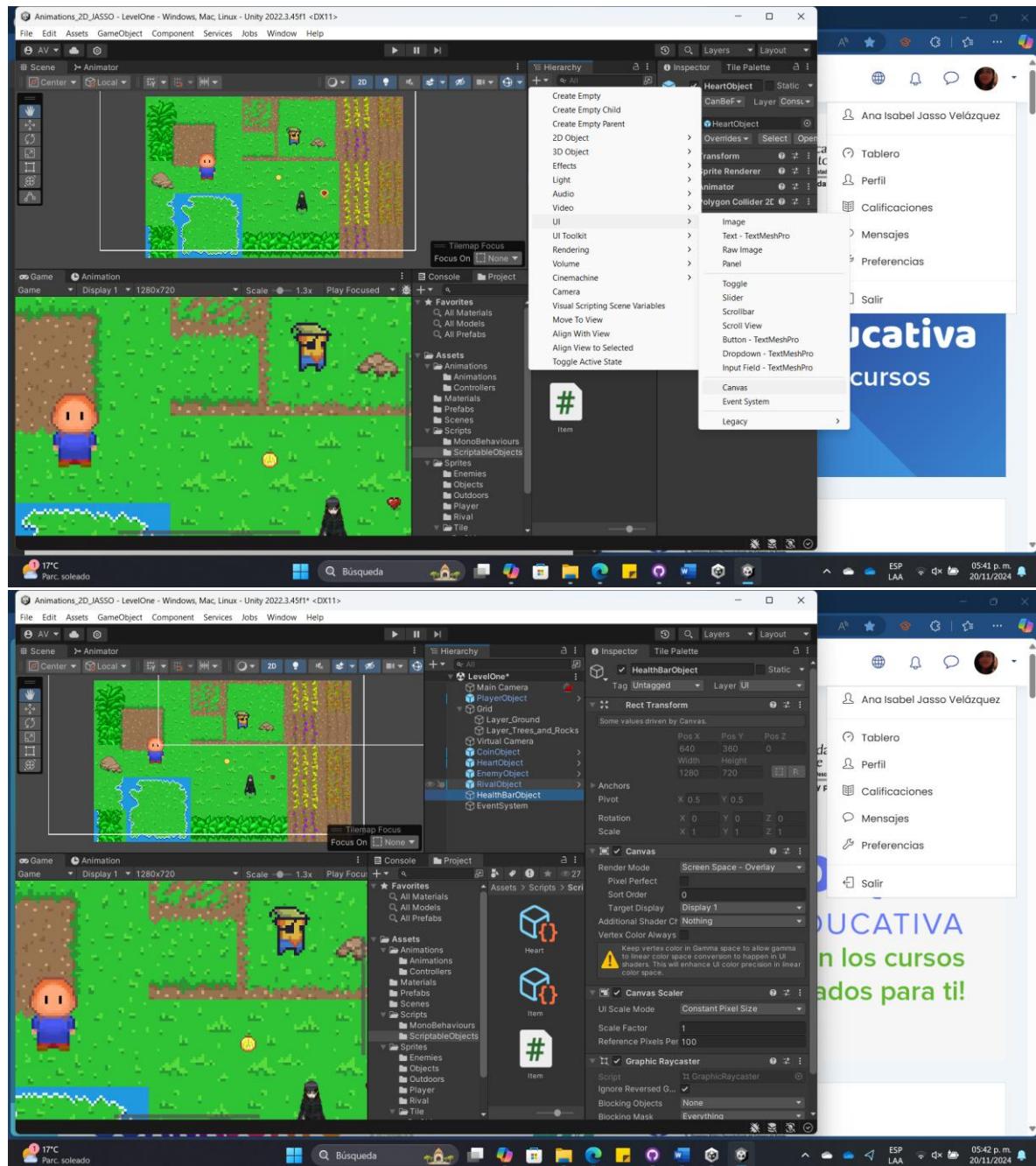
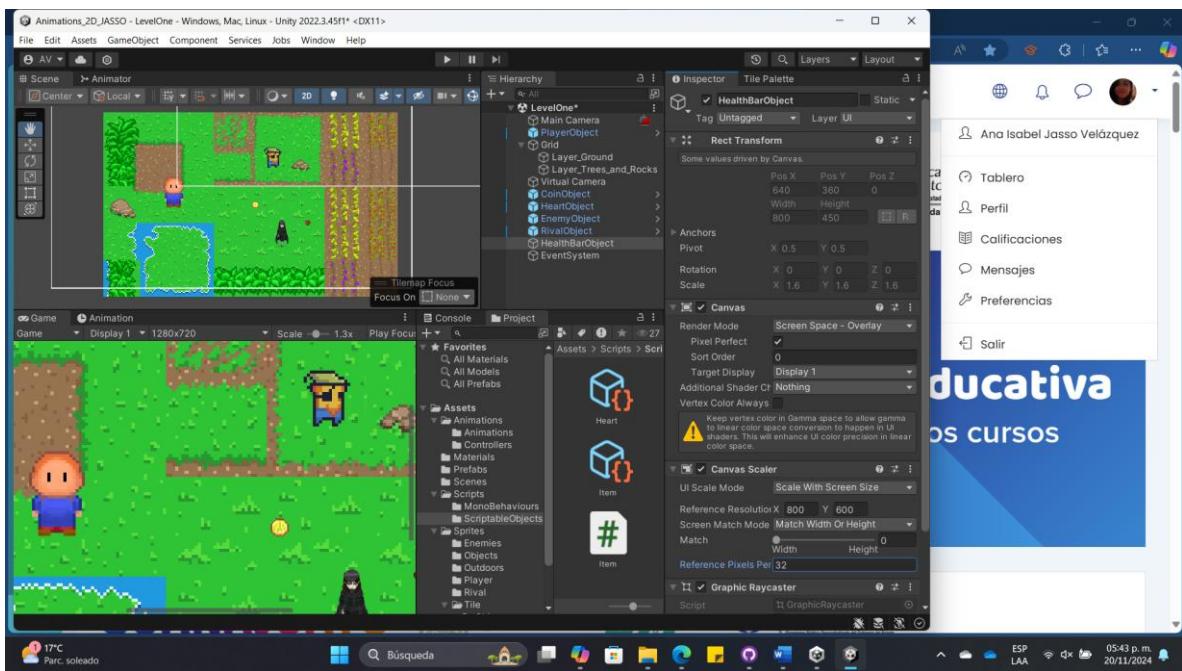
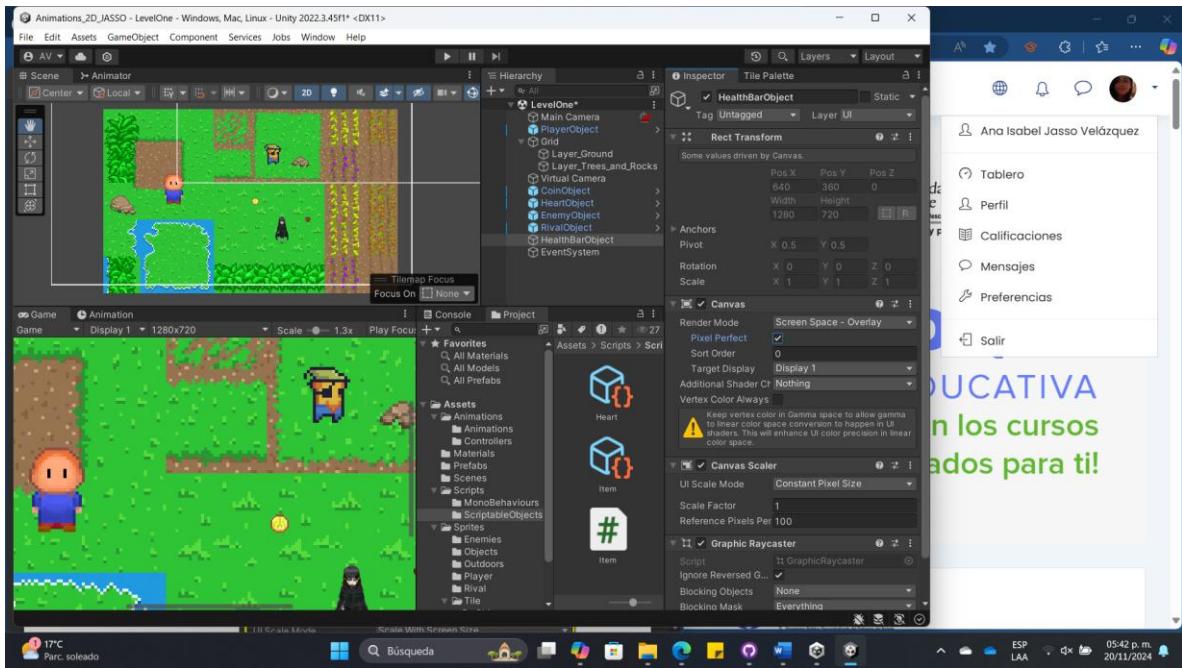


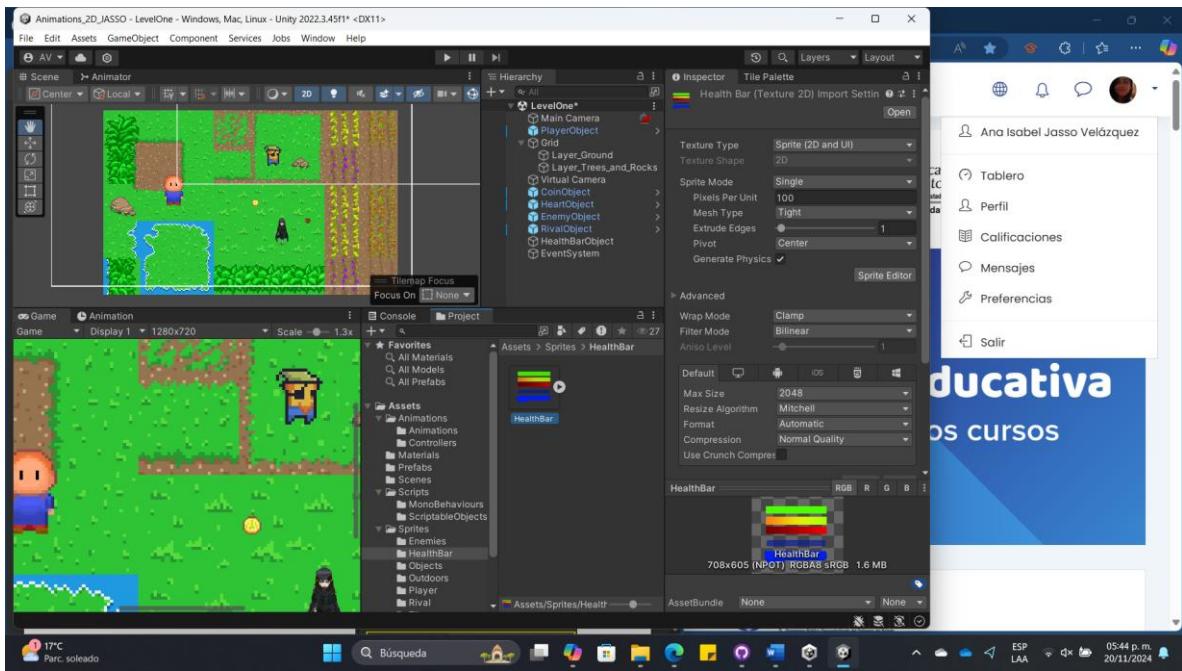
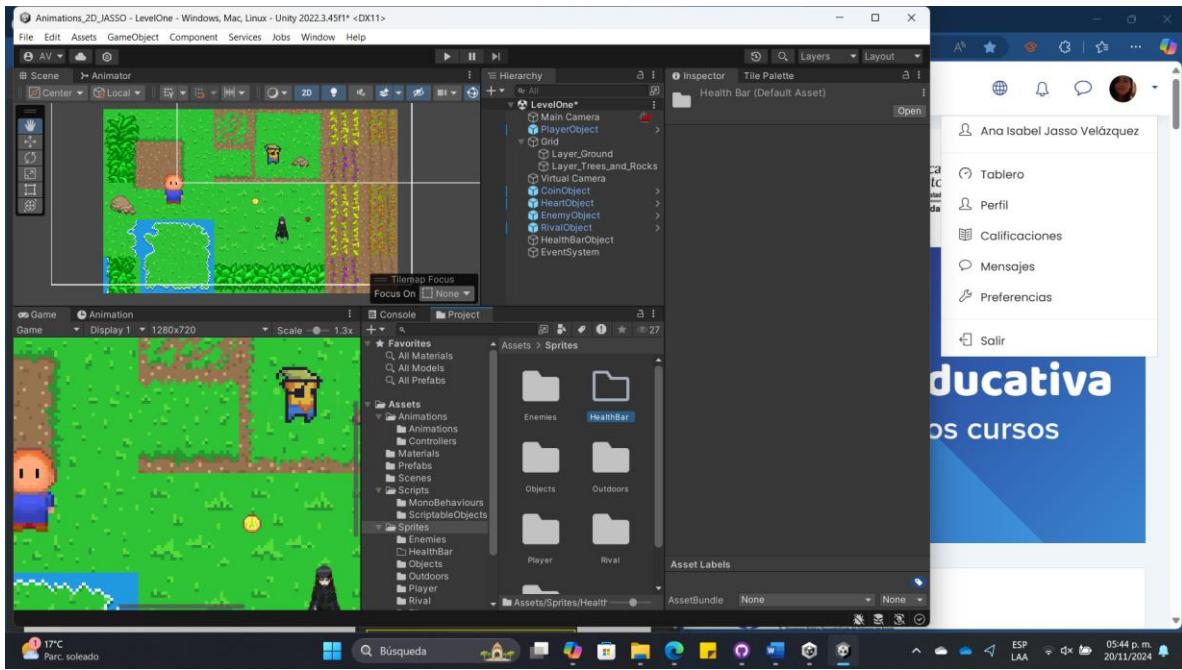
Animations 2D Parte 5

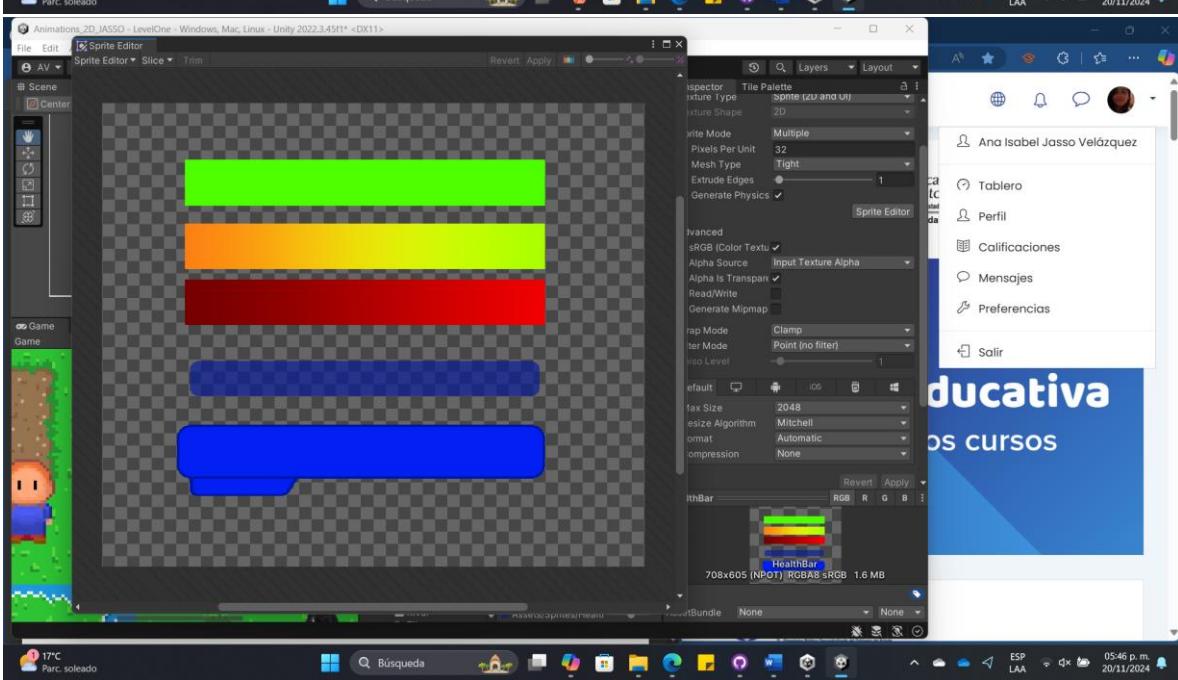
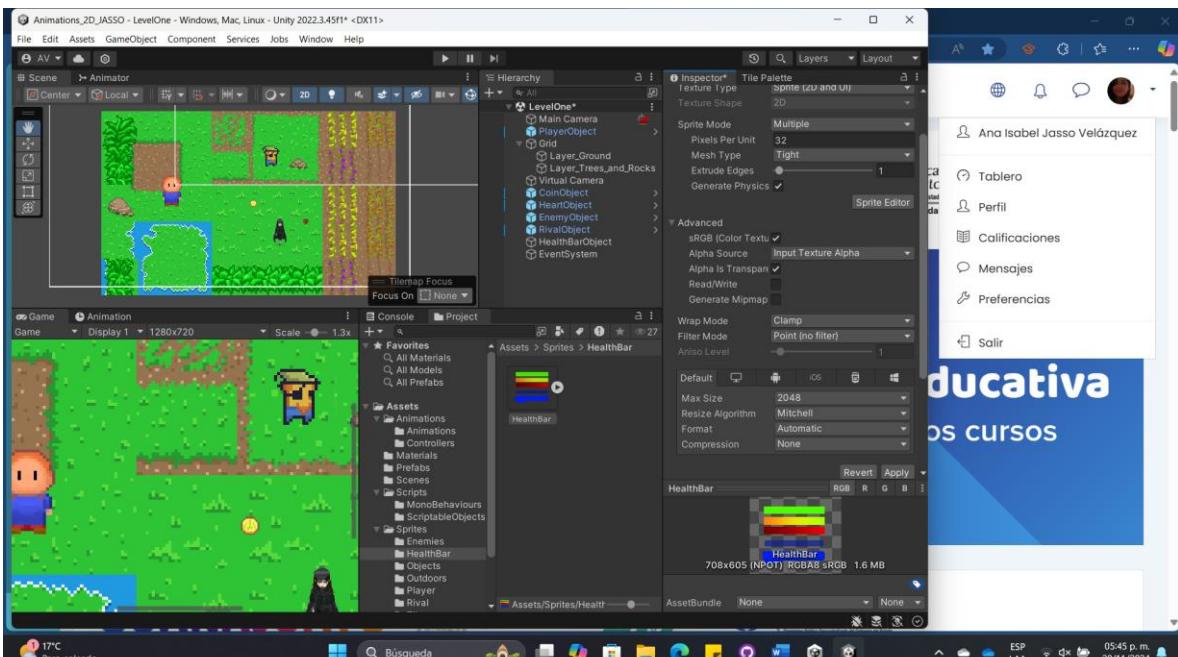
Ana Isabel Jasso Velázquez

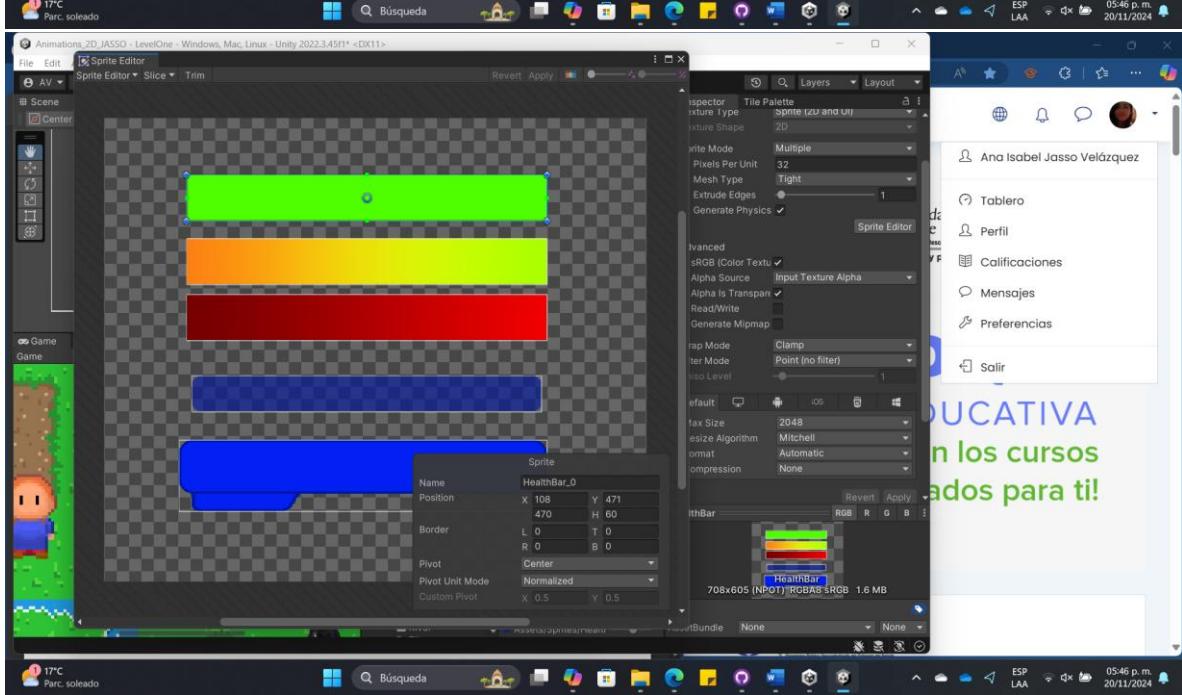
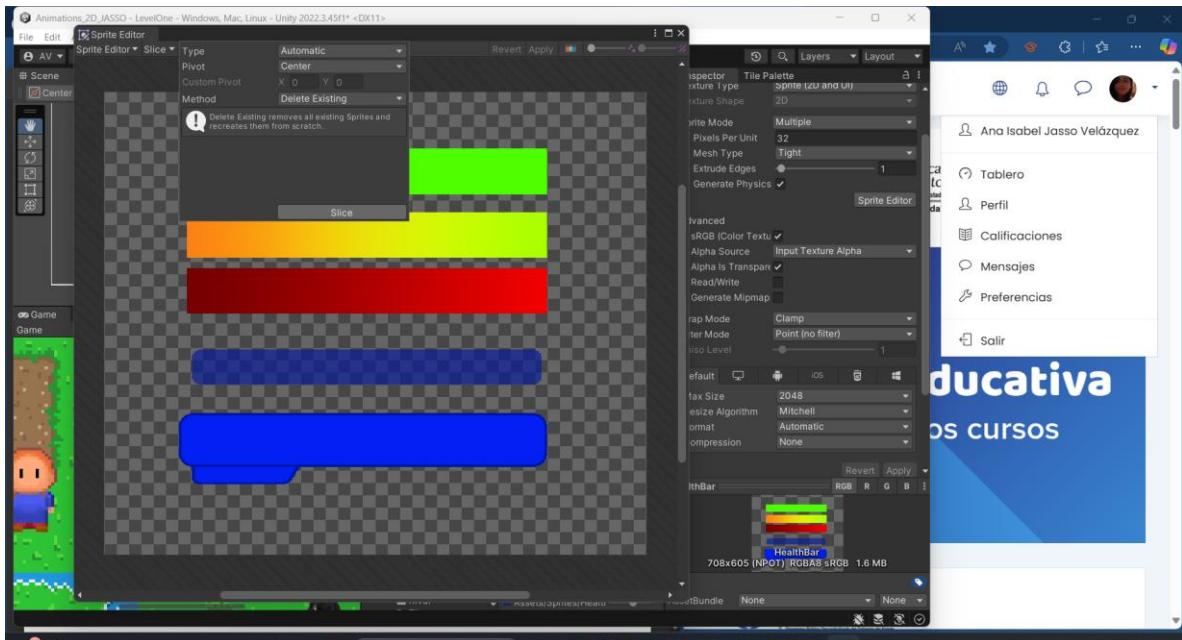
Construyendo Barra de Salud

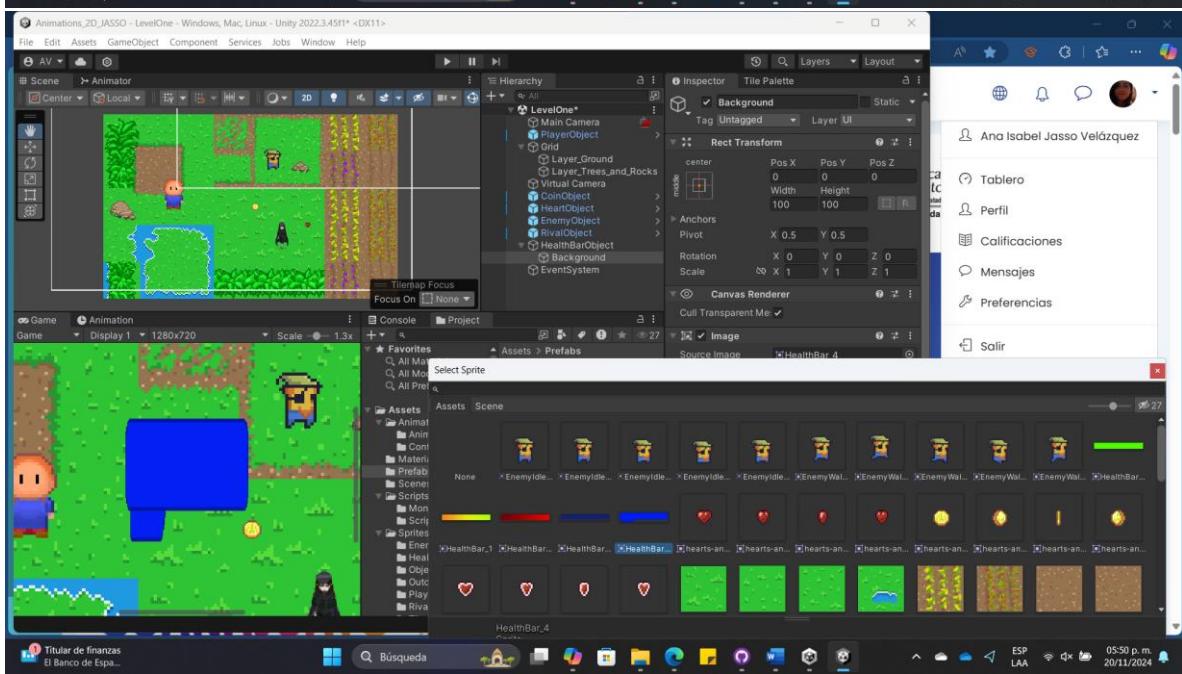
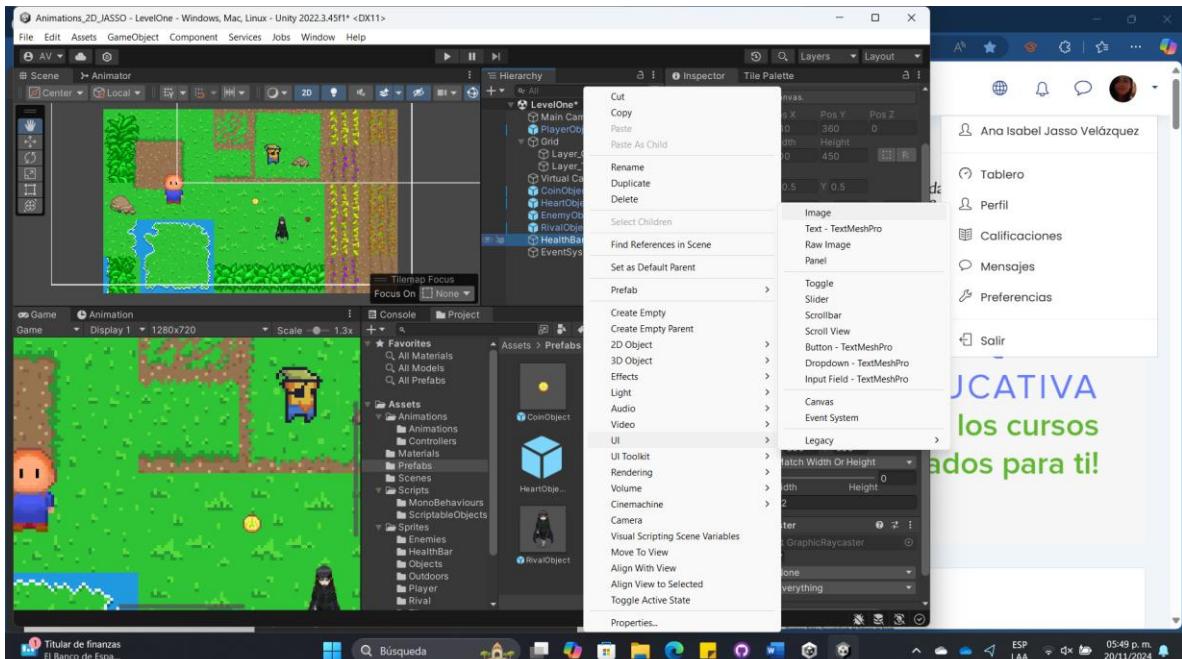


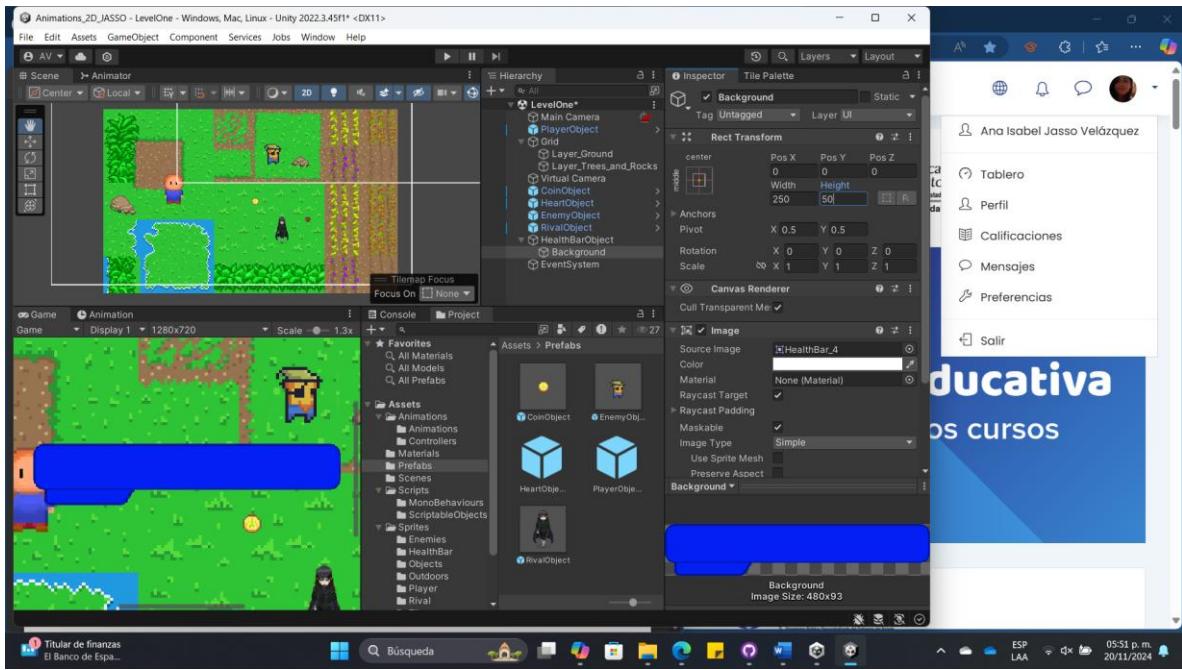




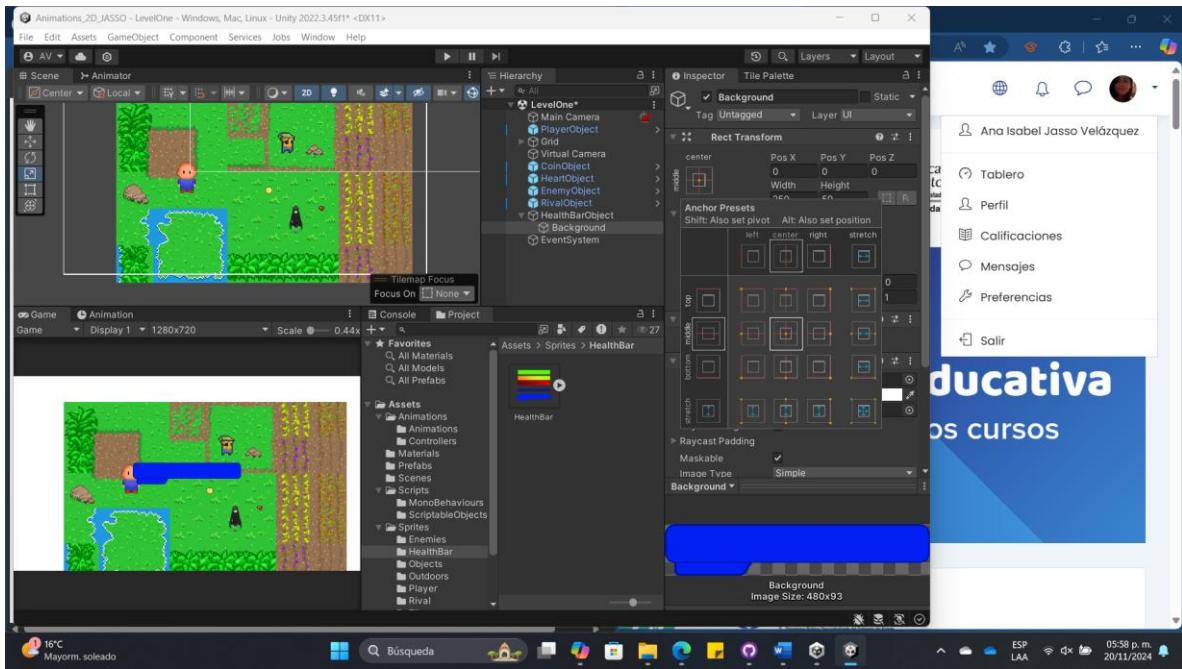


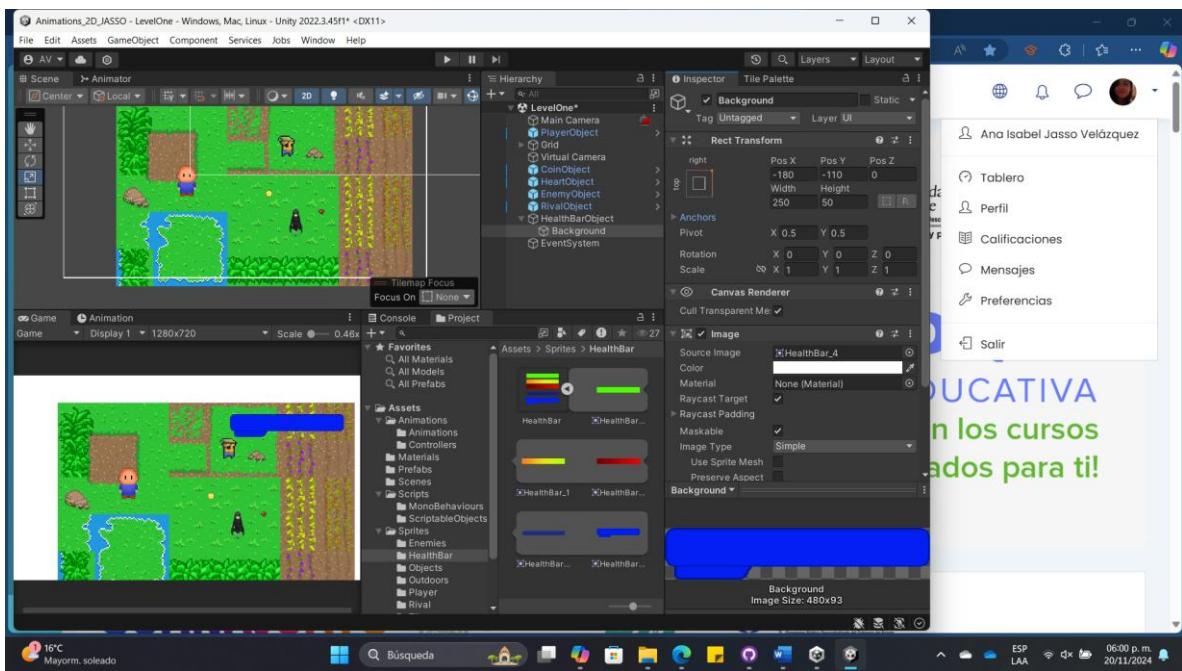
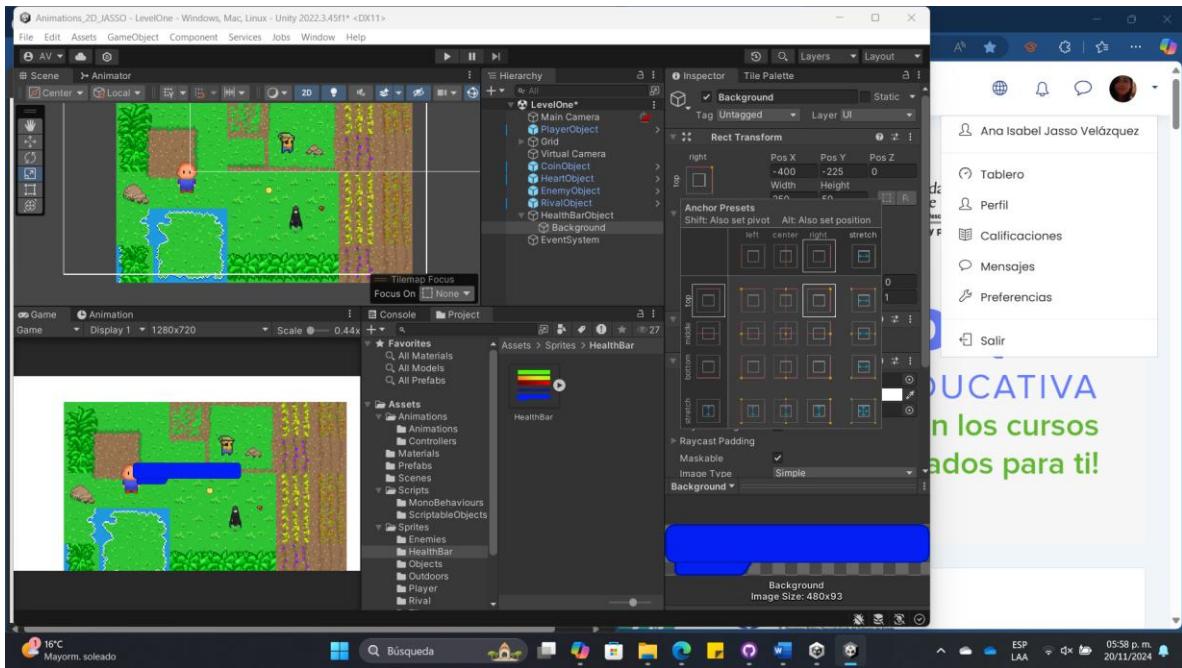




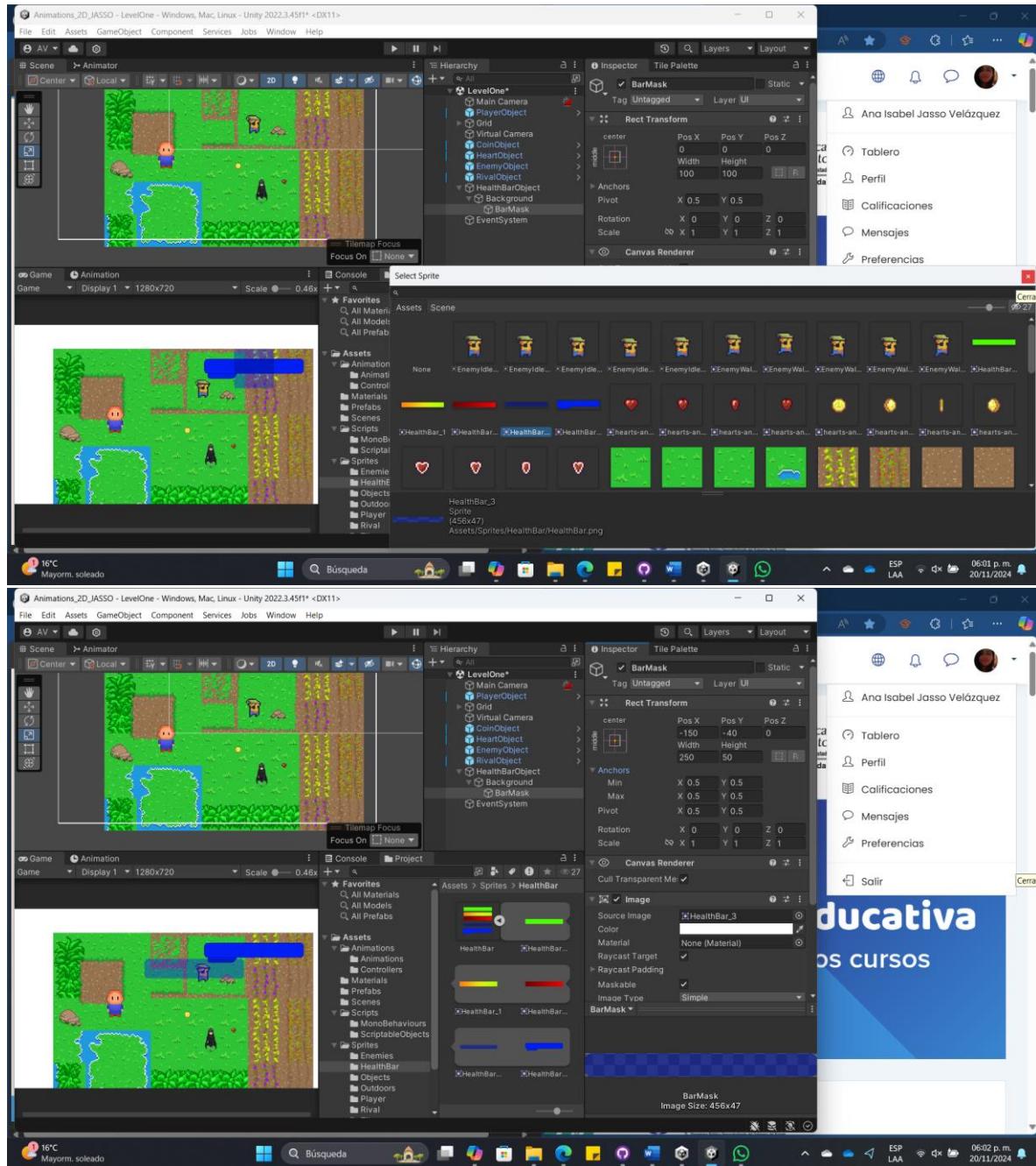


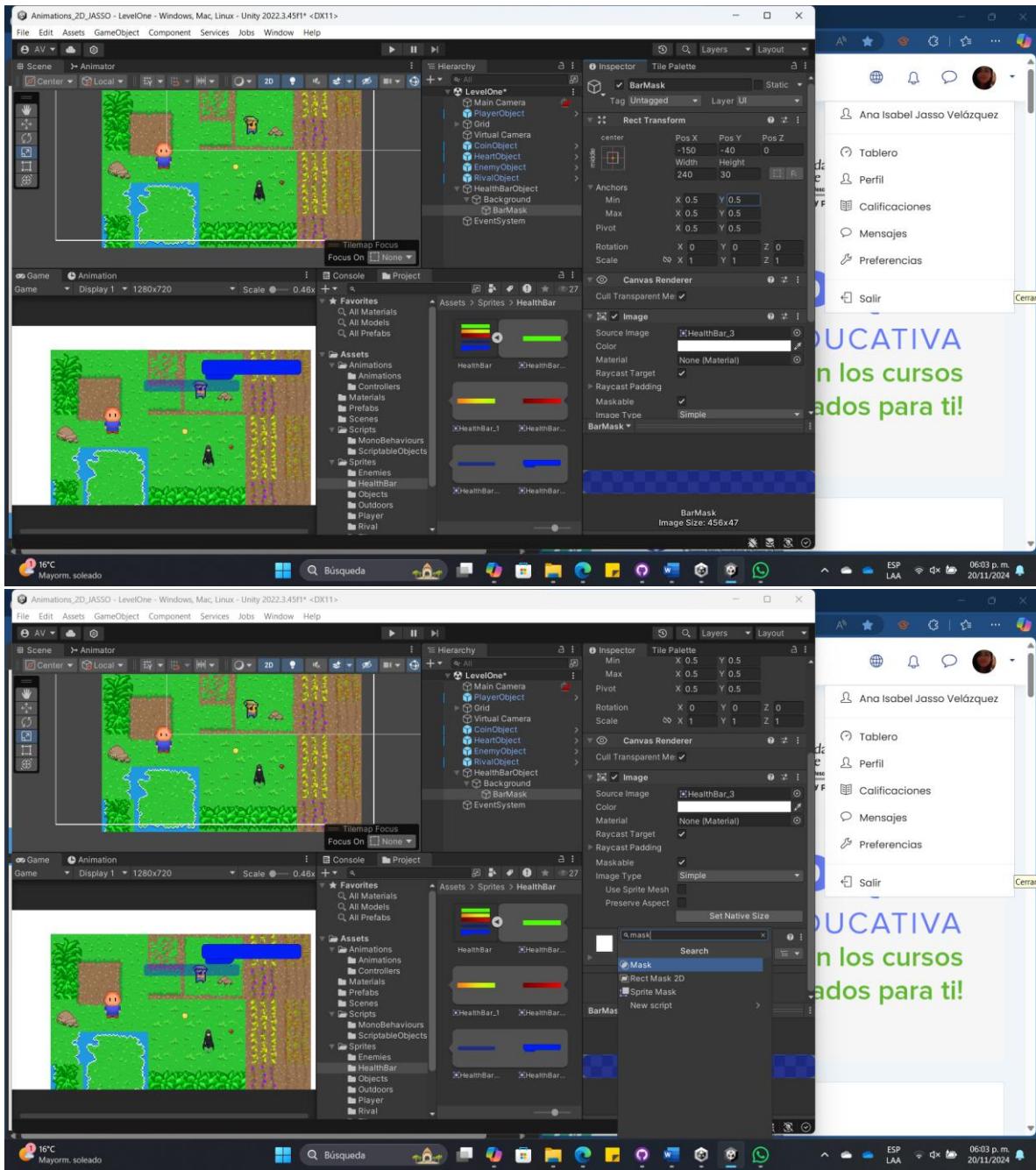
Ajuste de los puntos de anclaje

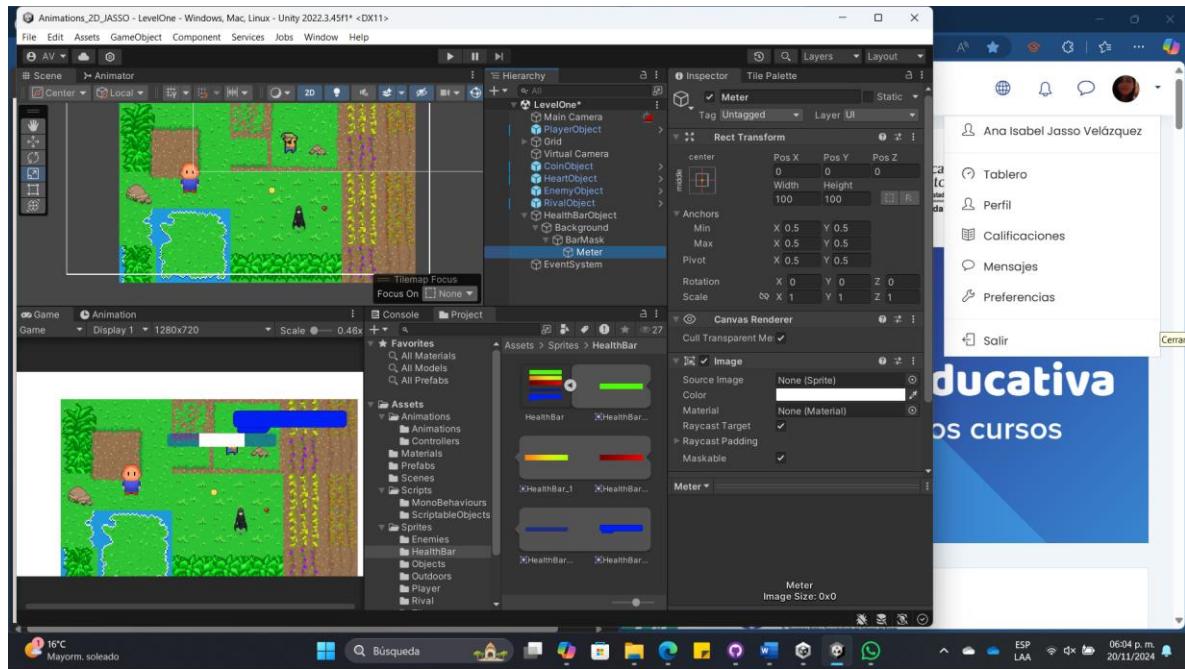


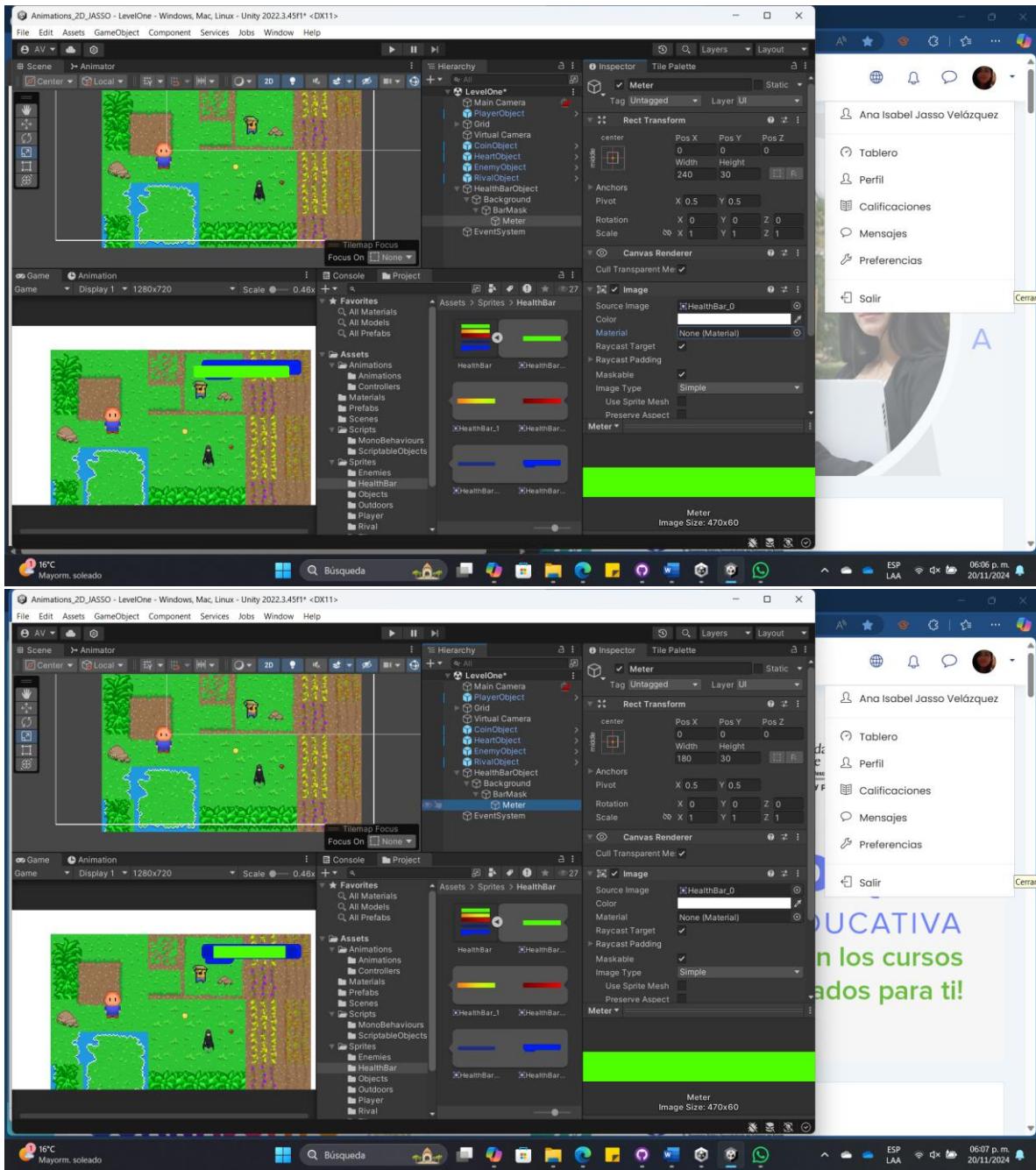


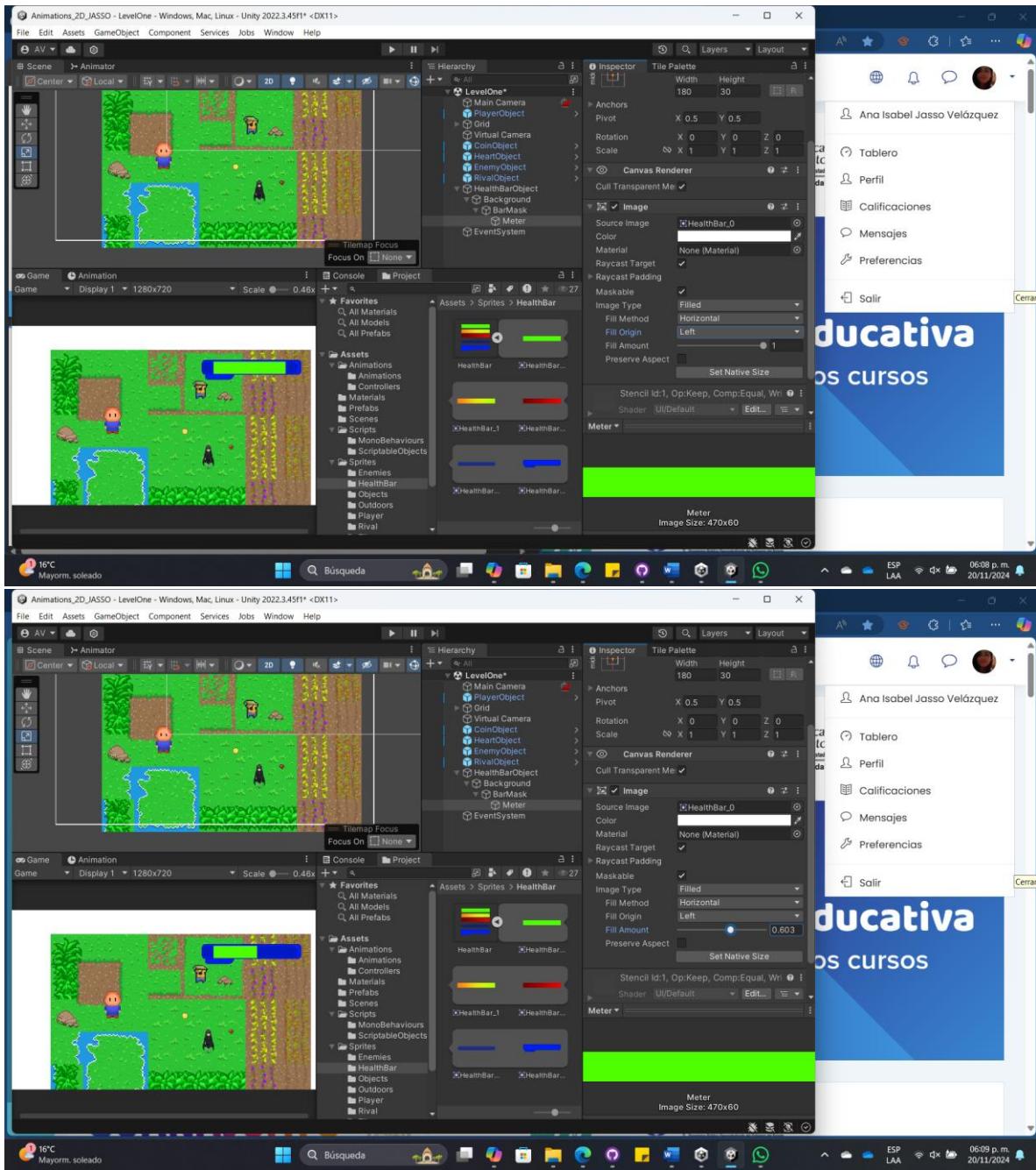
Máscaras de imagen de interfaz de usuario



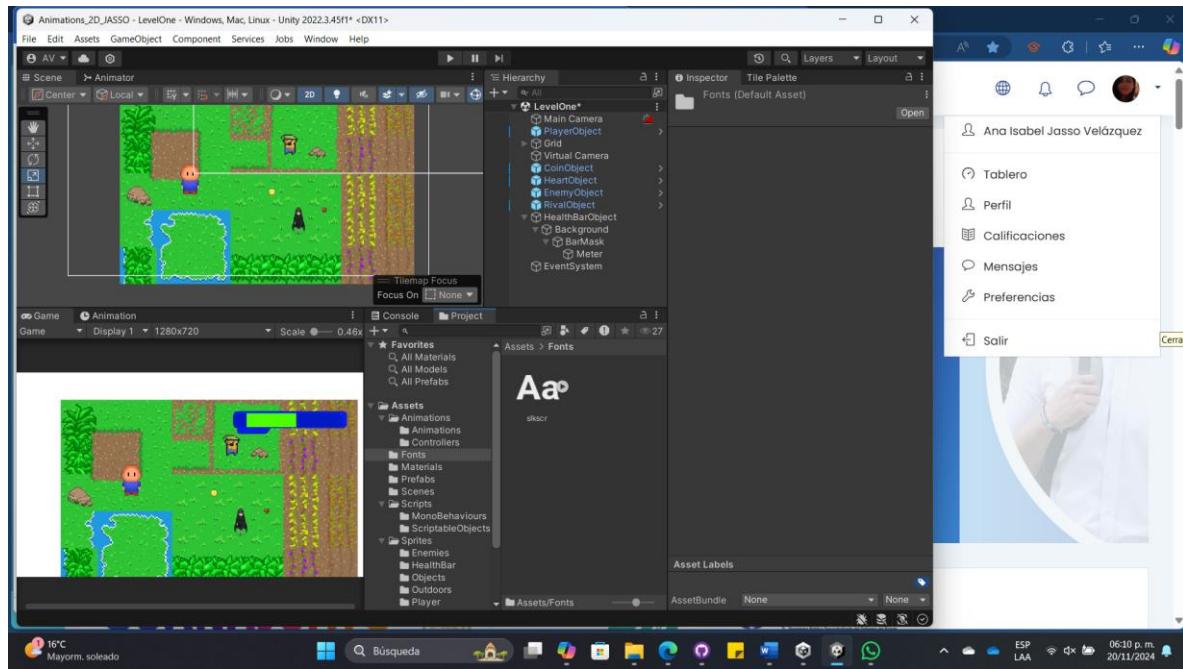
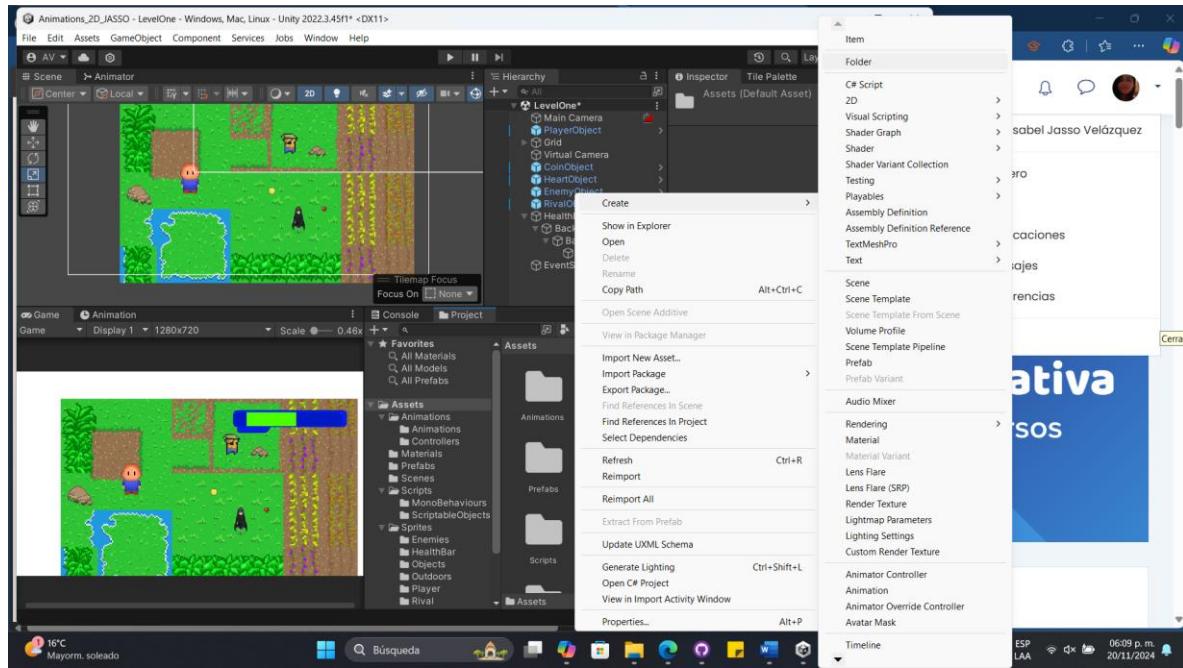




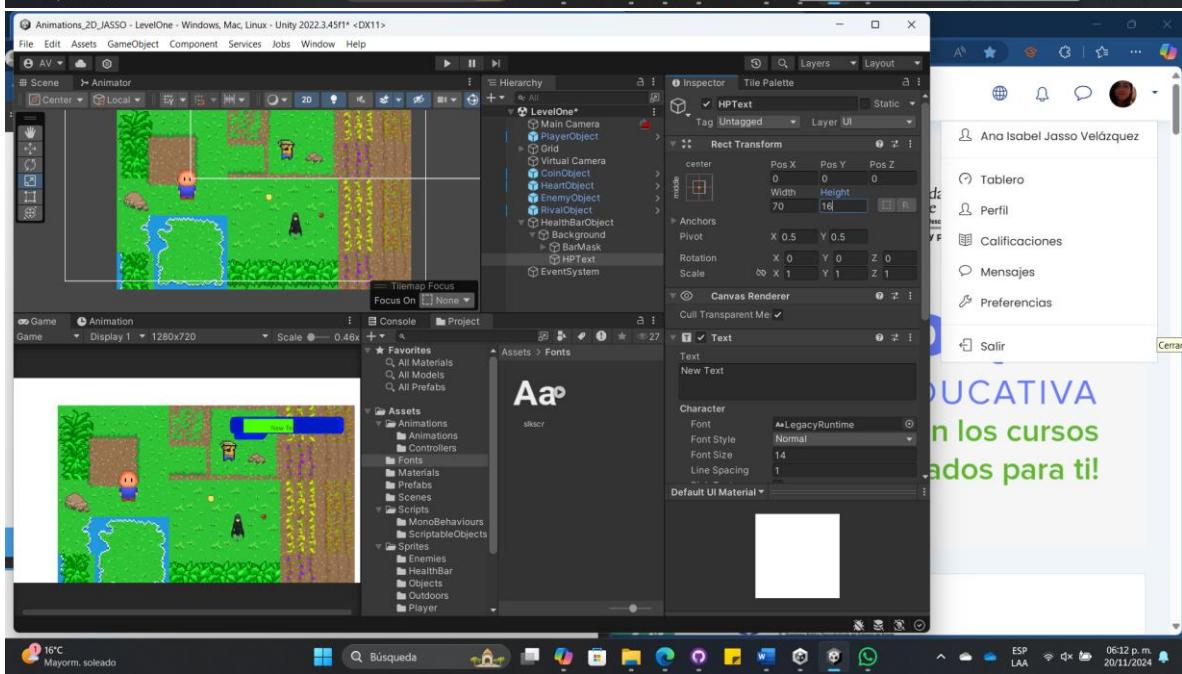
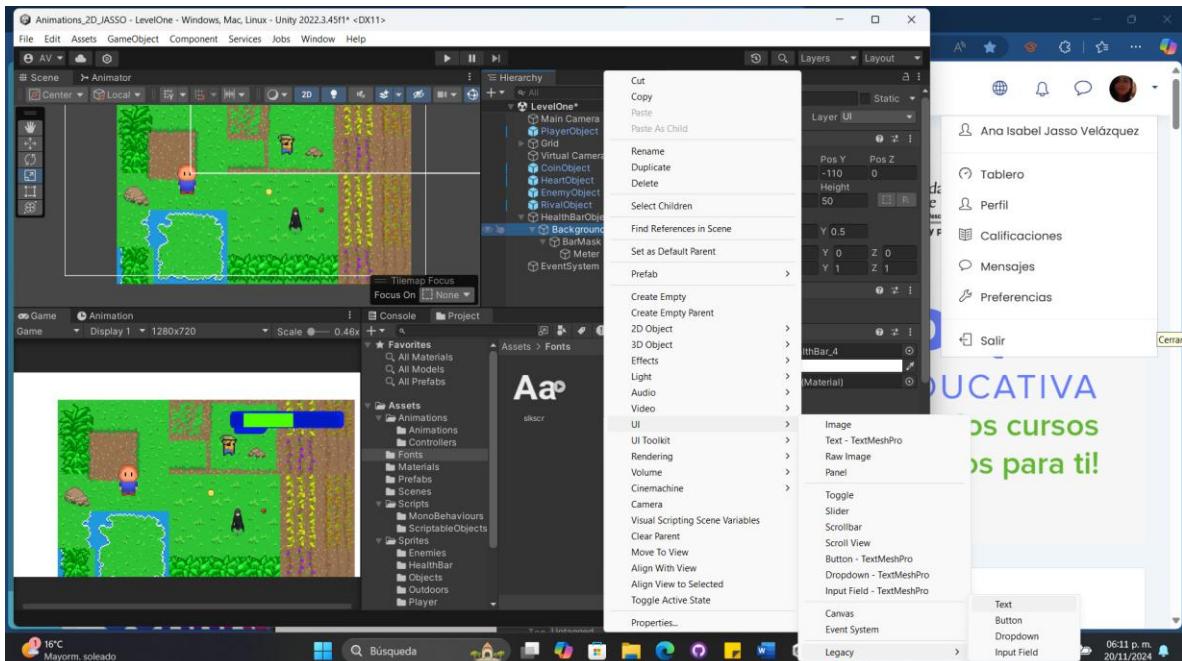


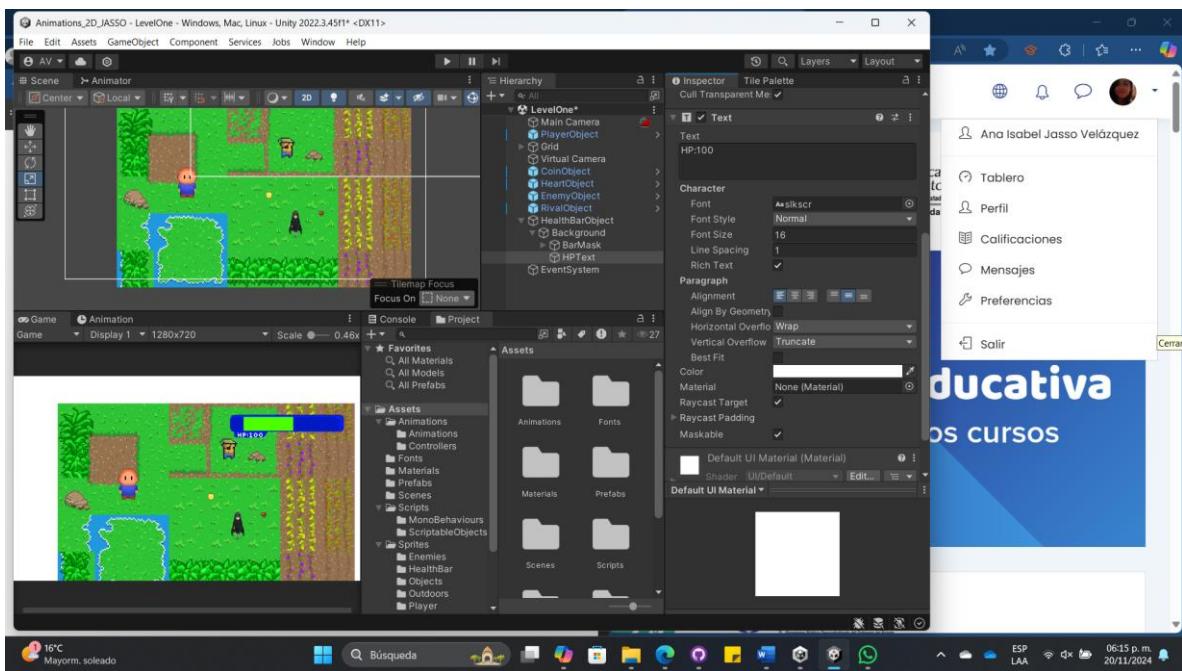
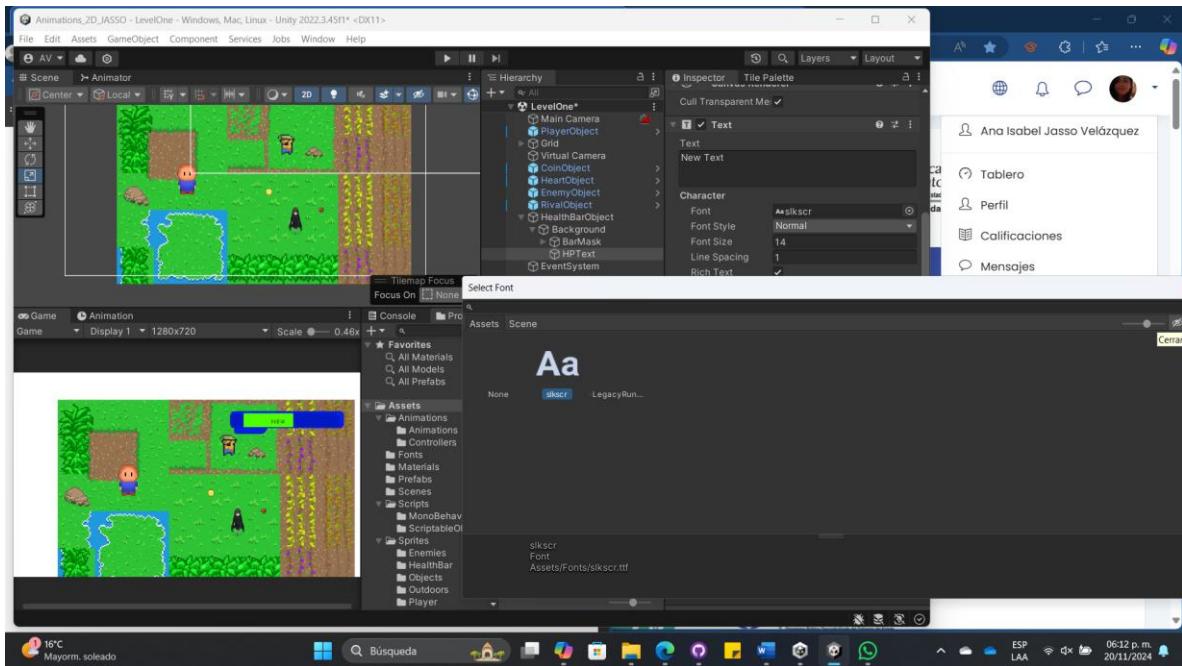


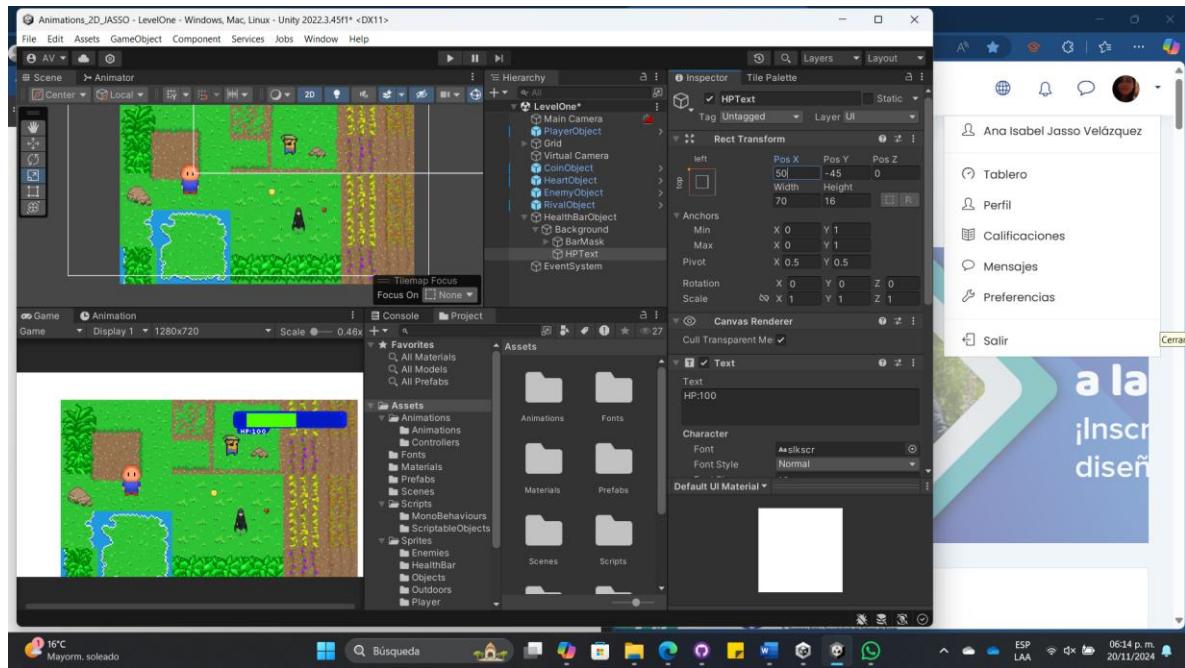
Importando Fuentes Personalizables

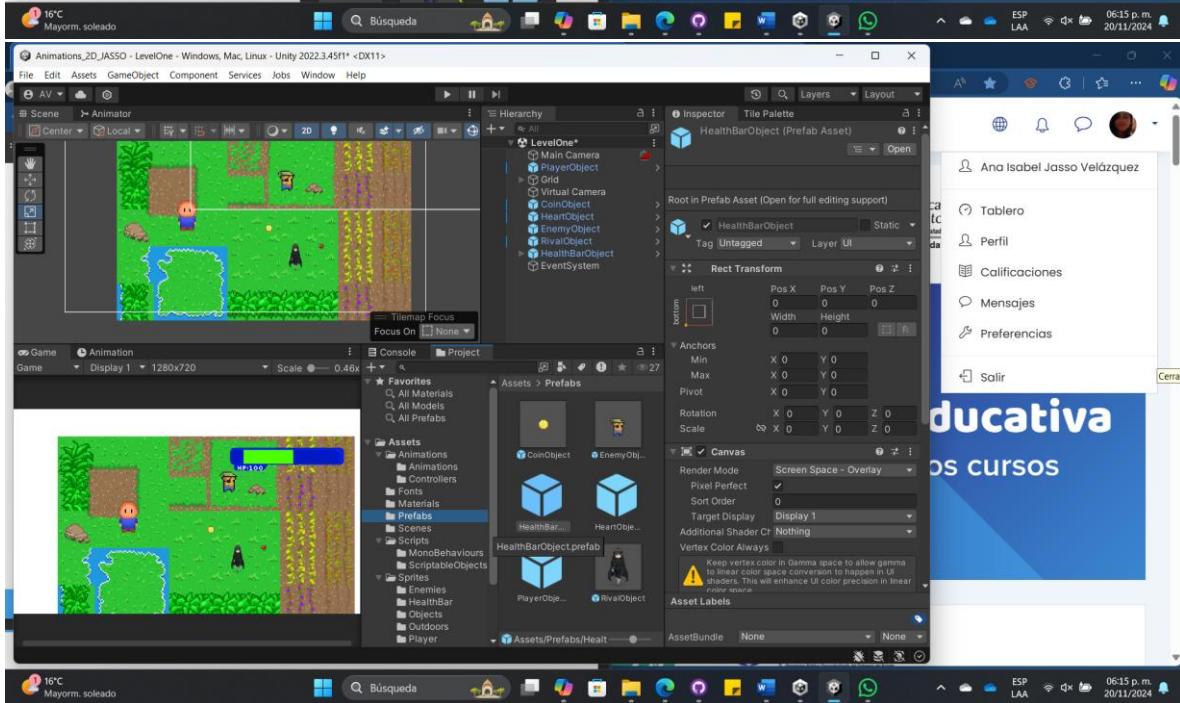
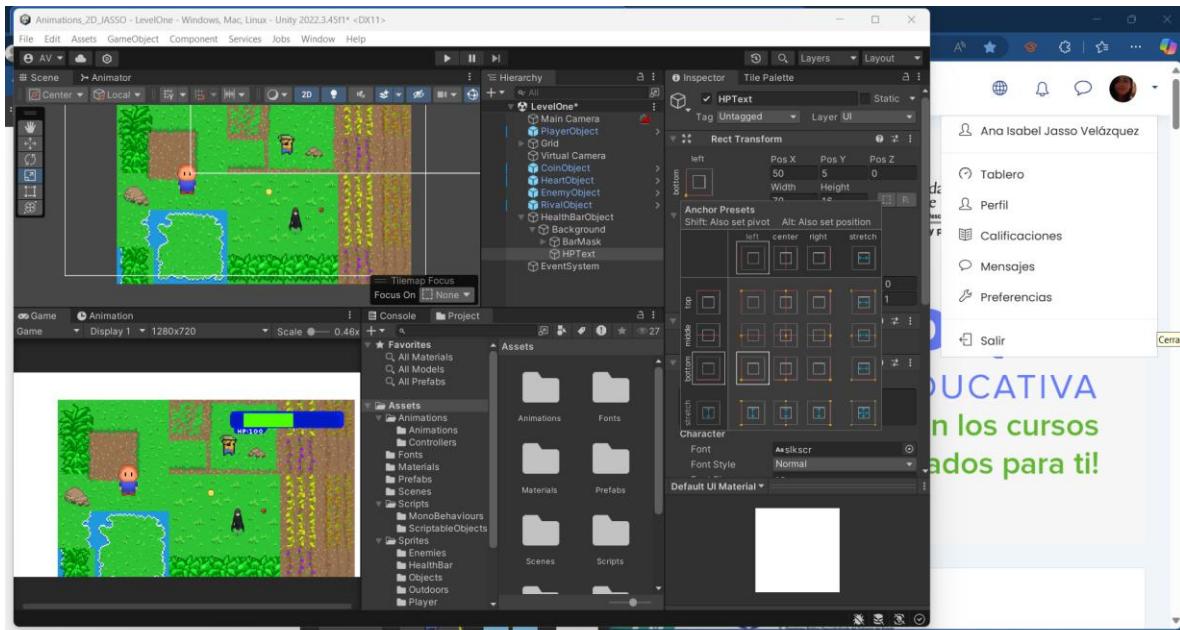


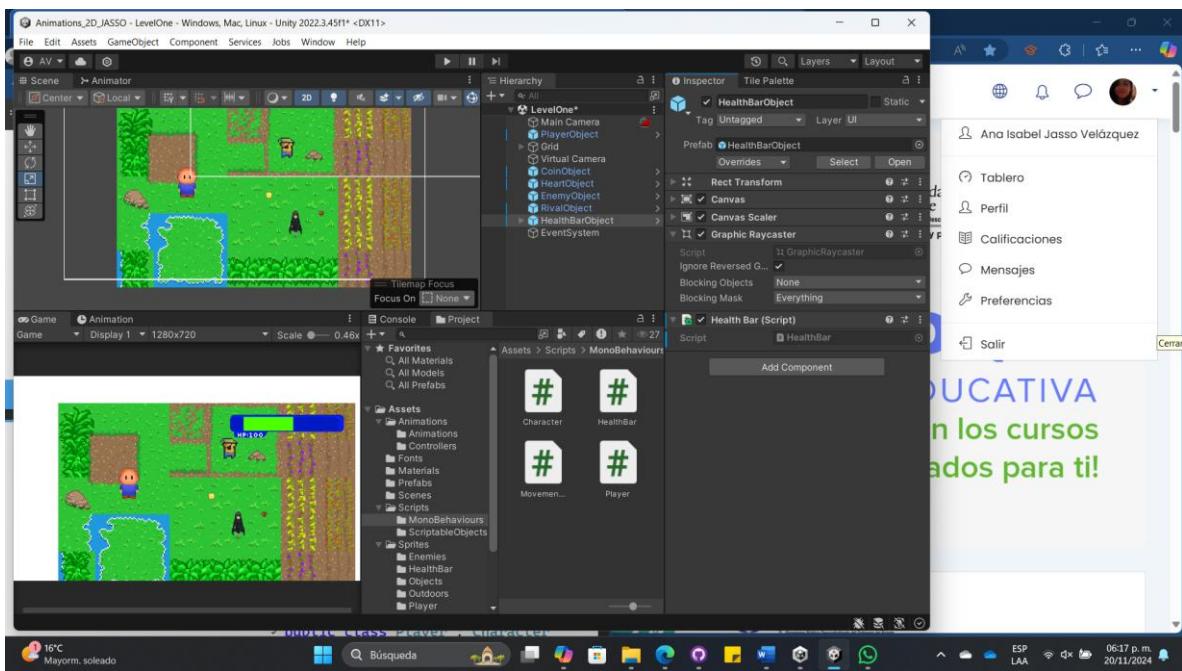
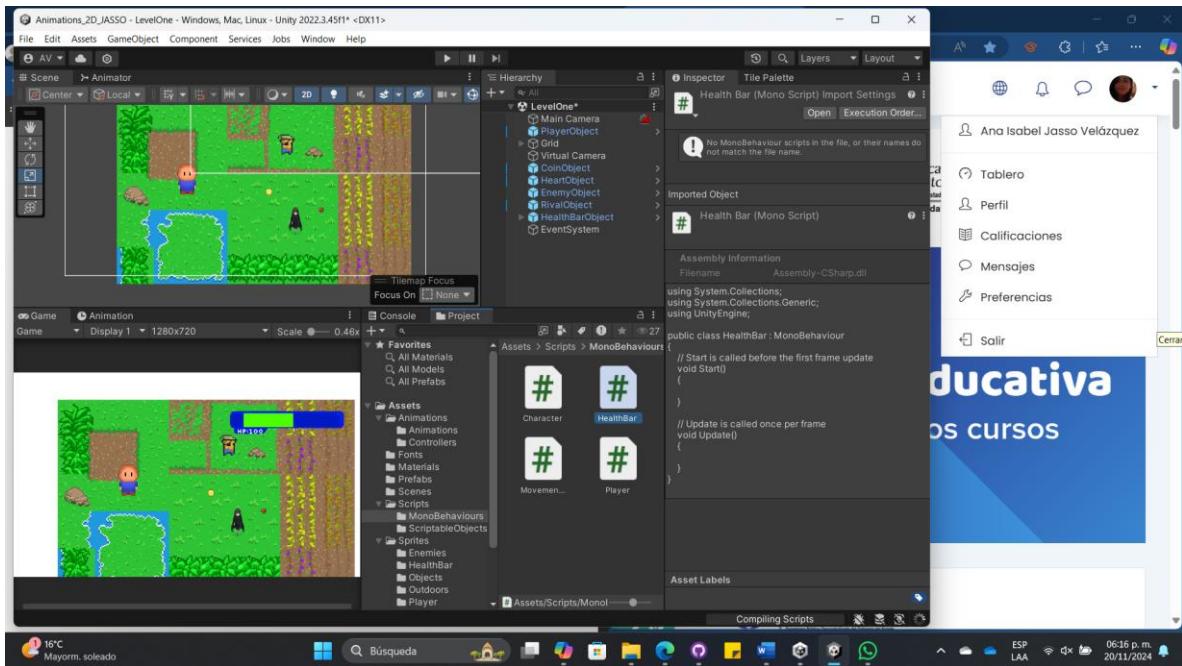
Agregar texto de puntos de vida



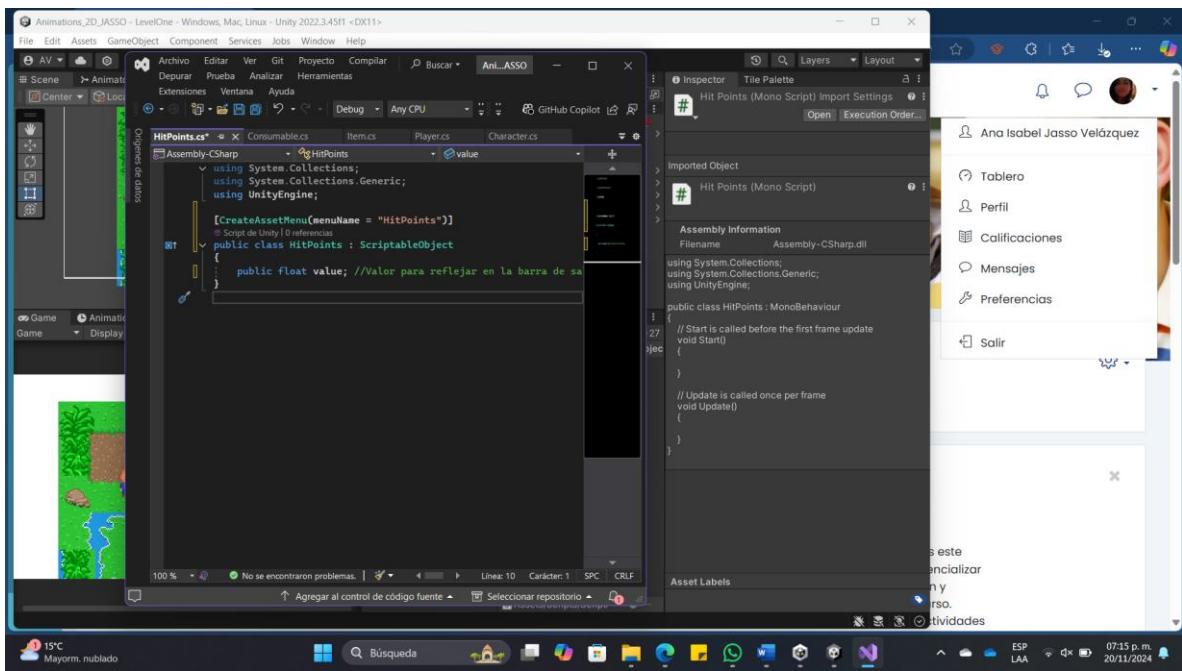
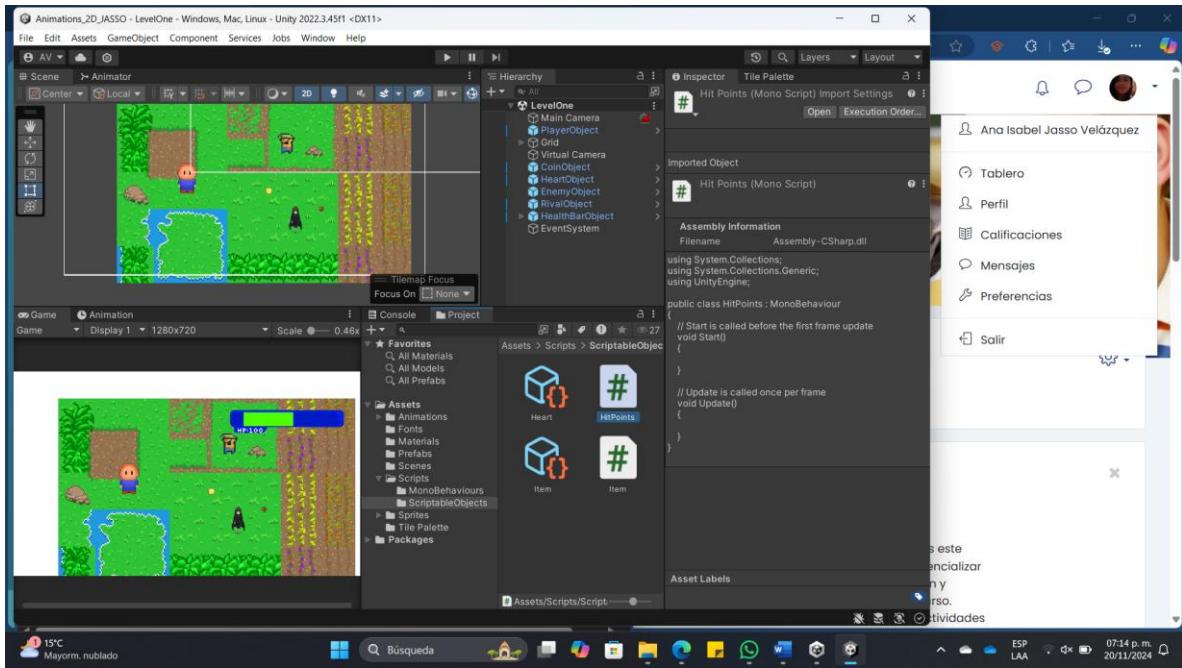




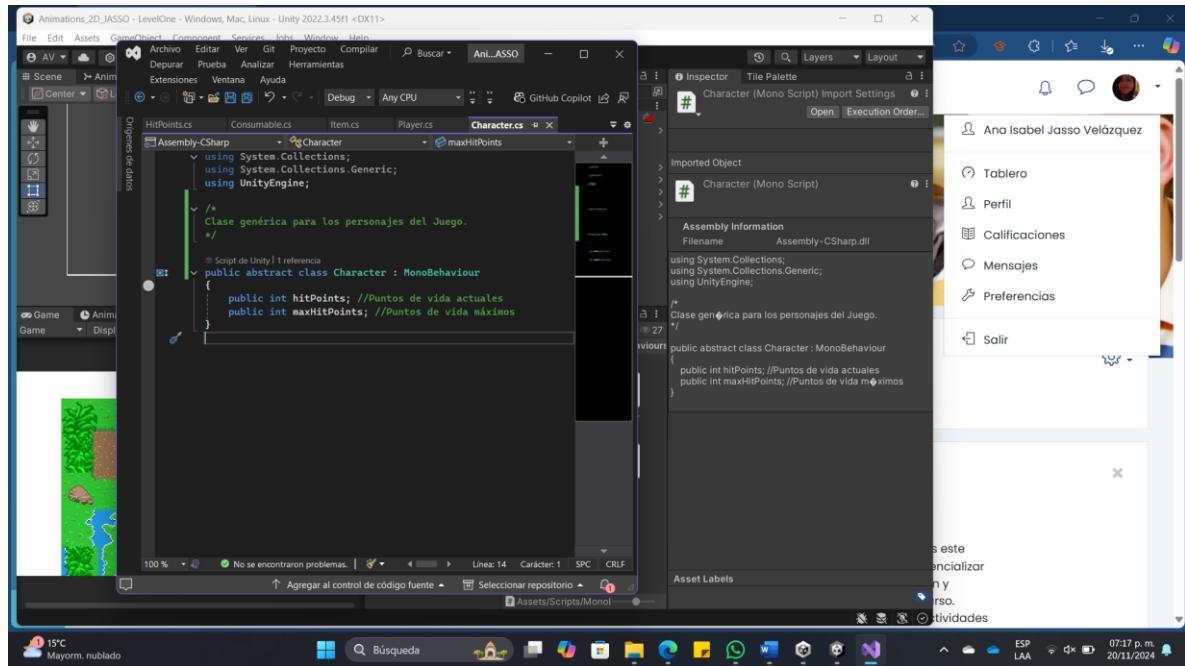




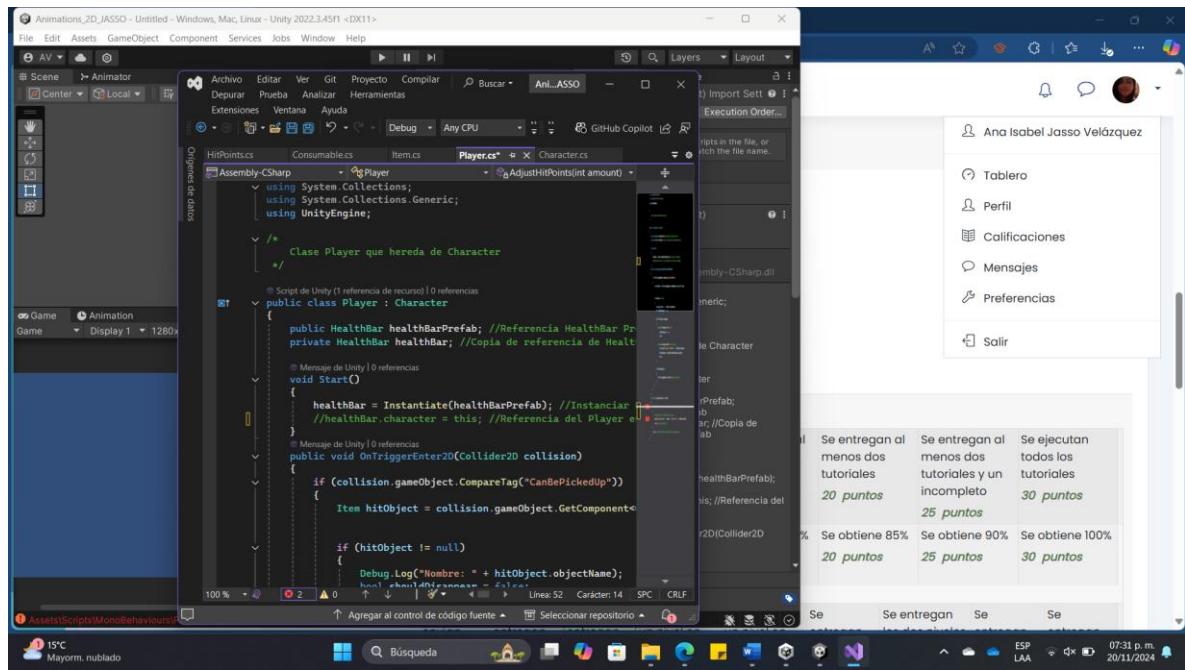
Scripting Barra de Vida



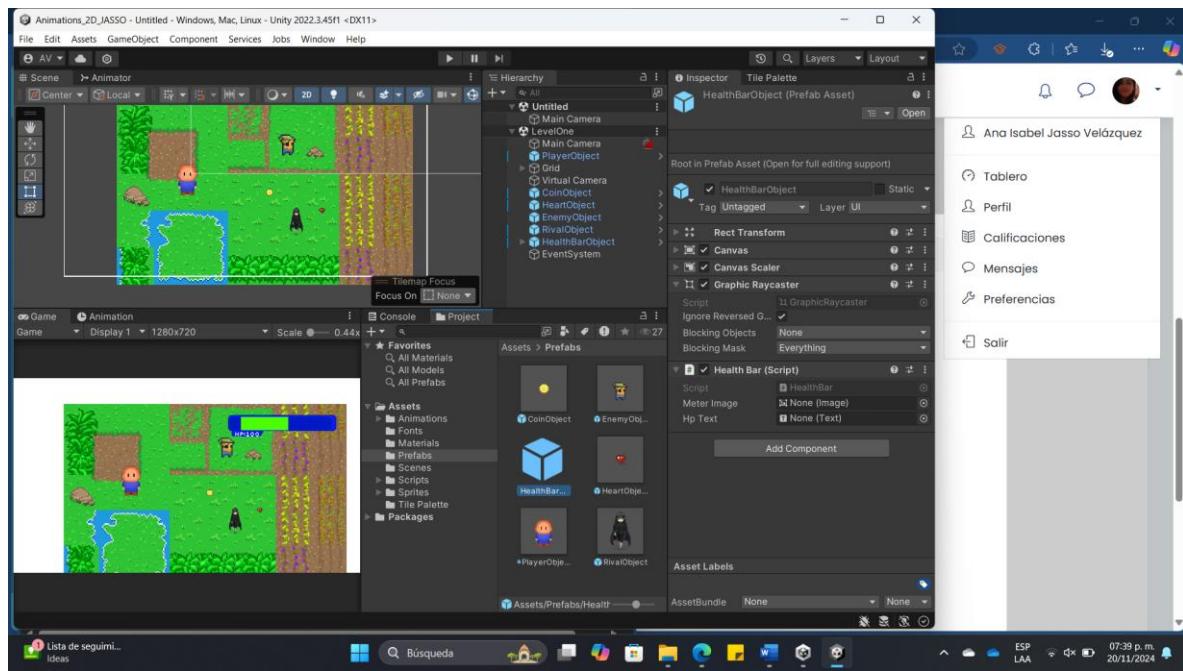
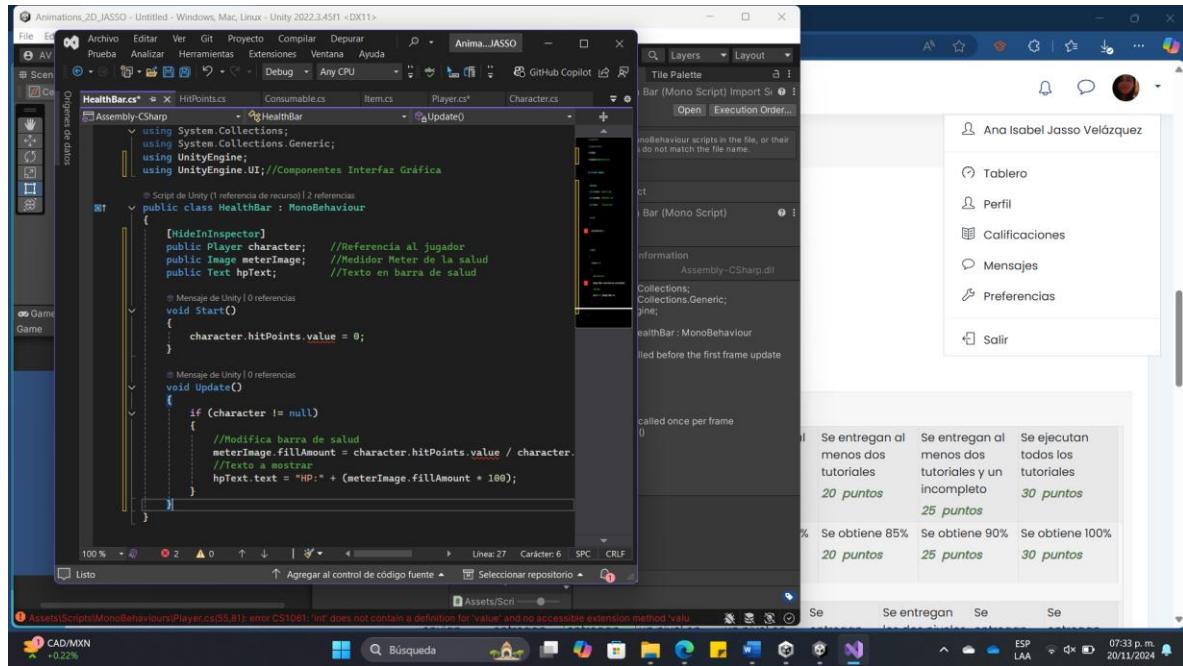
Modifica el script de la Clase Character

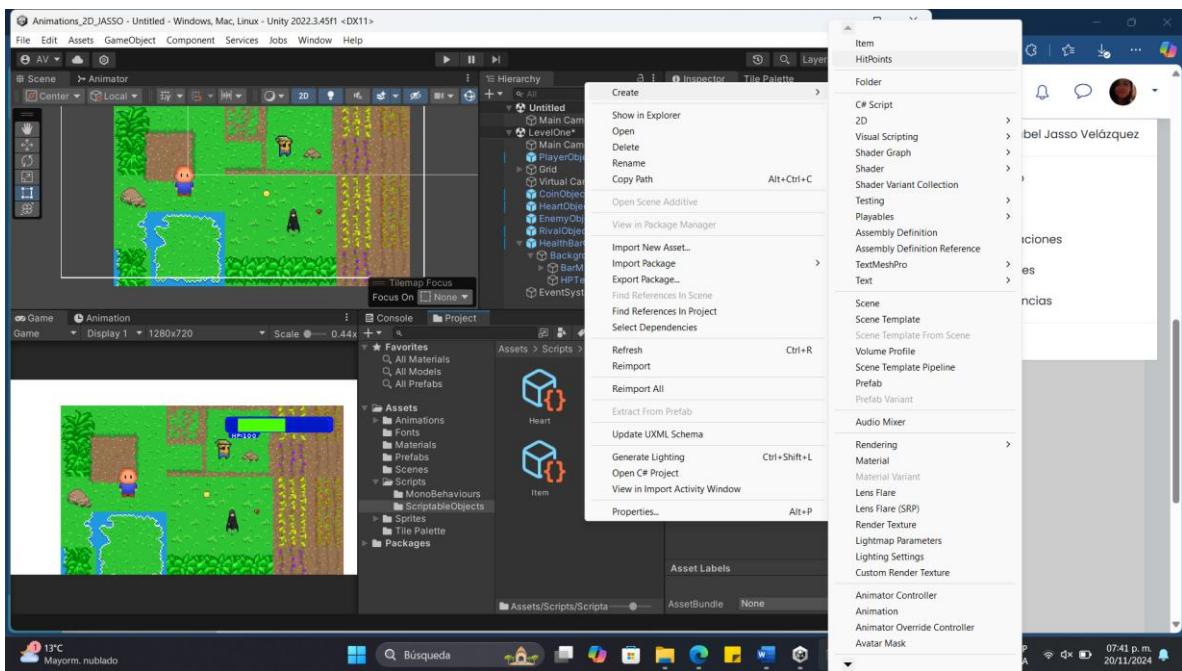
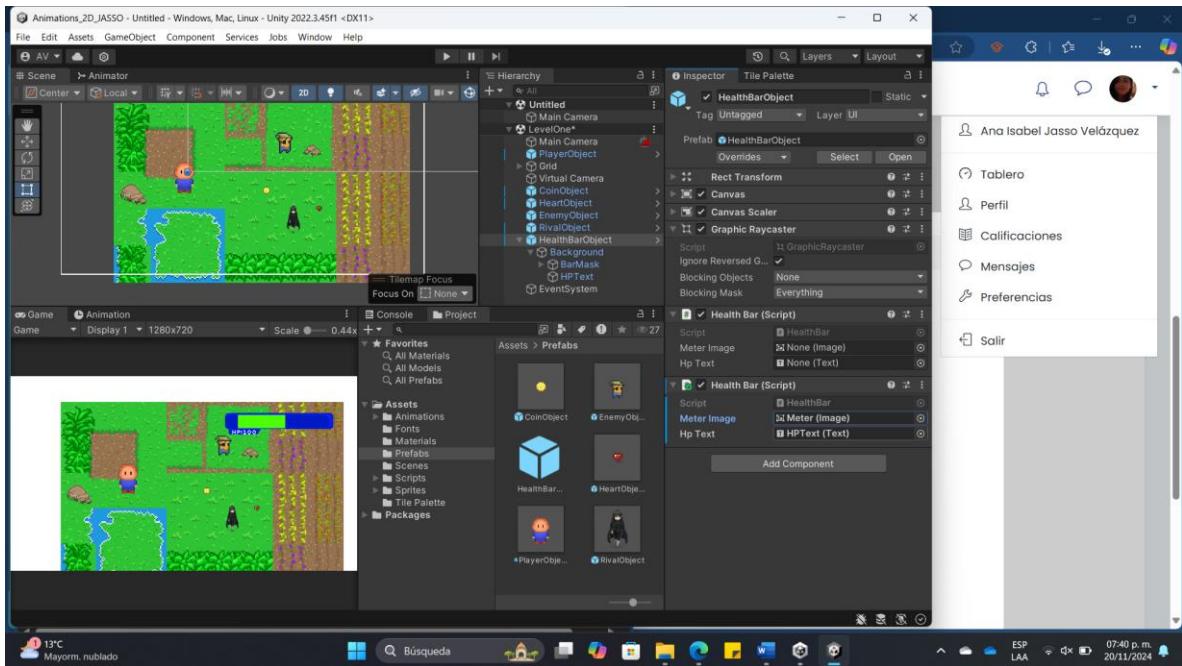


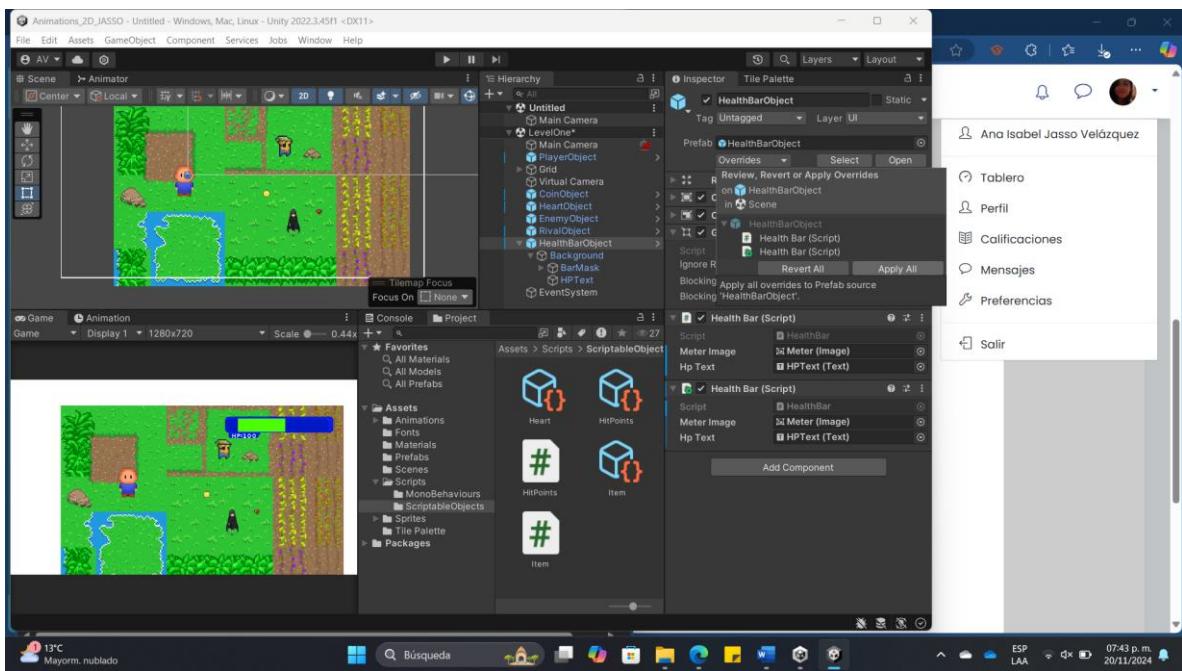
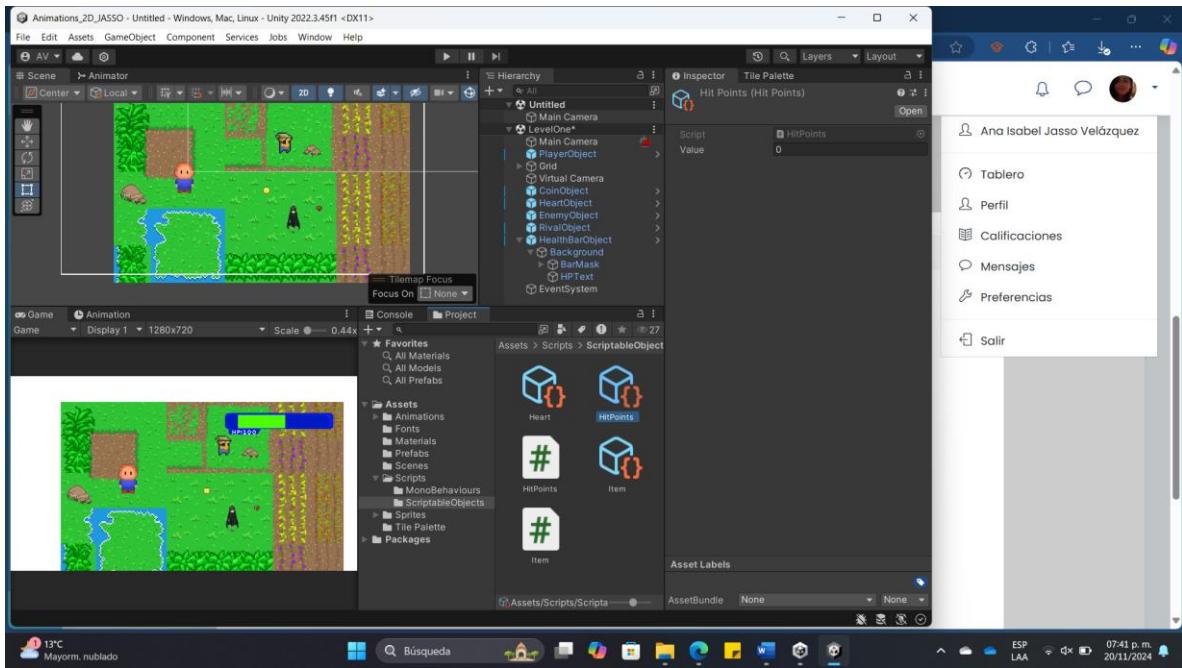
Clase Player



Creando el script HealthBar







Ejecutar la aplicación

