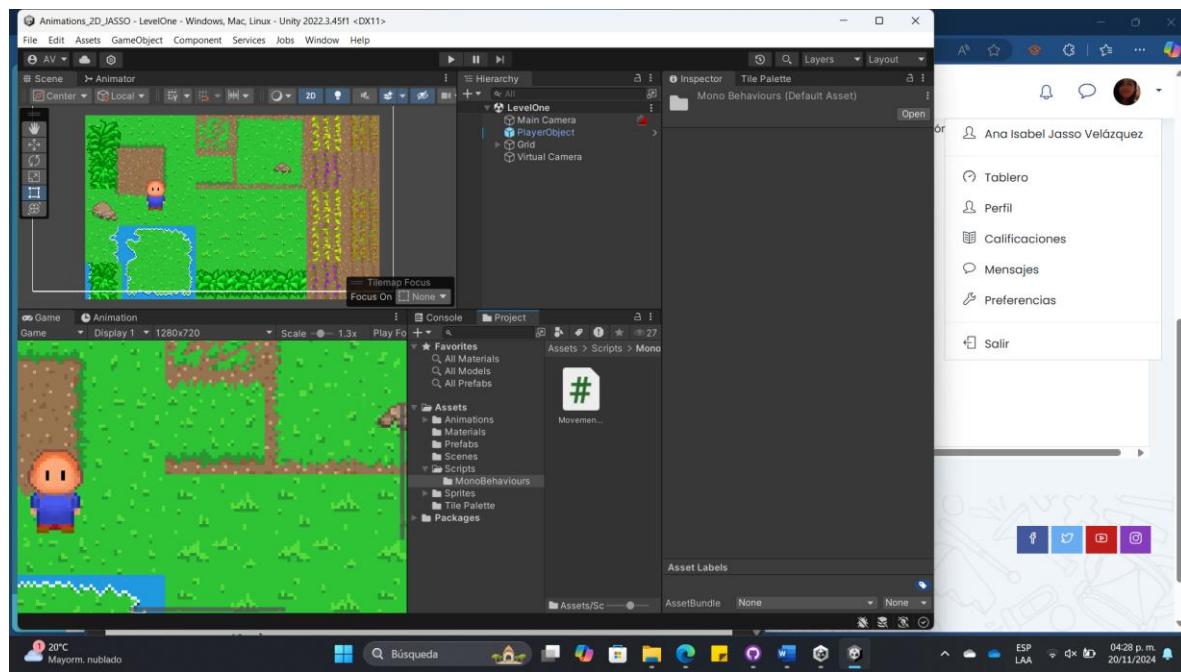
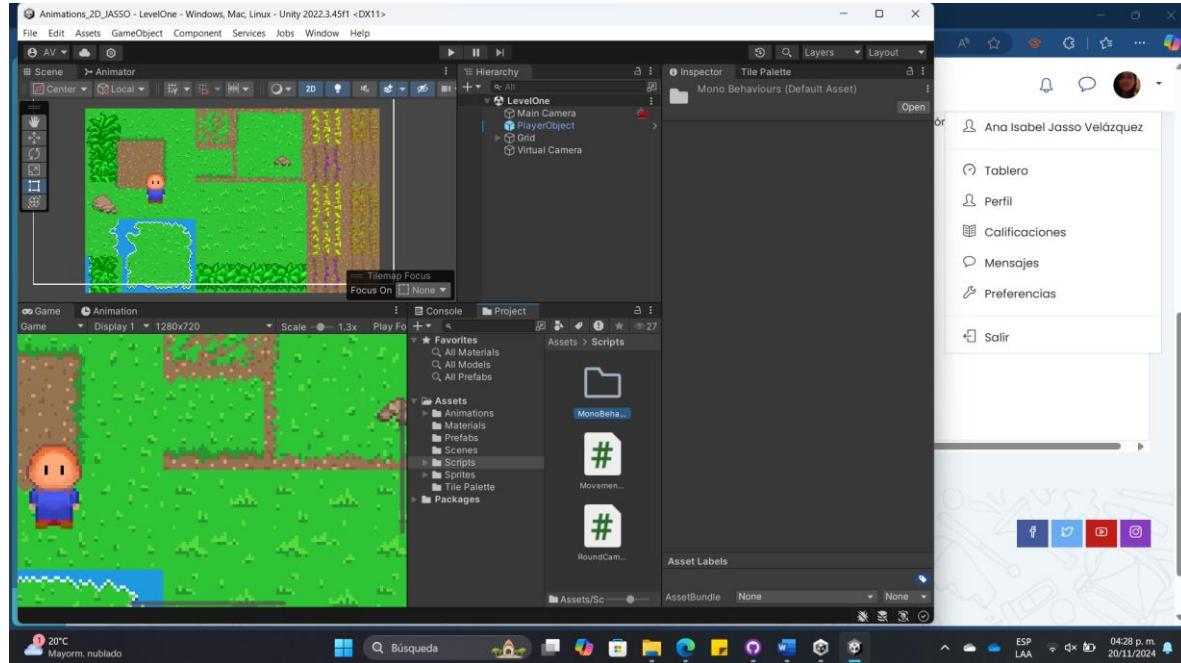
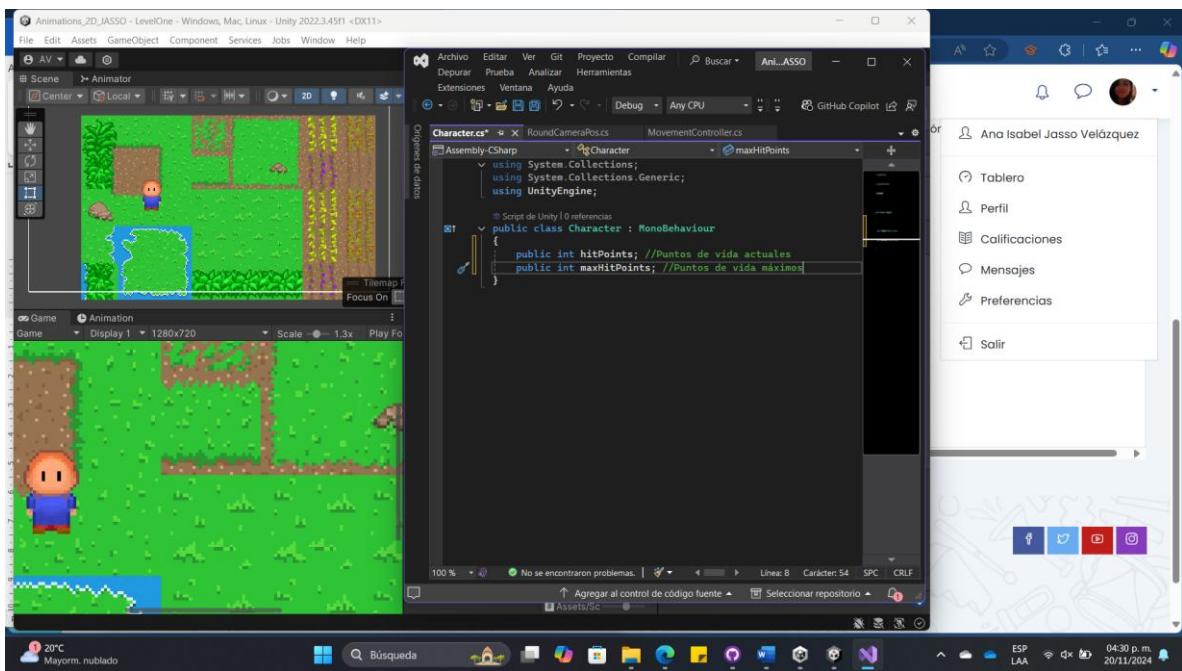
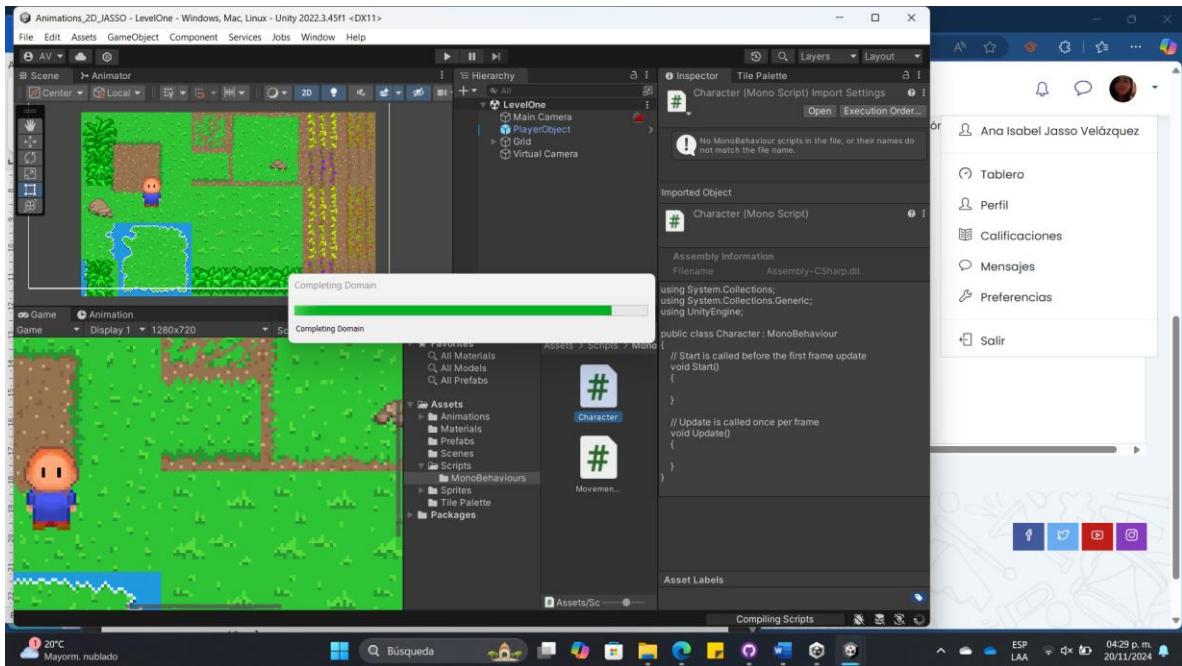


## Animations 2D Parte 4

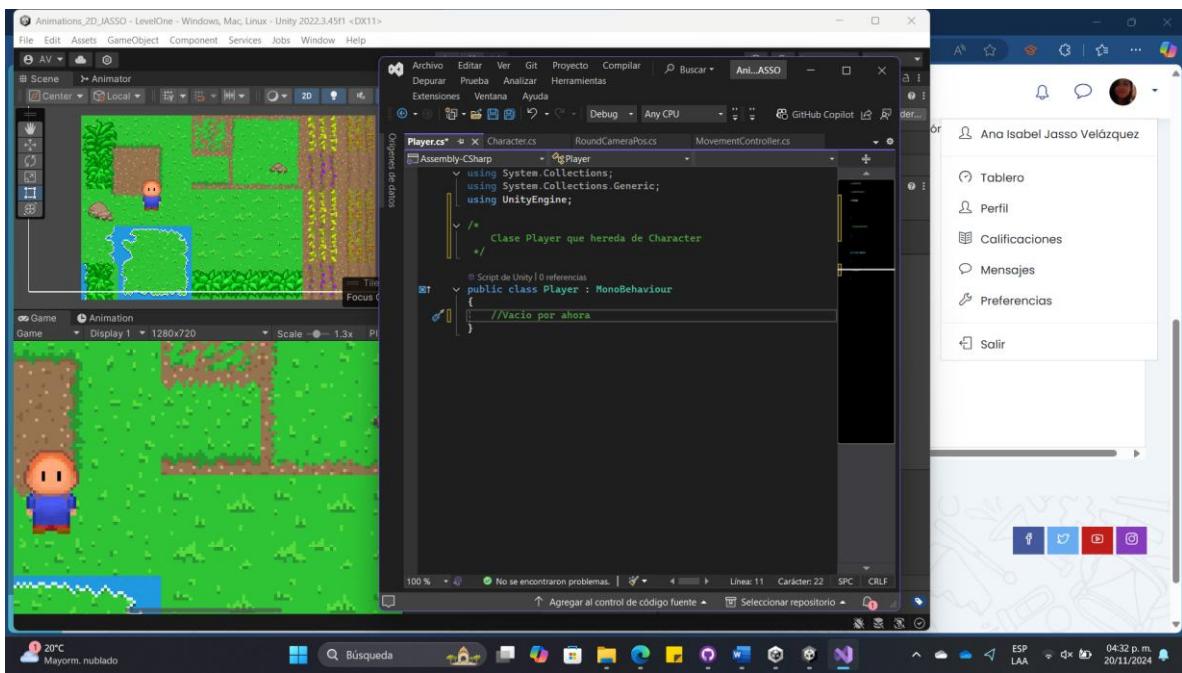
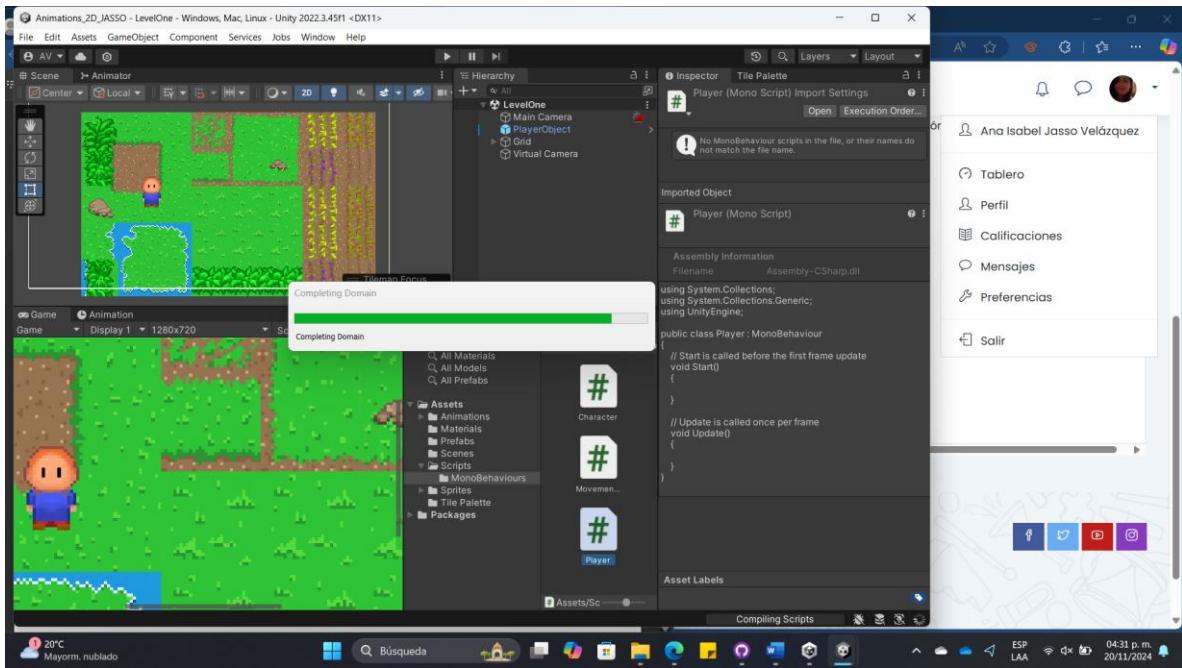
Ana Isabel Jasso Velázquez

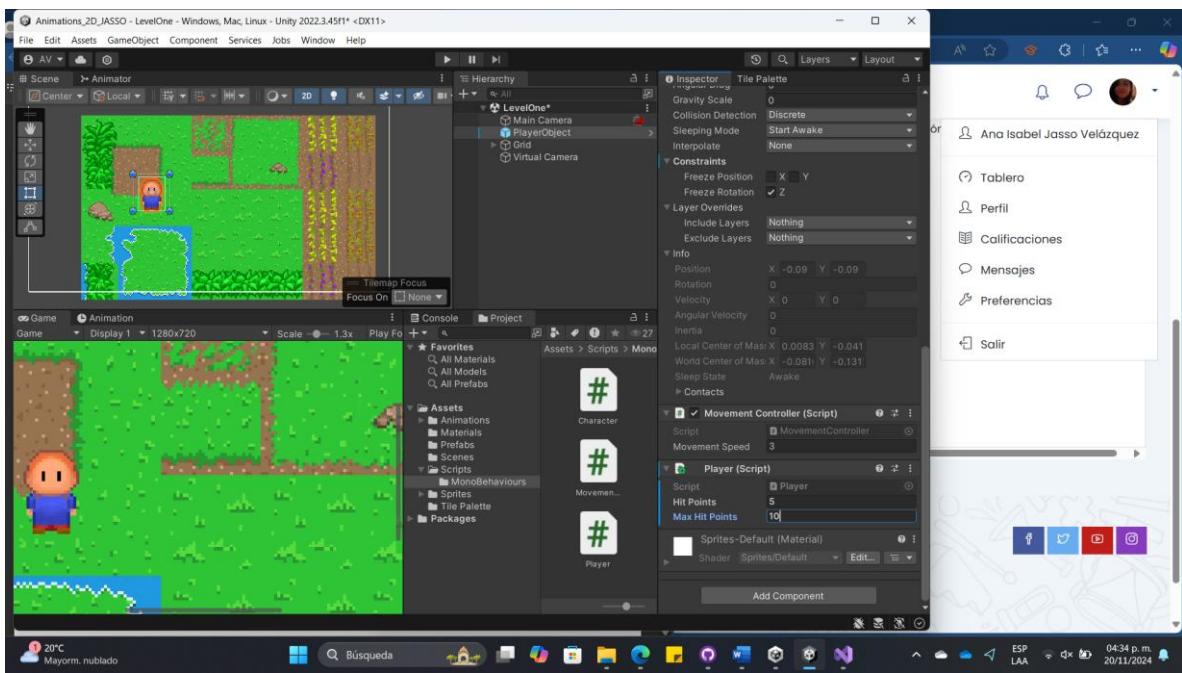
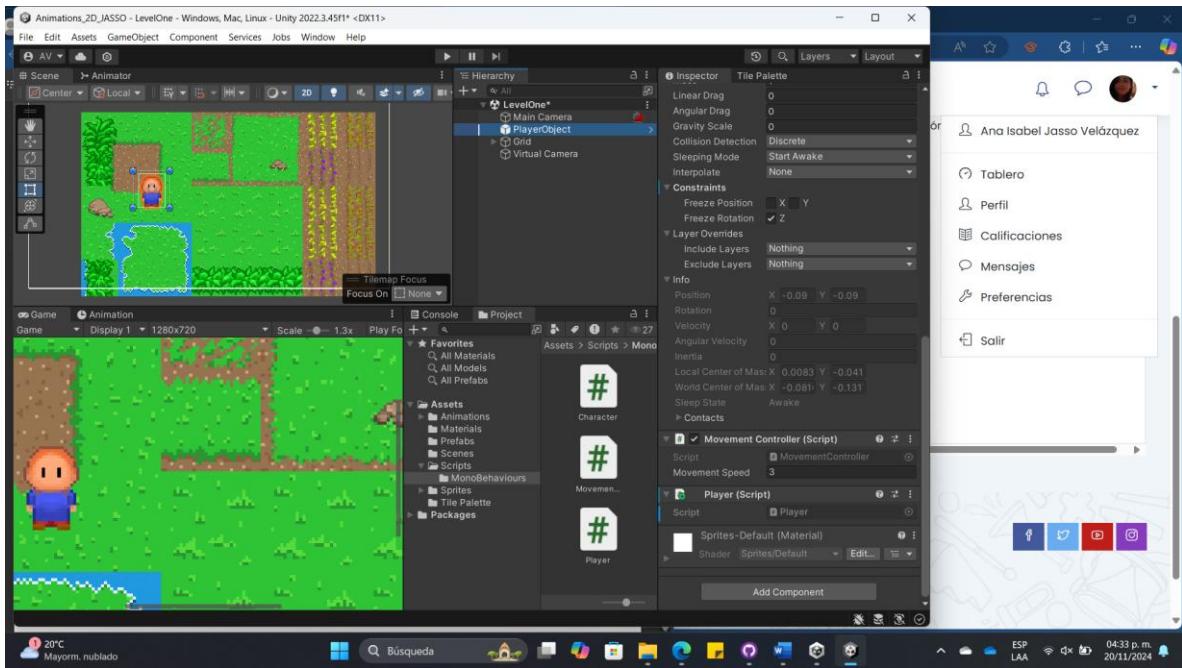
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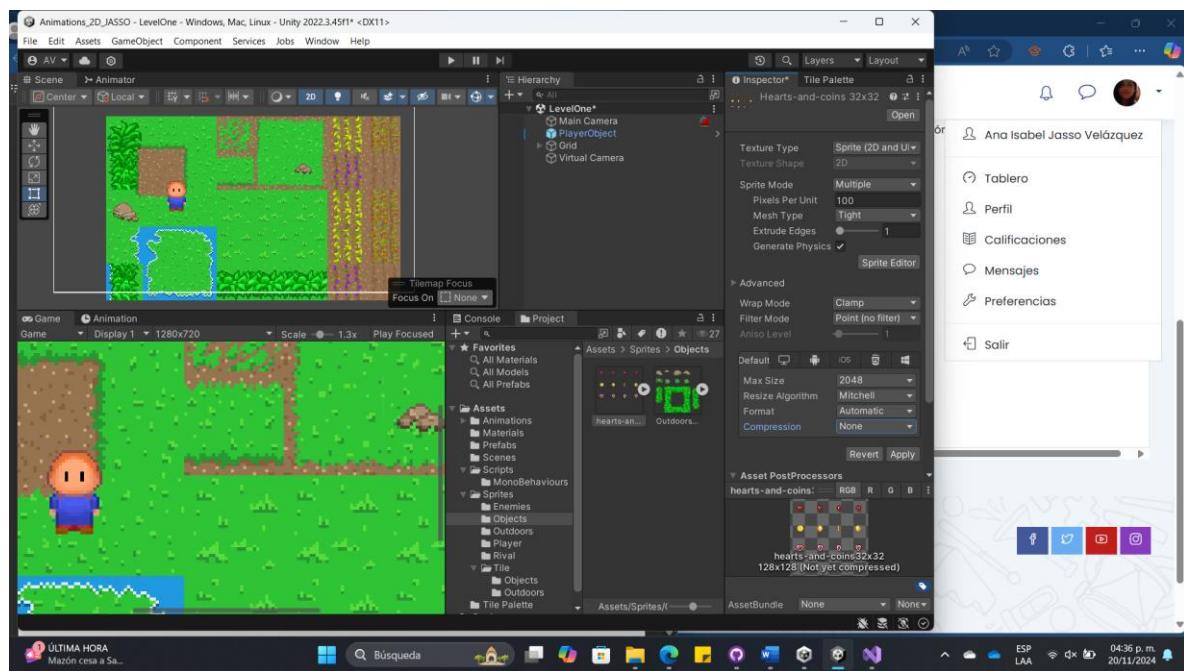
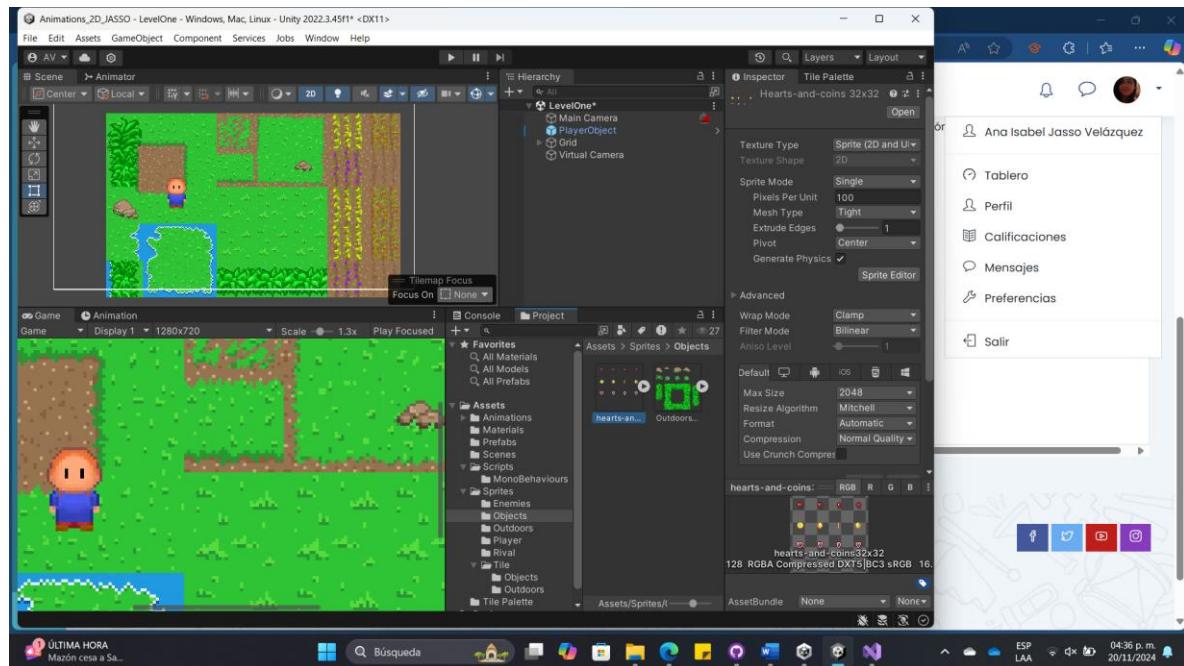


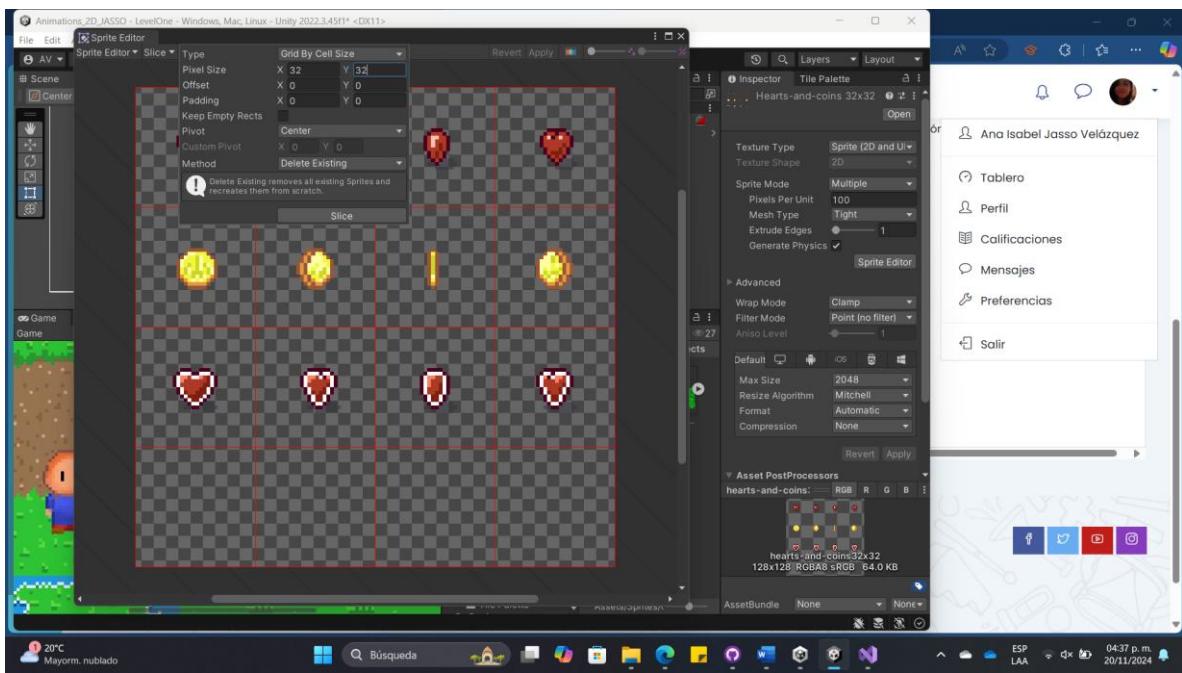
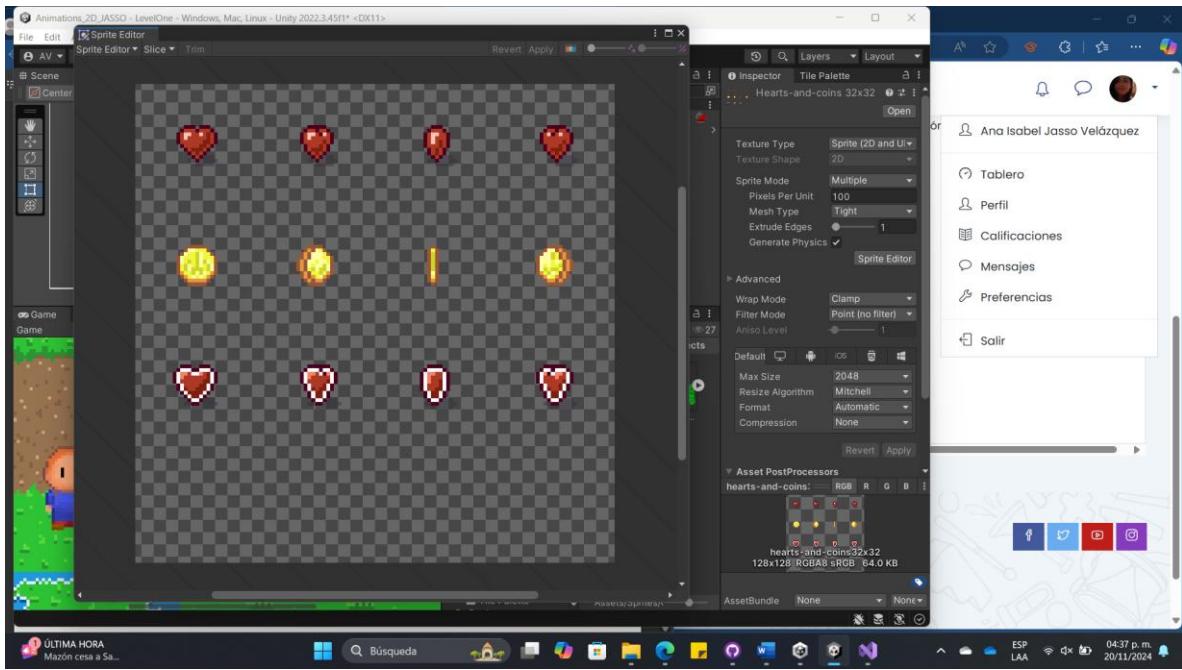
## Clase Player

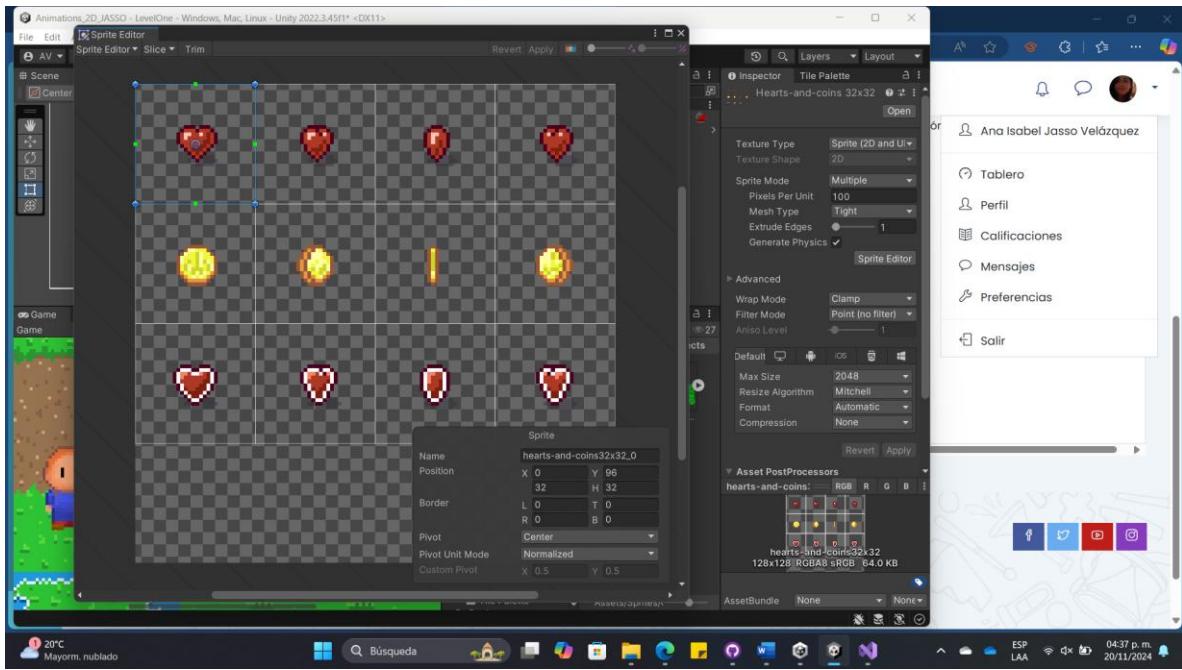




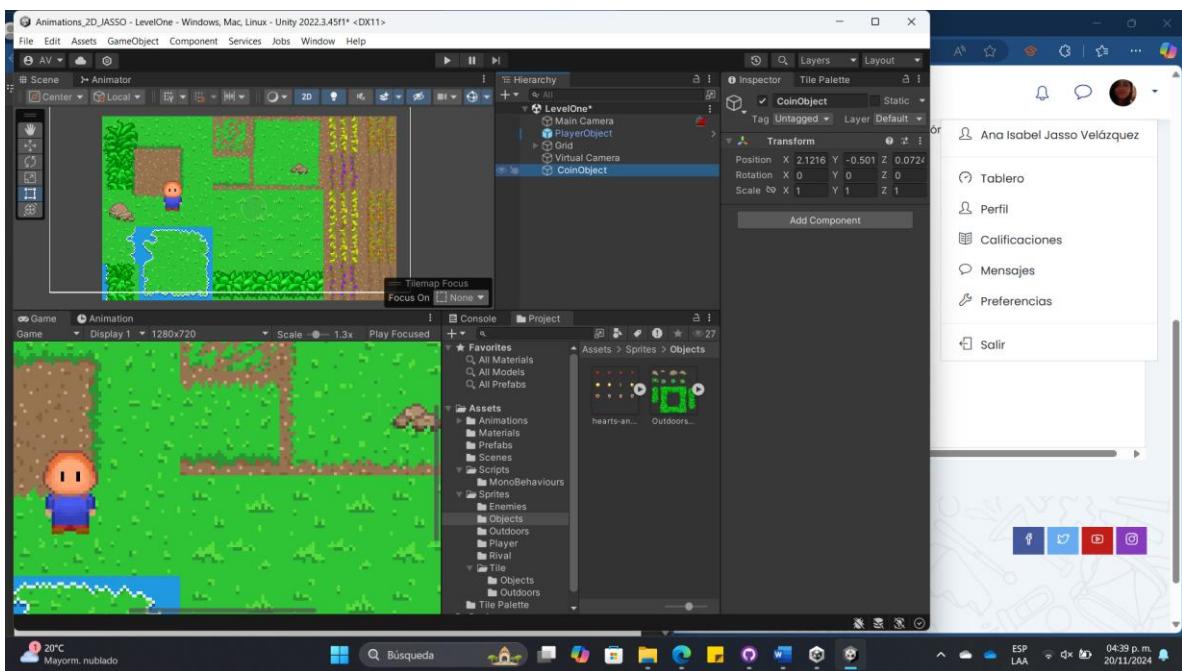
## Enfocarte sobre los Prefabs

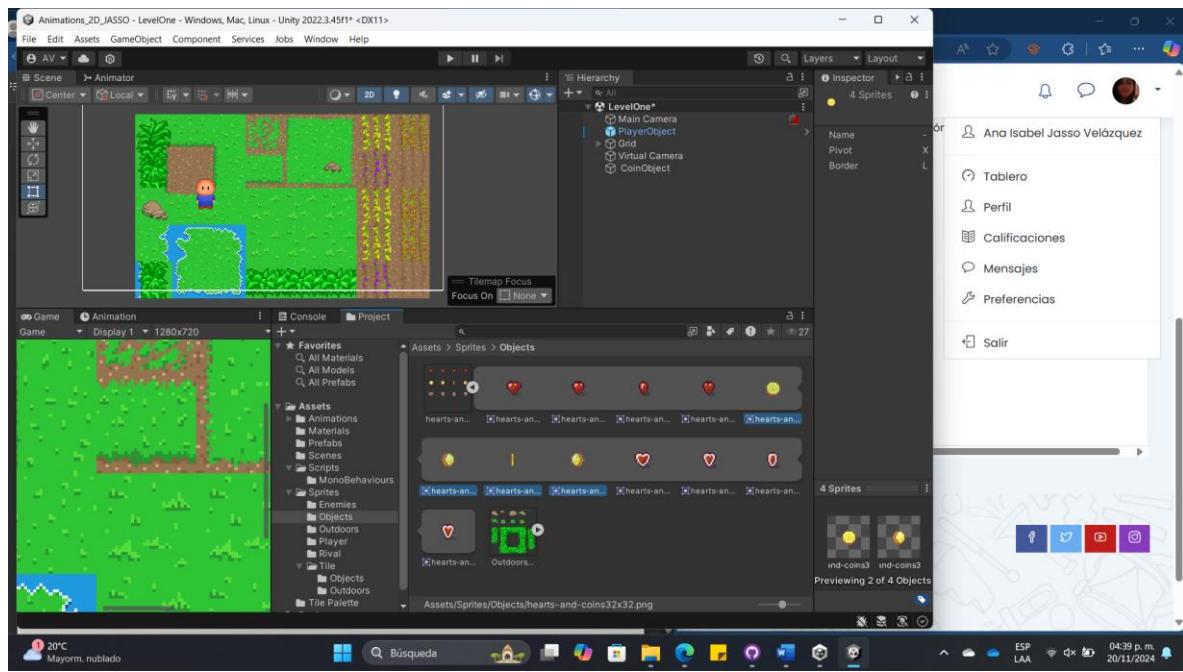


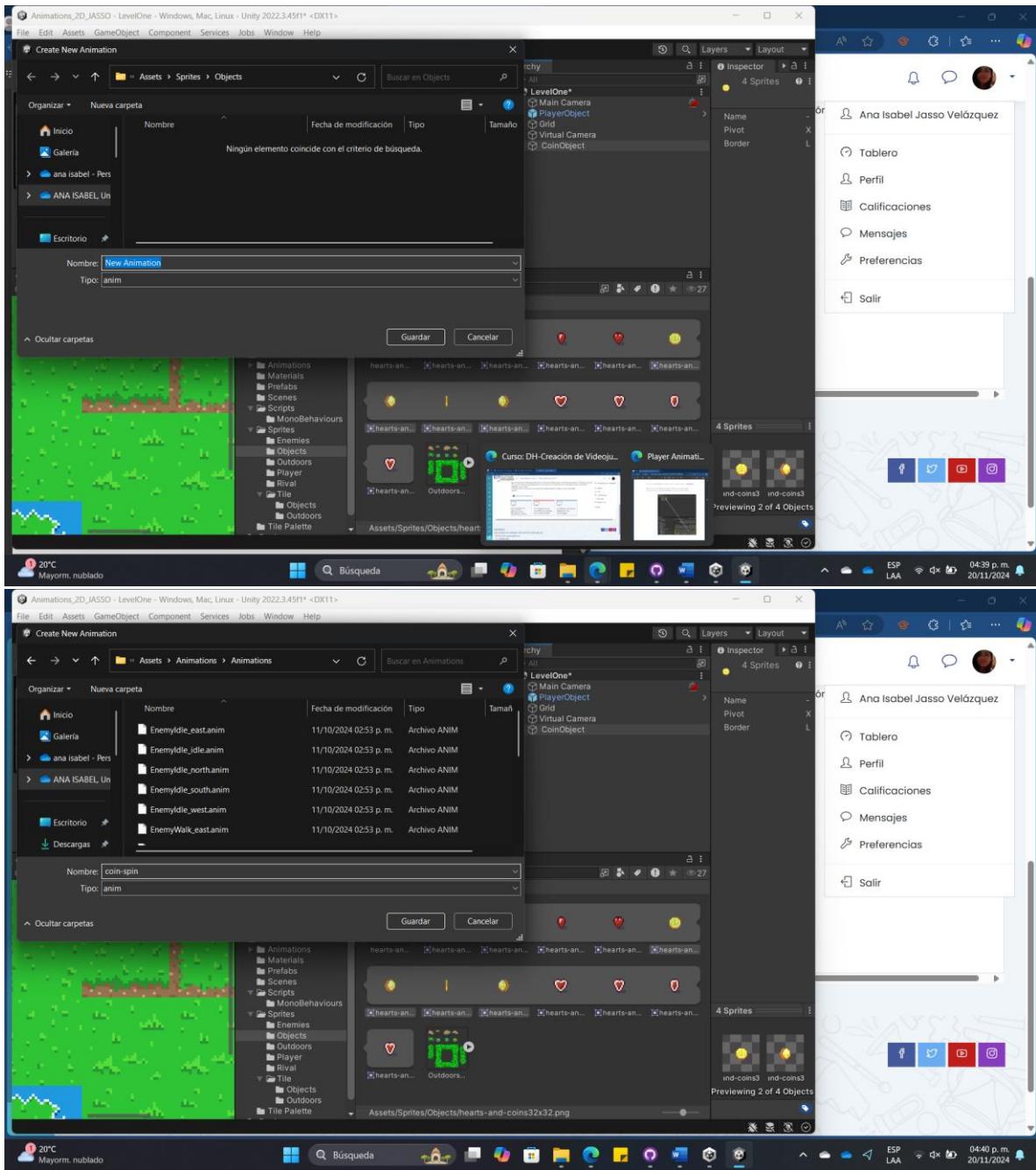


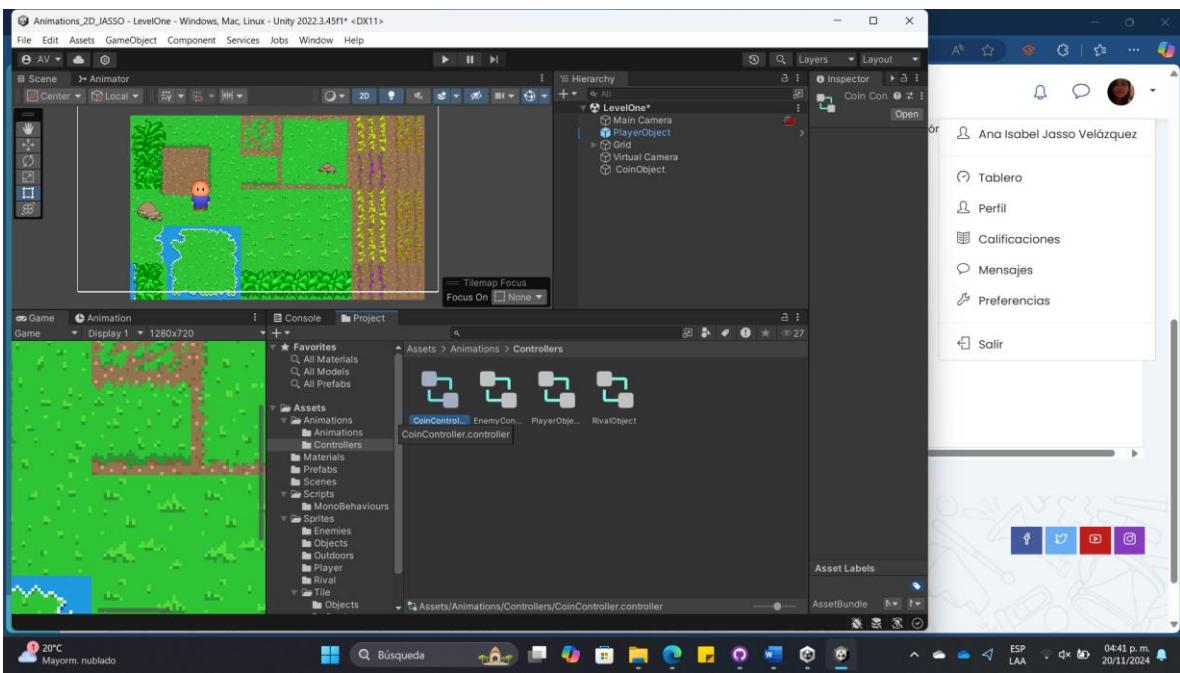
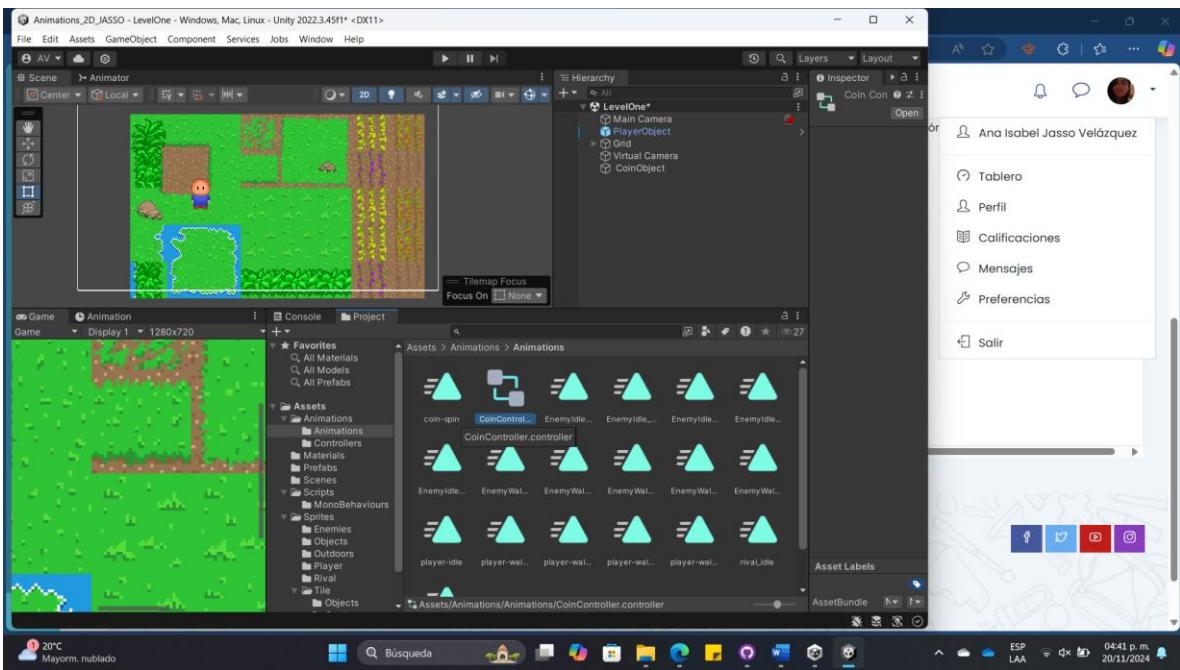


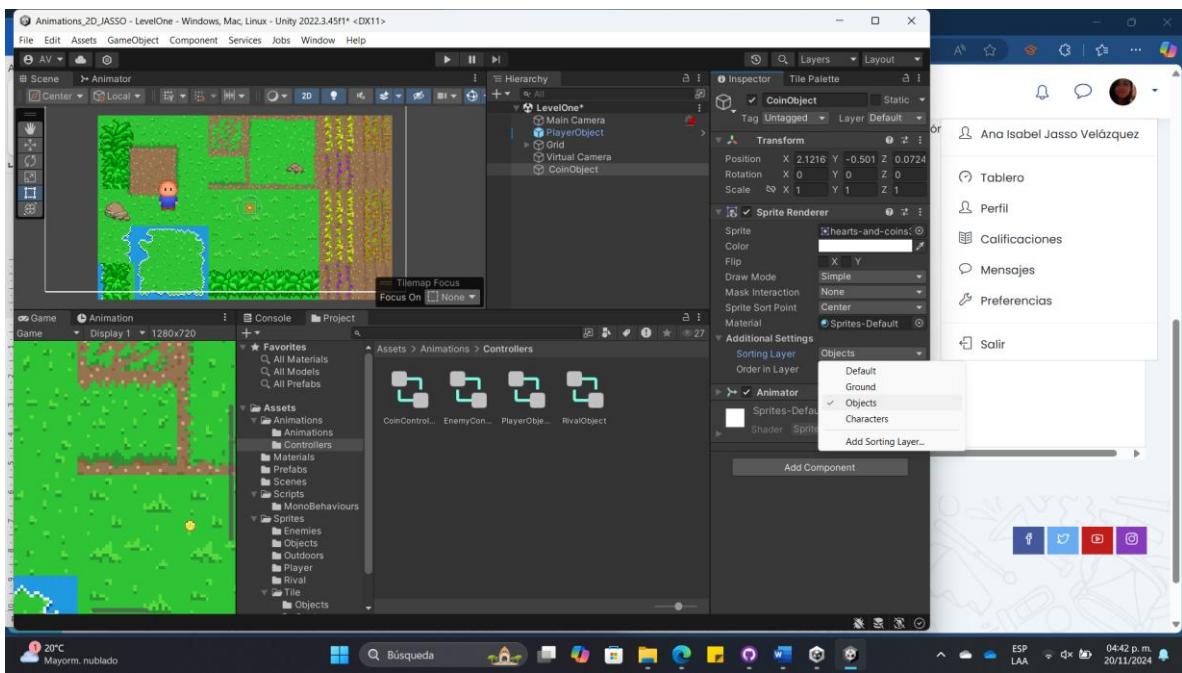
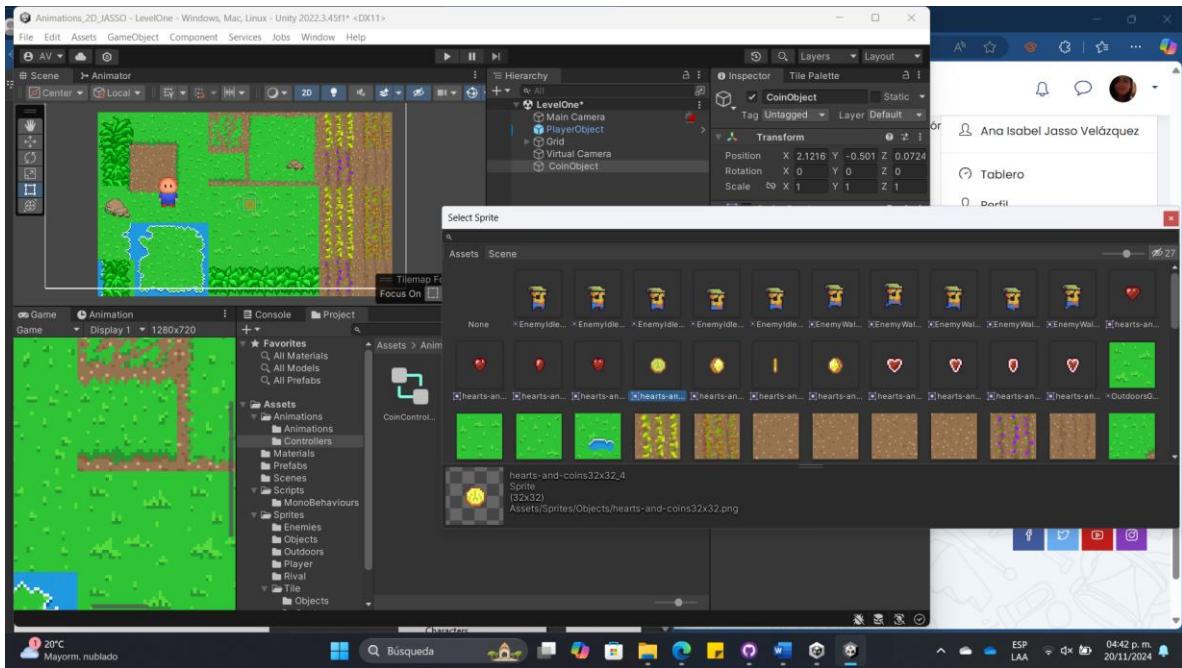
## Crear una moneda Prefab



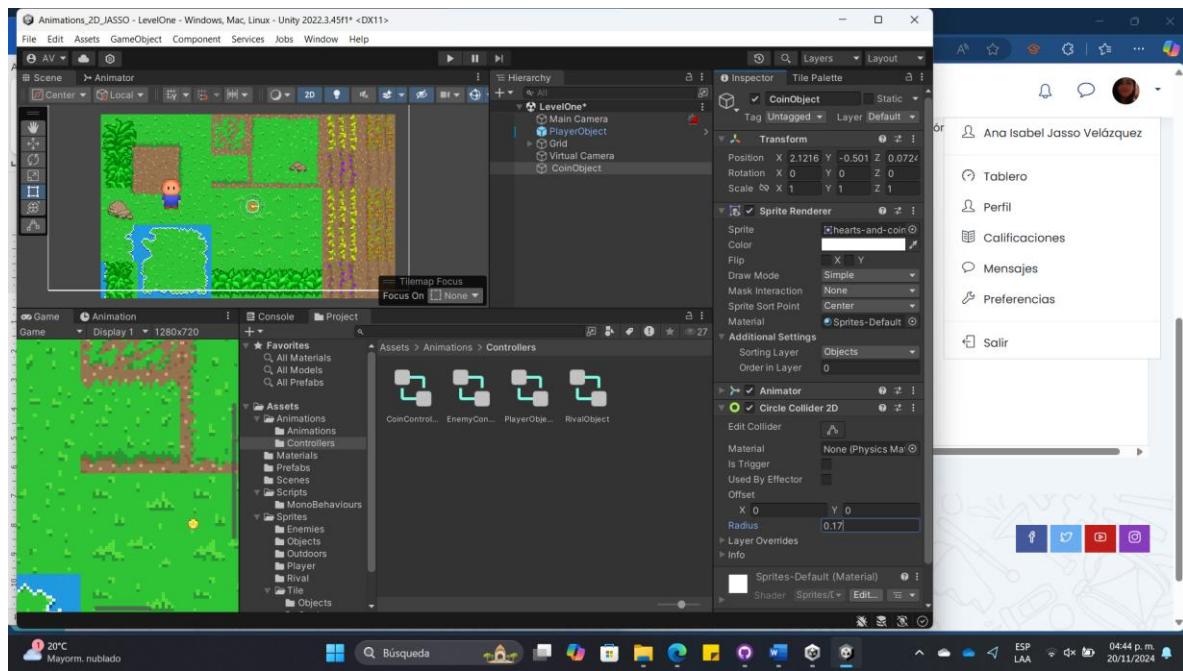
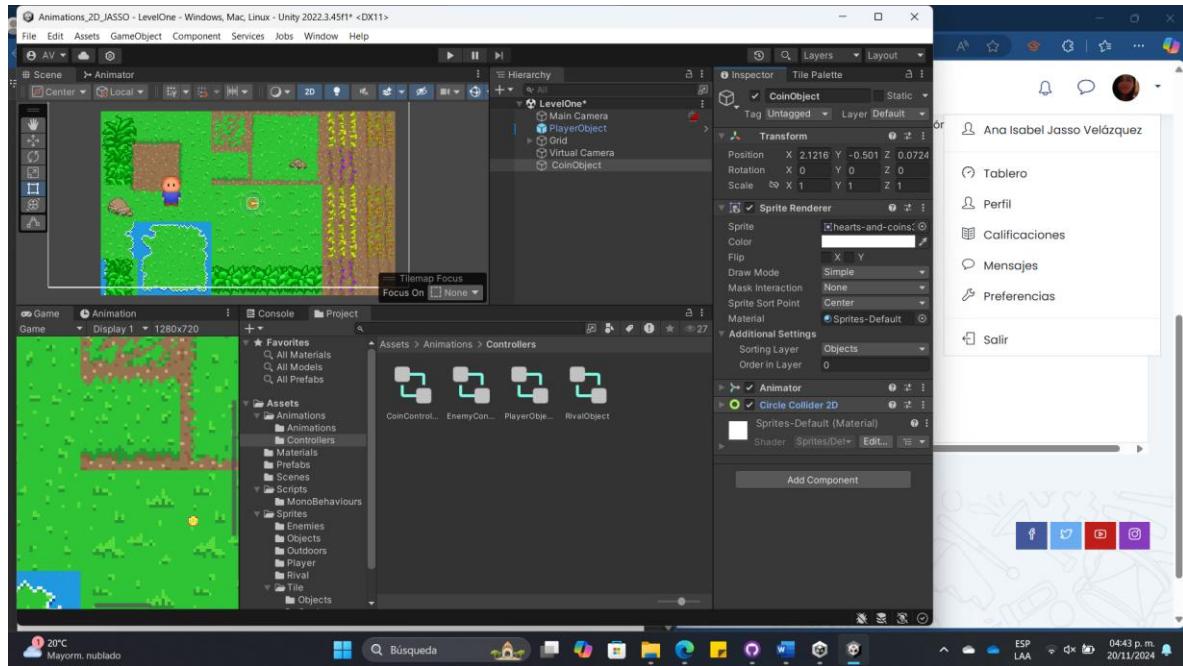


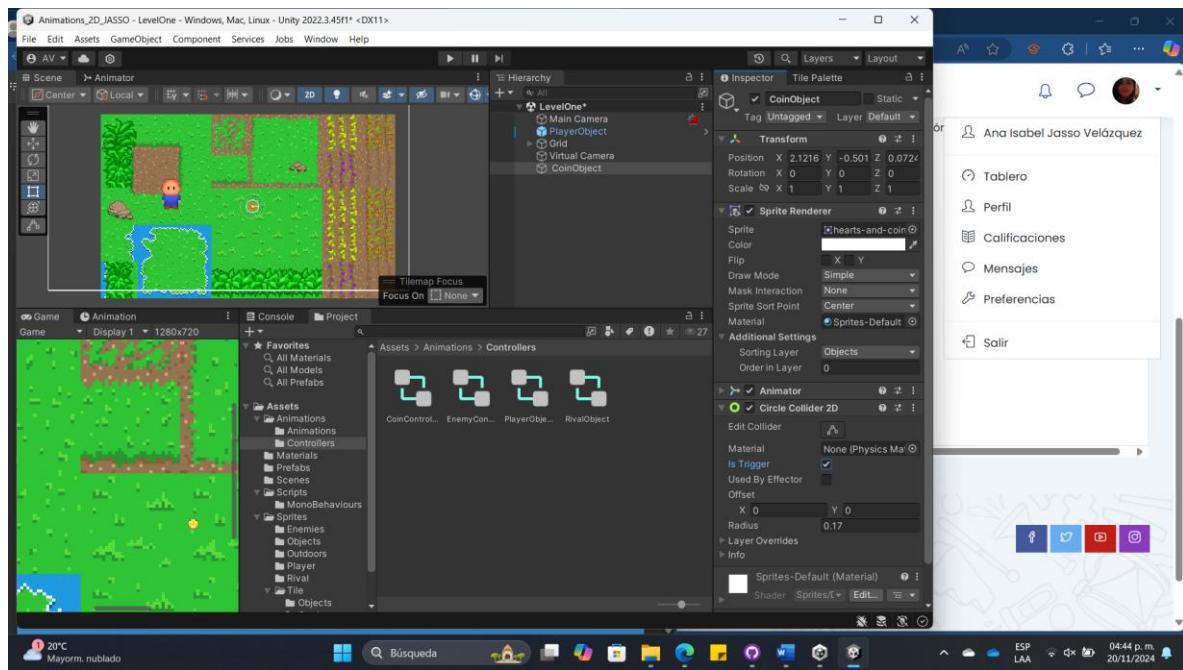




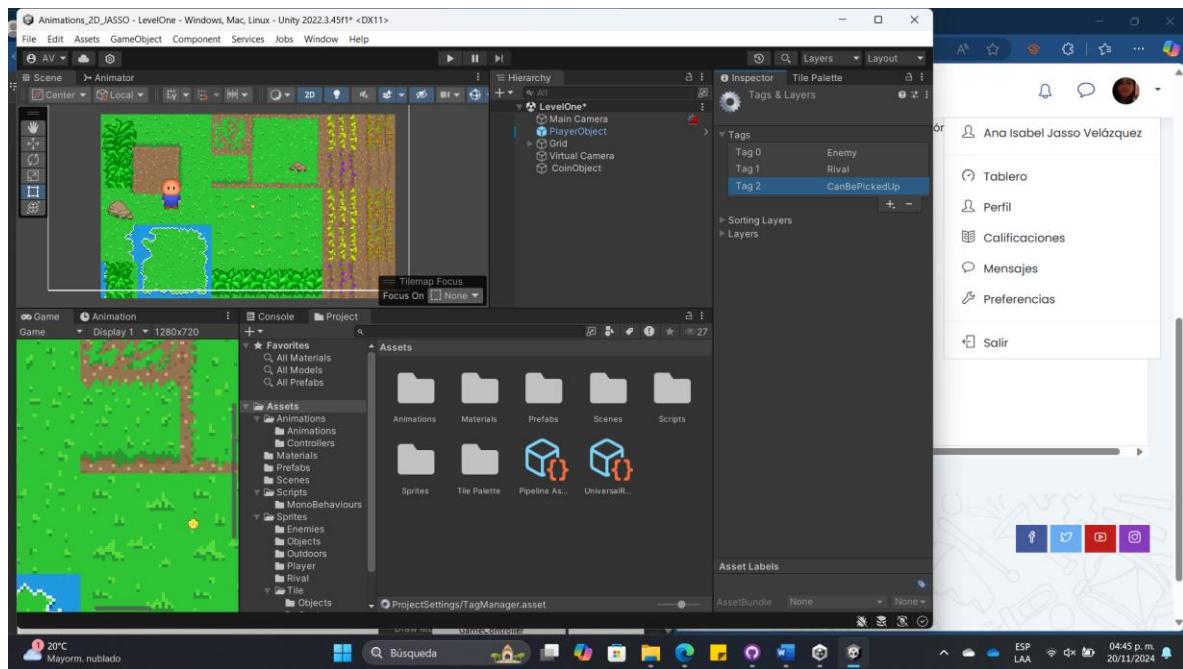


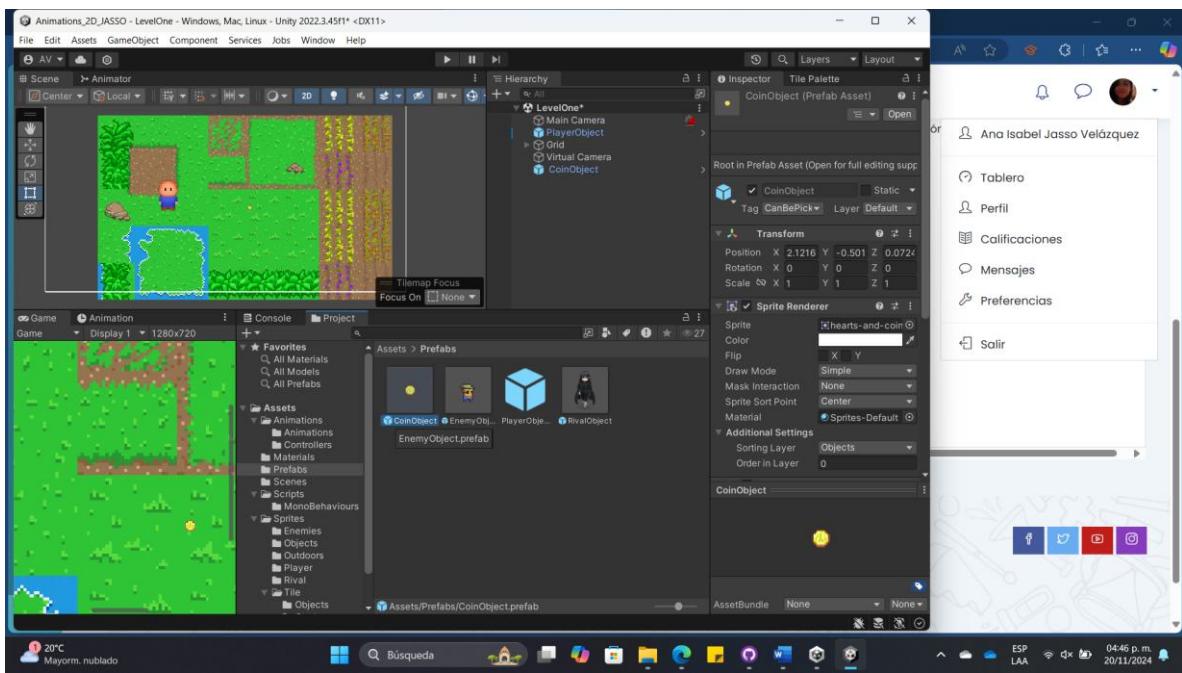
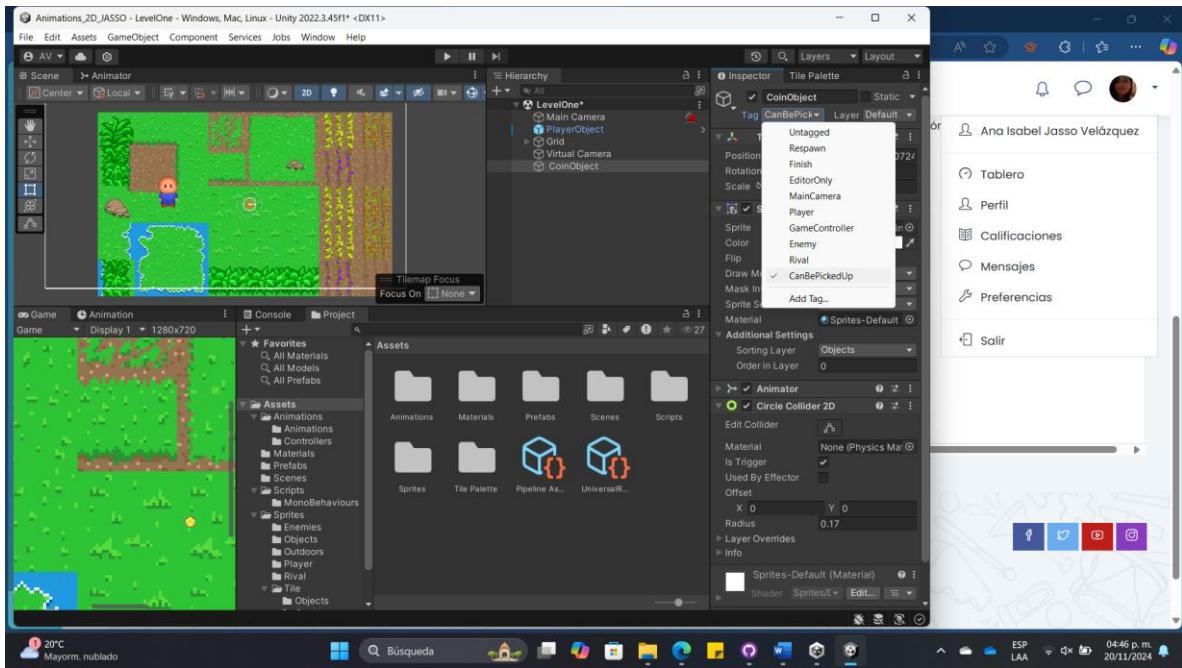
## Configurando Circle Collider 2D

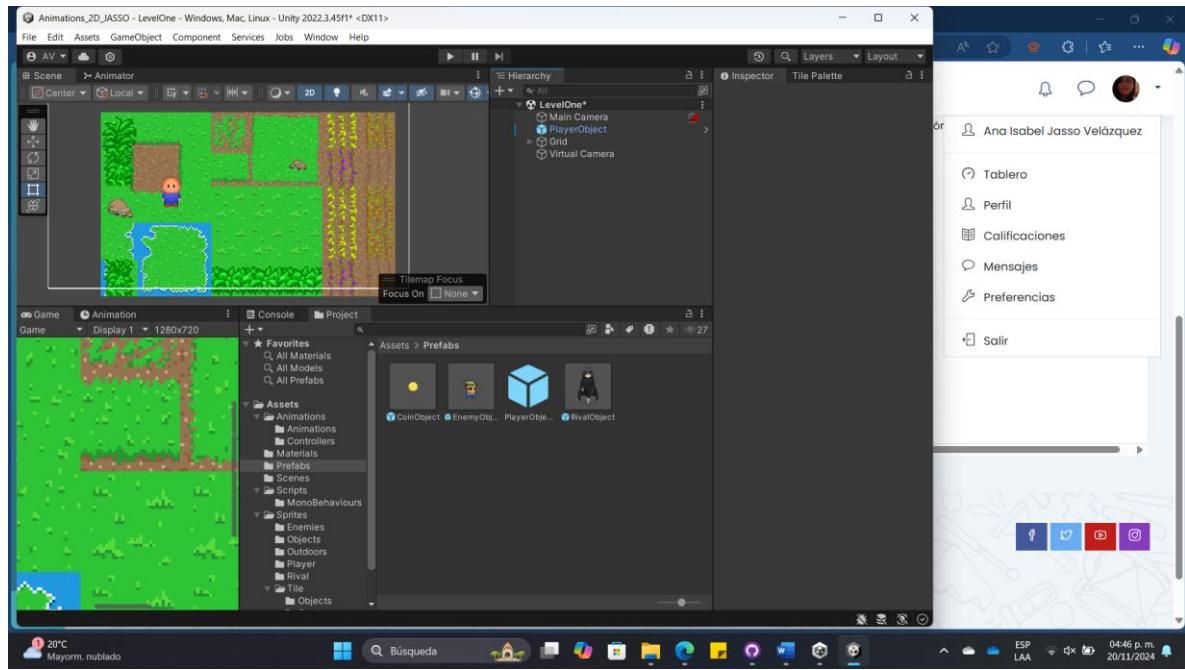




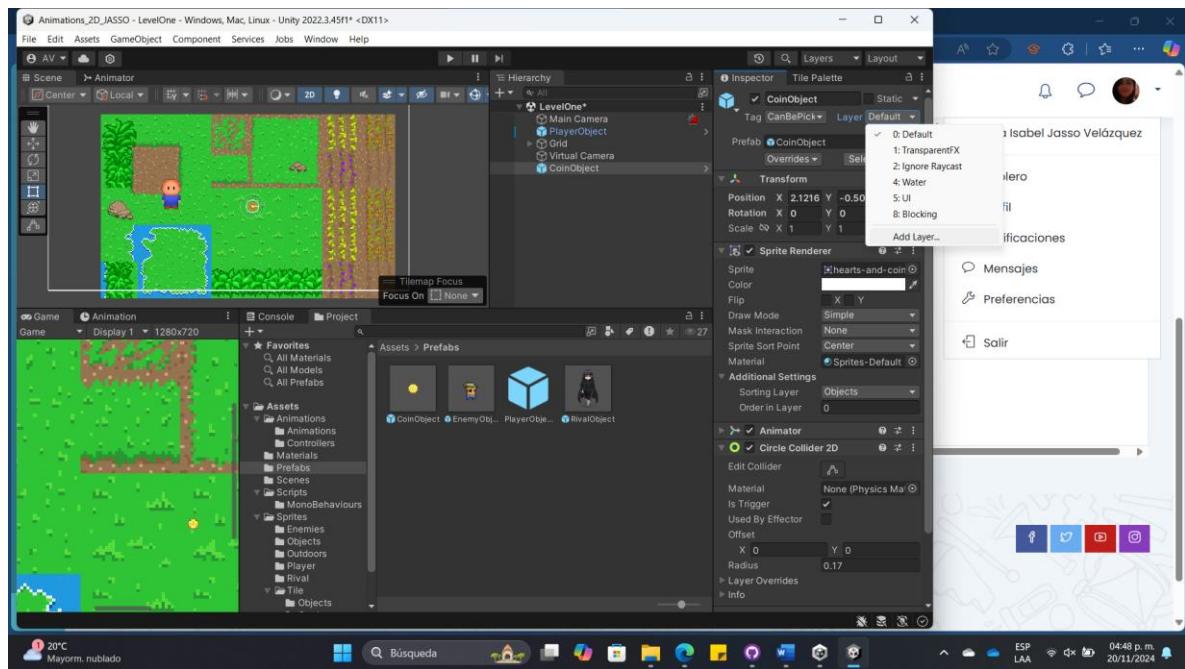
## Configurando un Tag personalizado

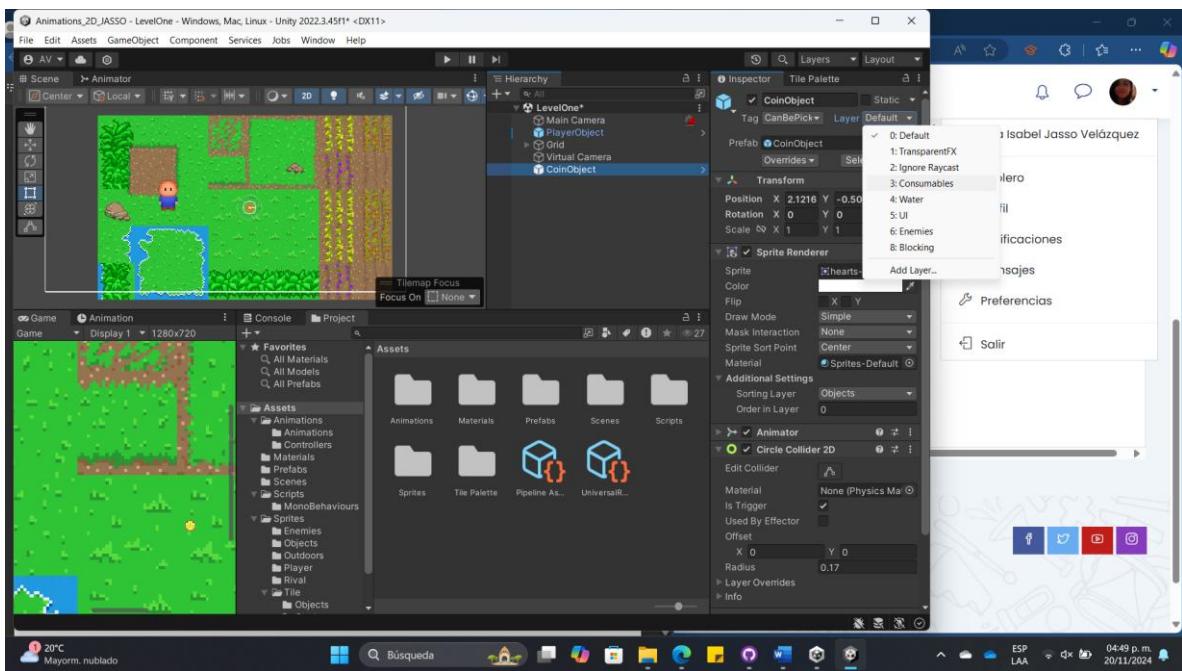
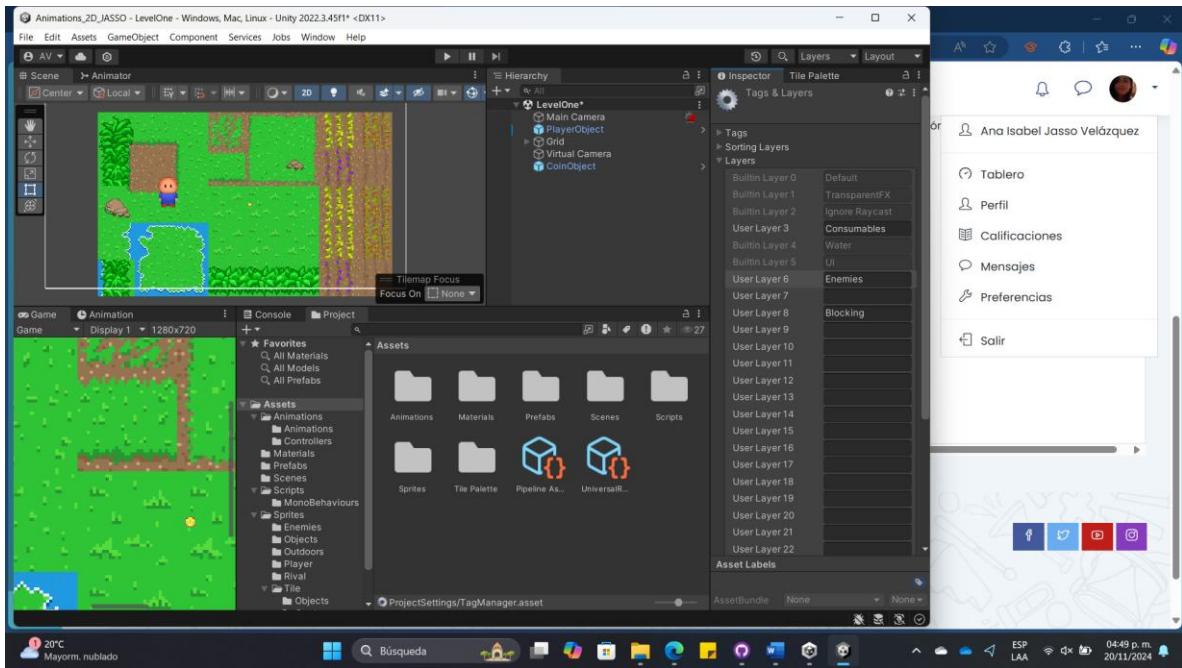


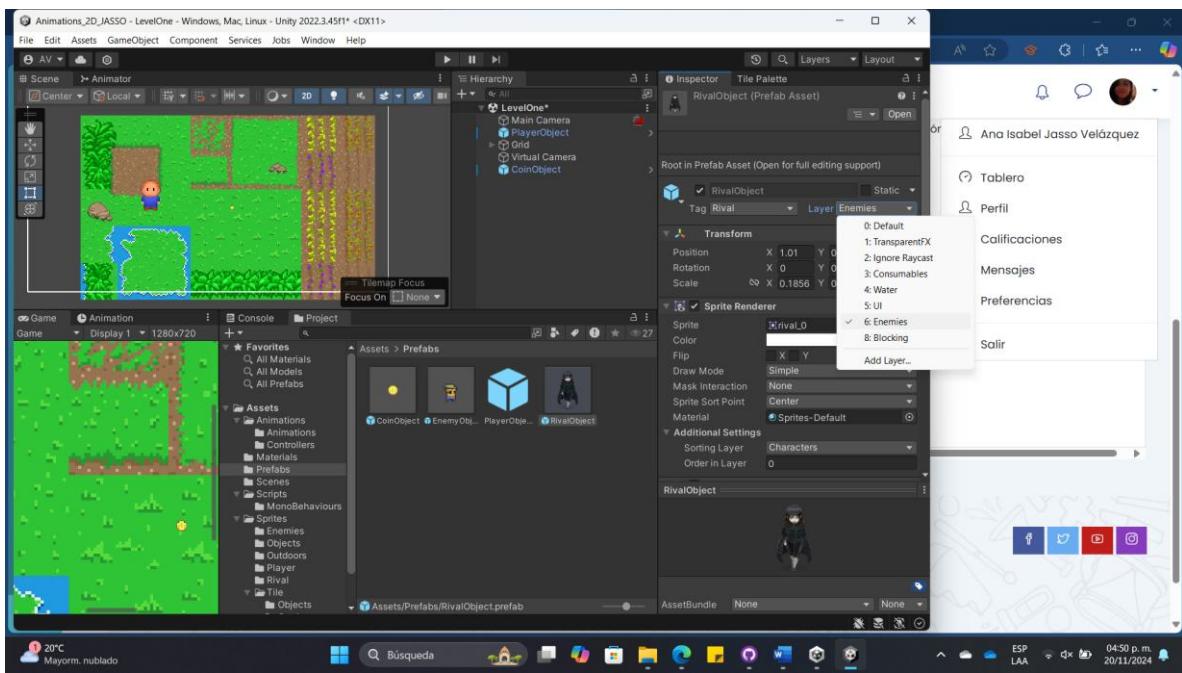
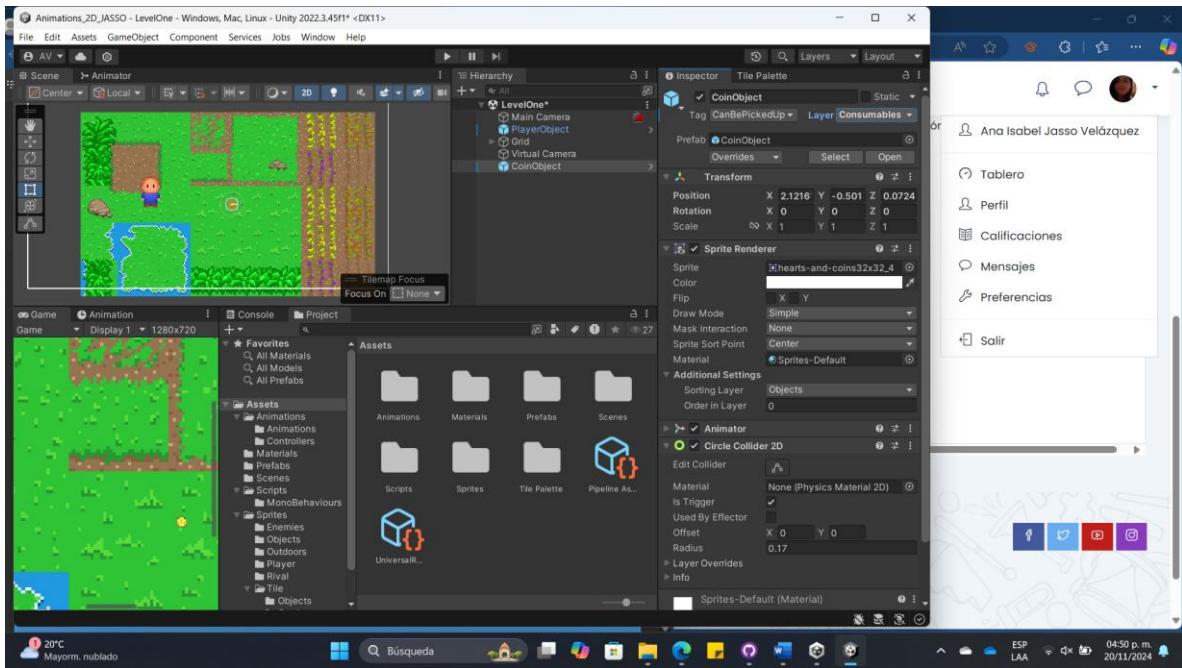


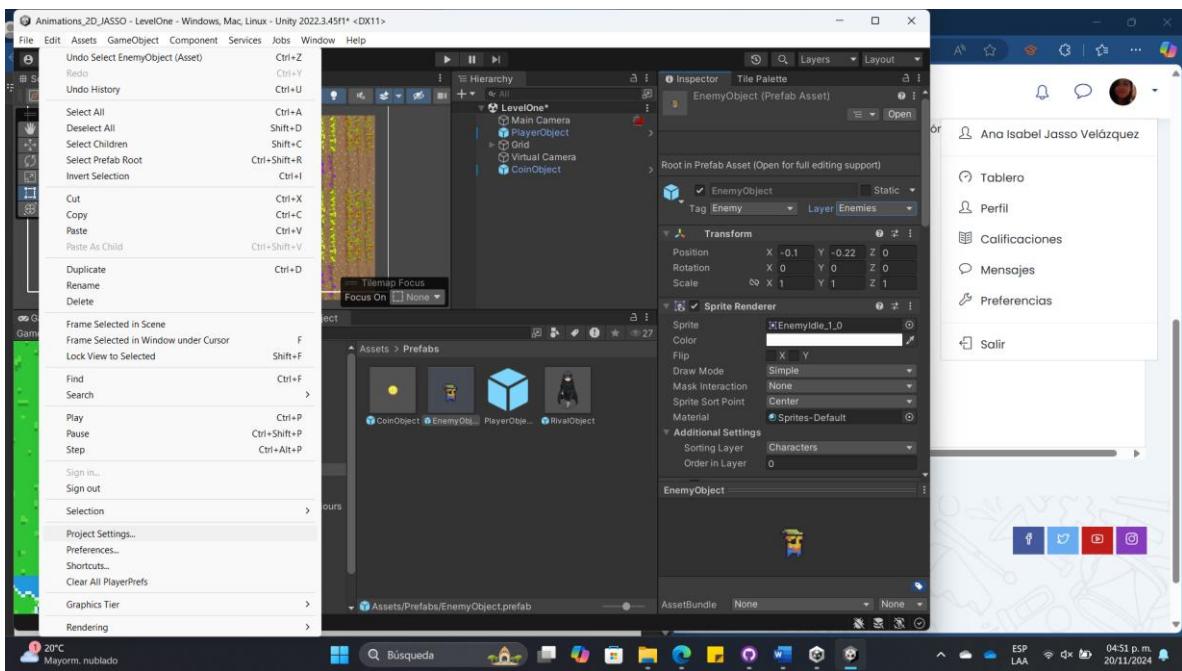
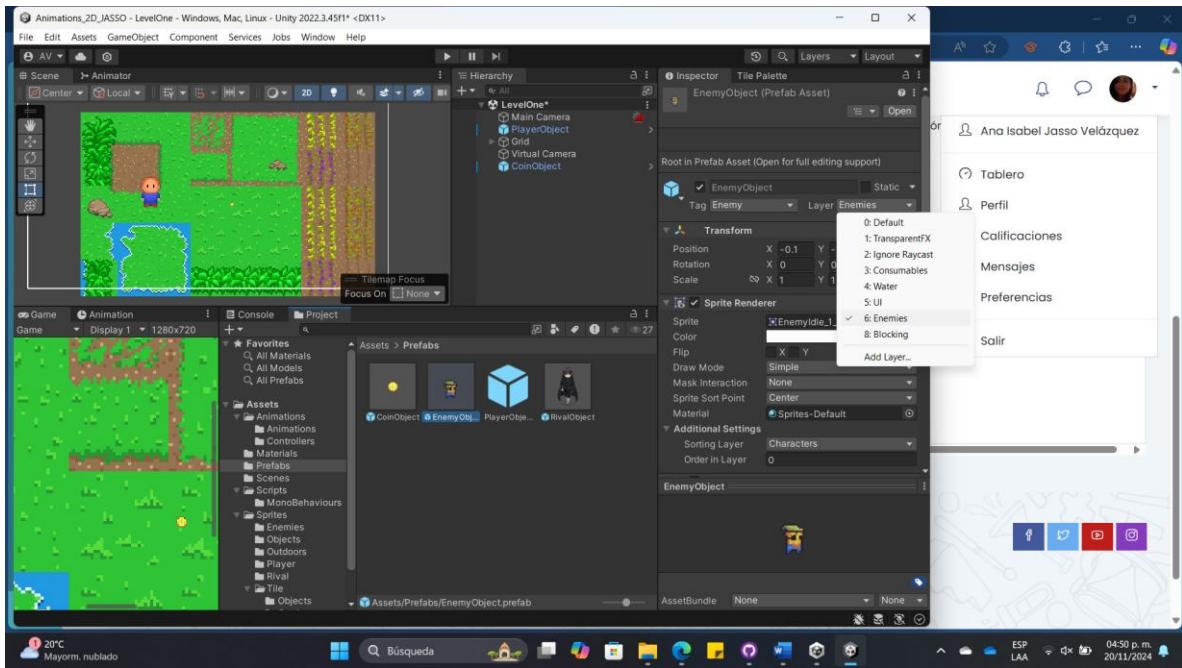


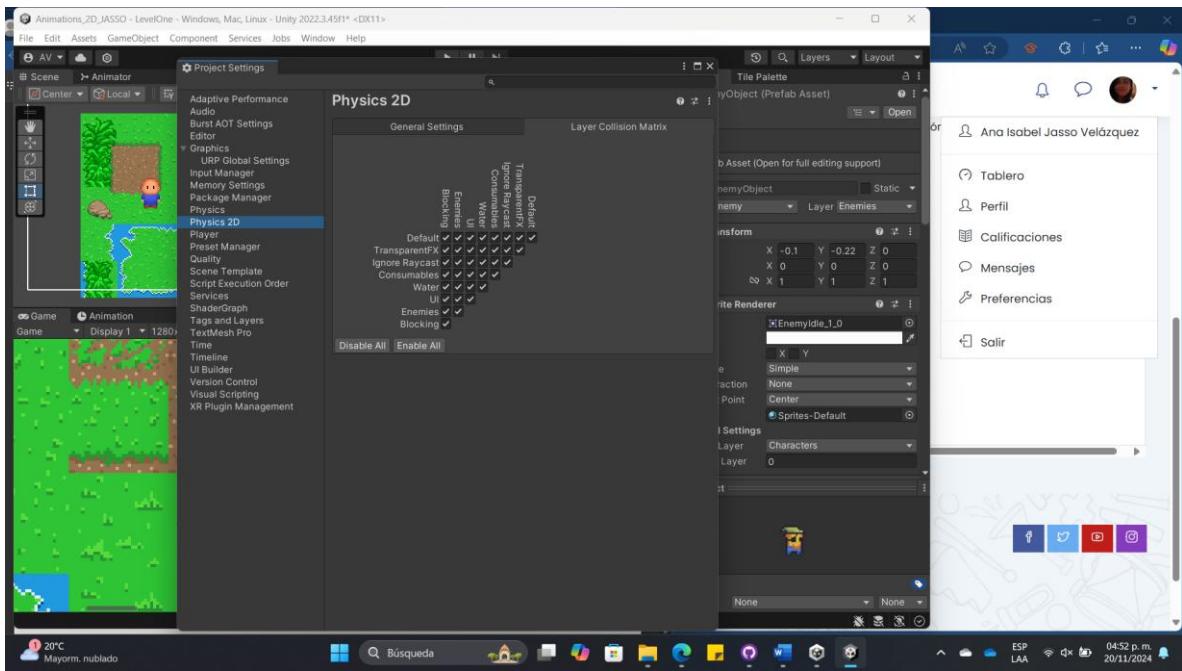
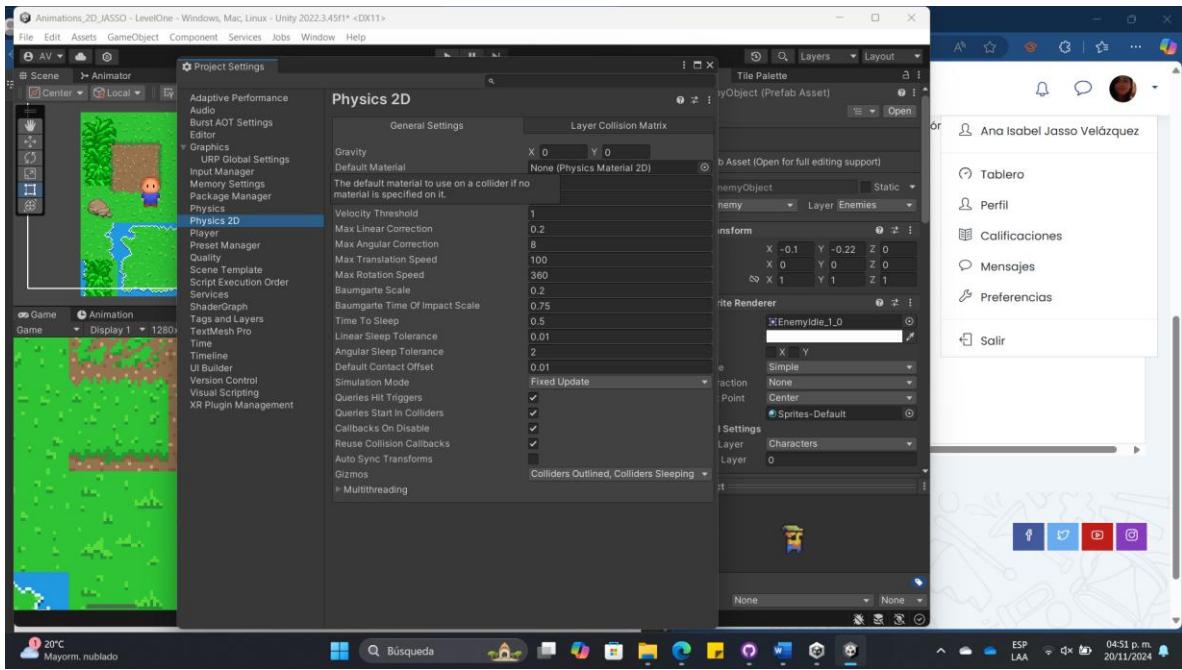
## Detección de colisión basada en capas

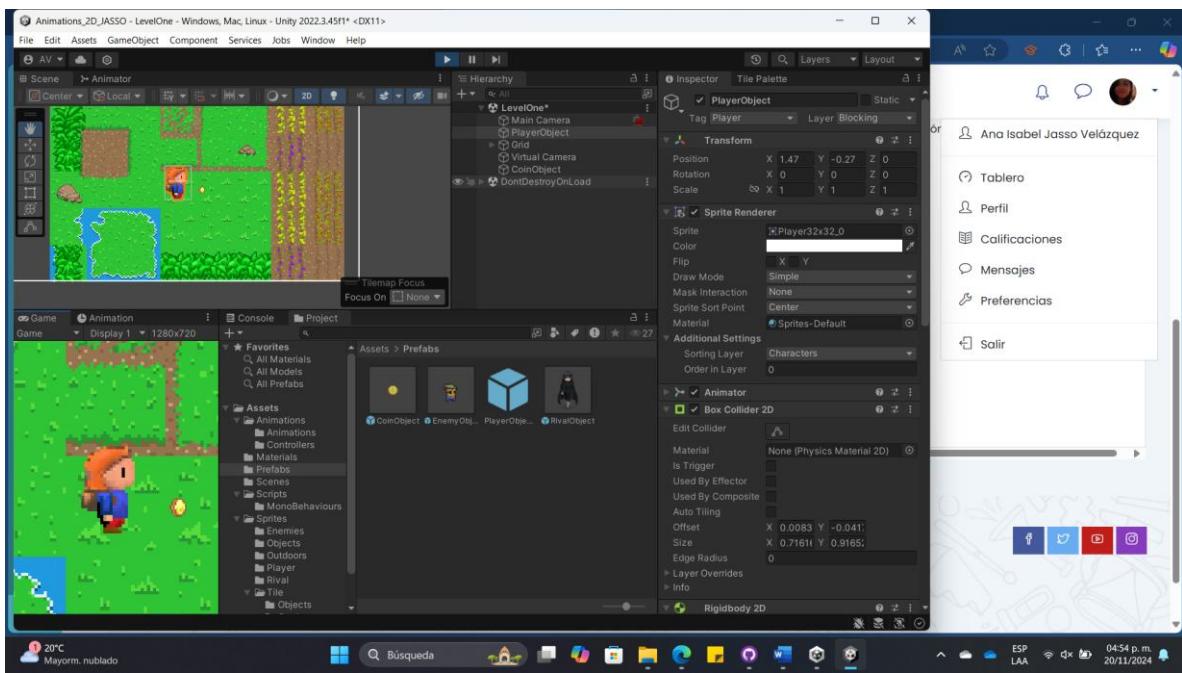
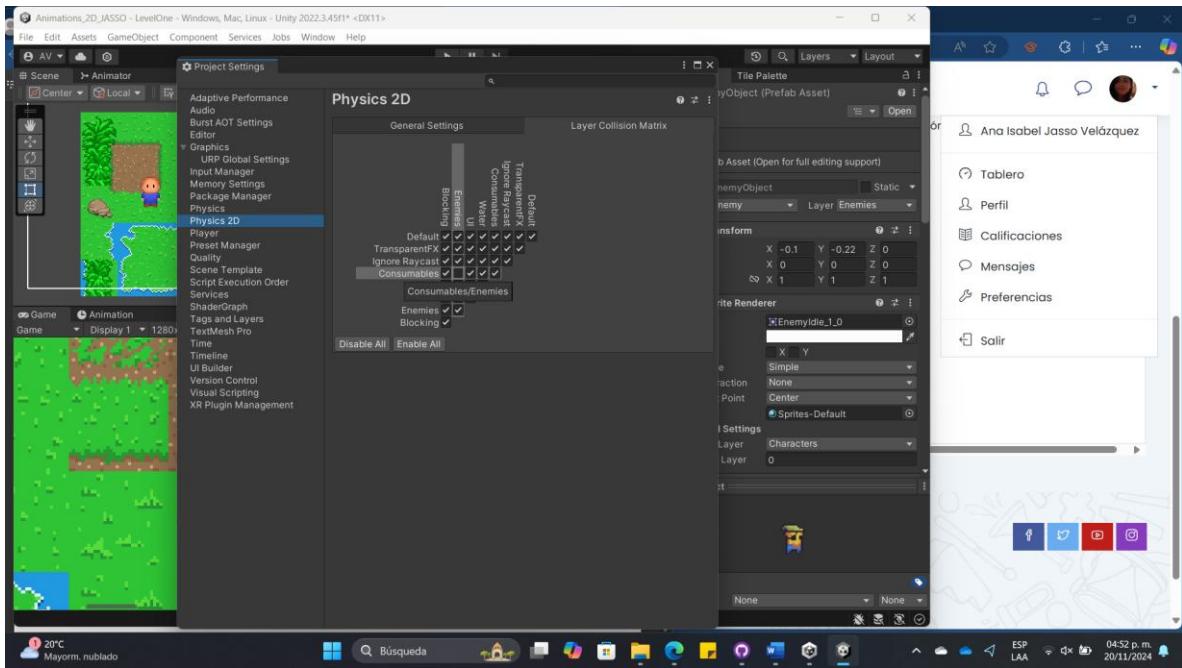




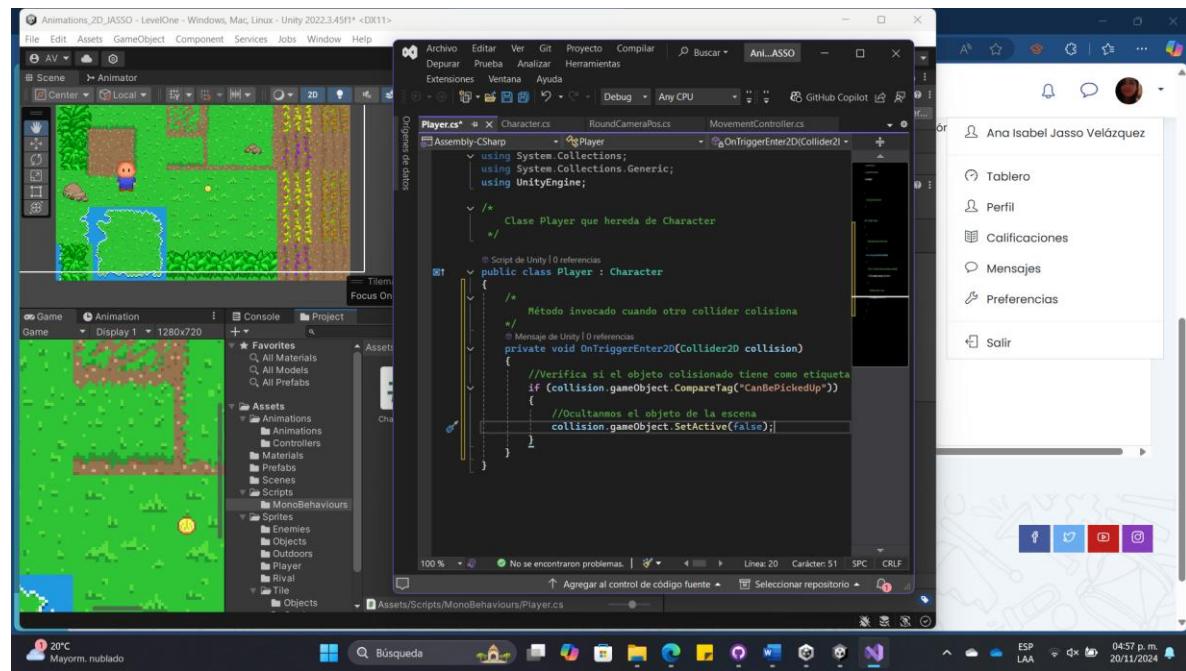
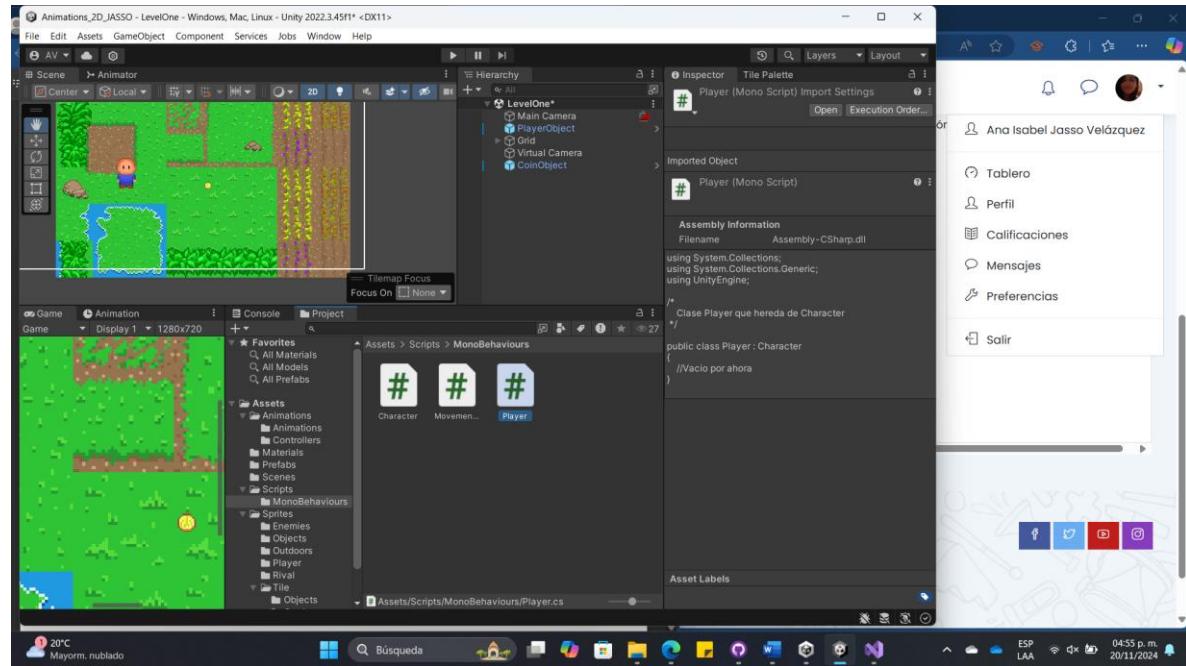


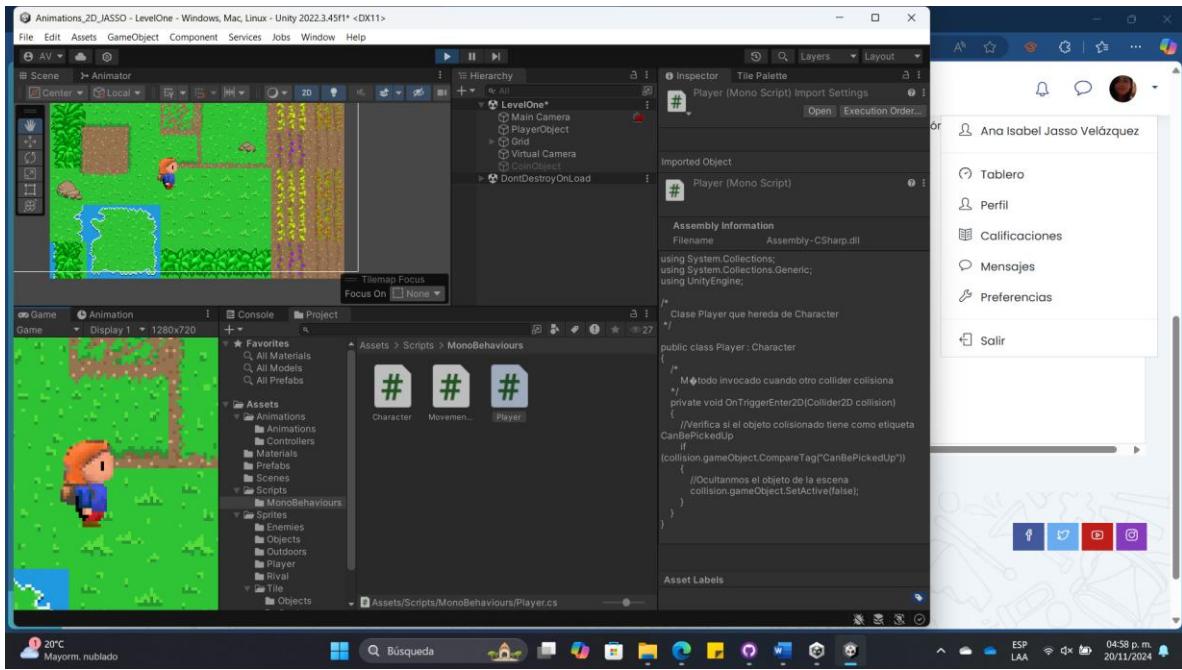




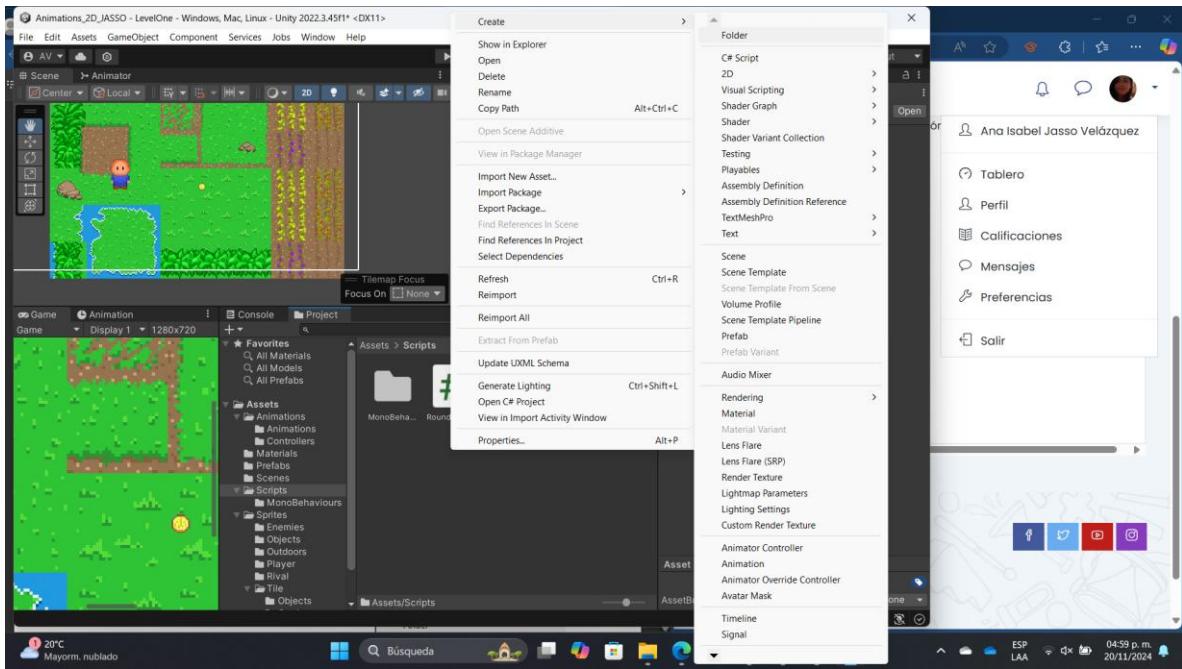


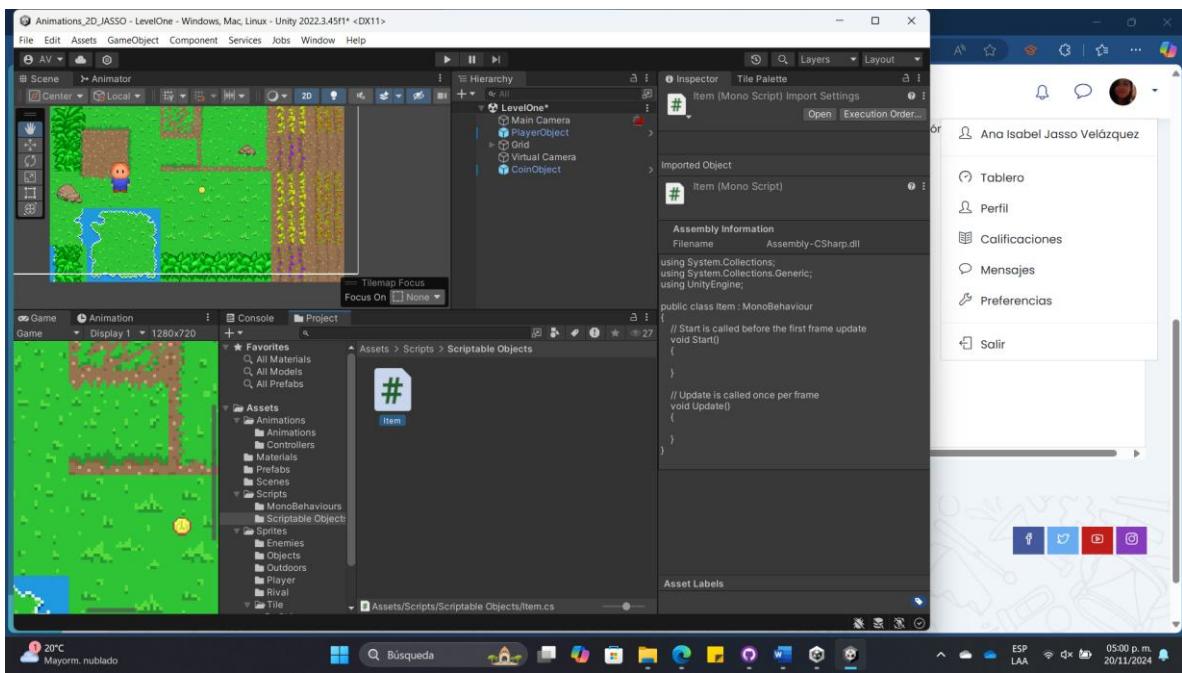
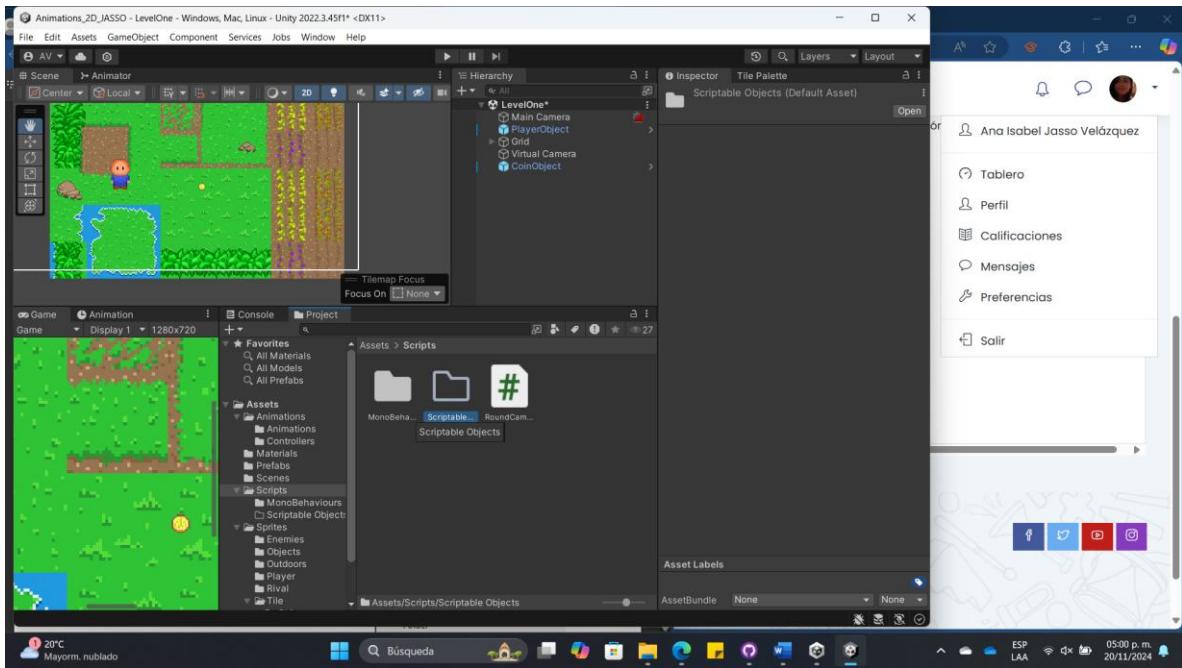
## Triggers y Scripting

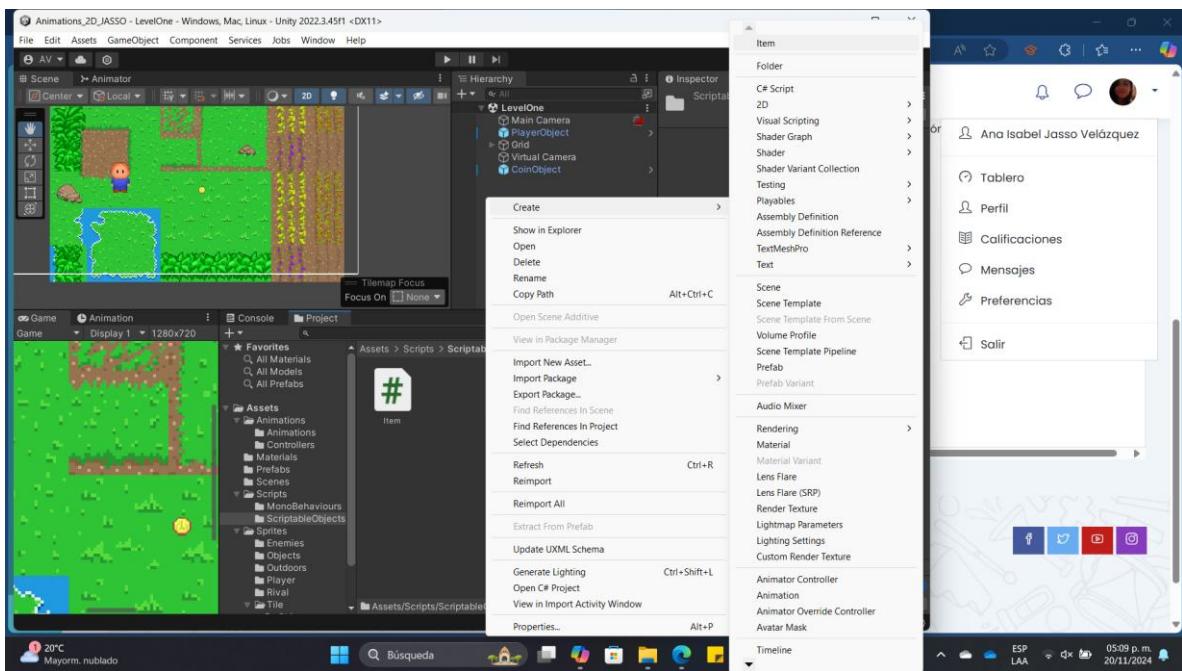
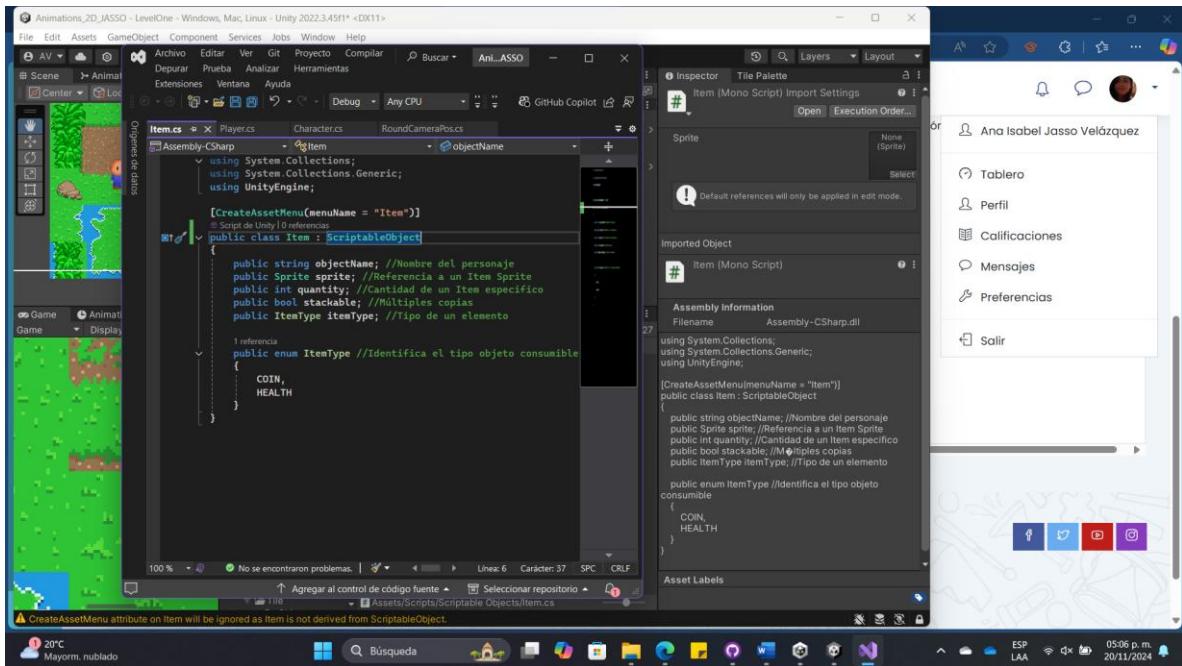


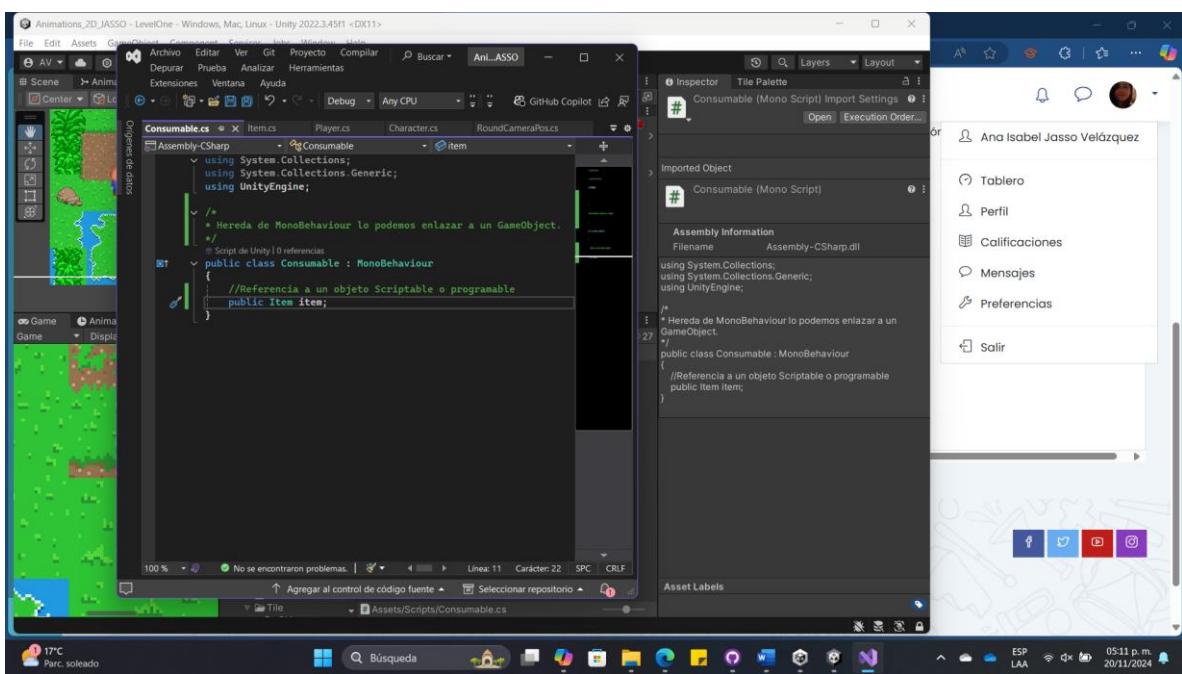
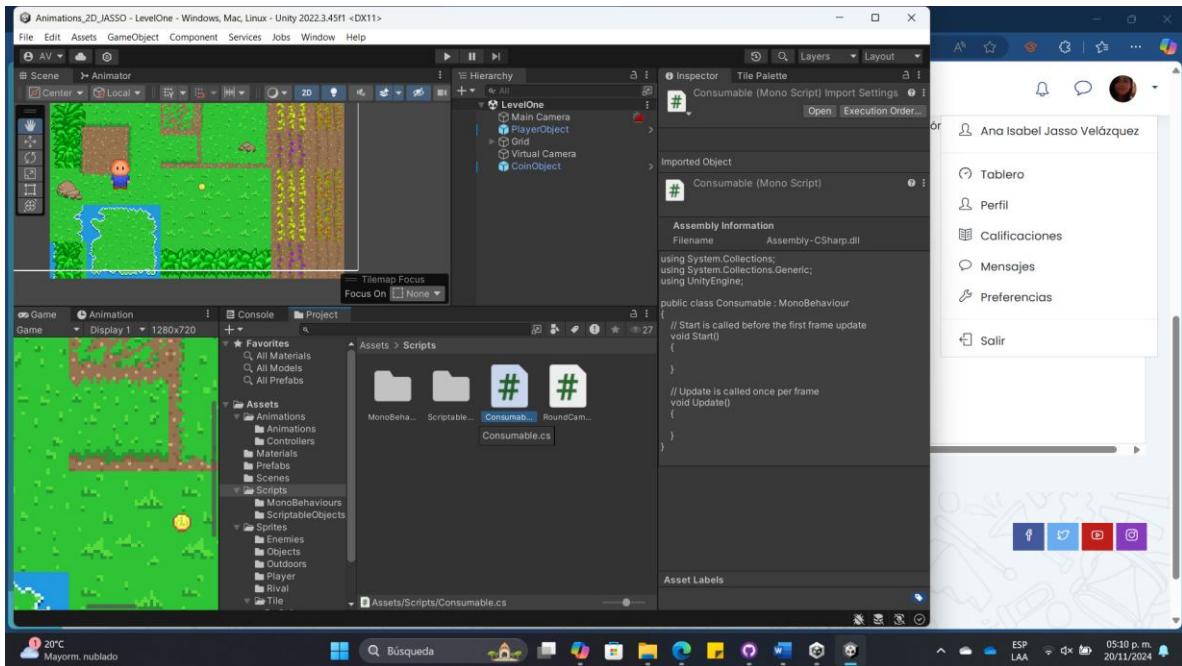


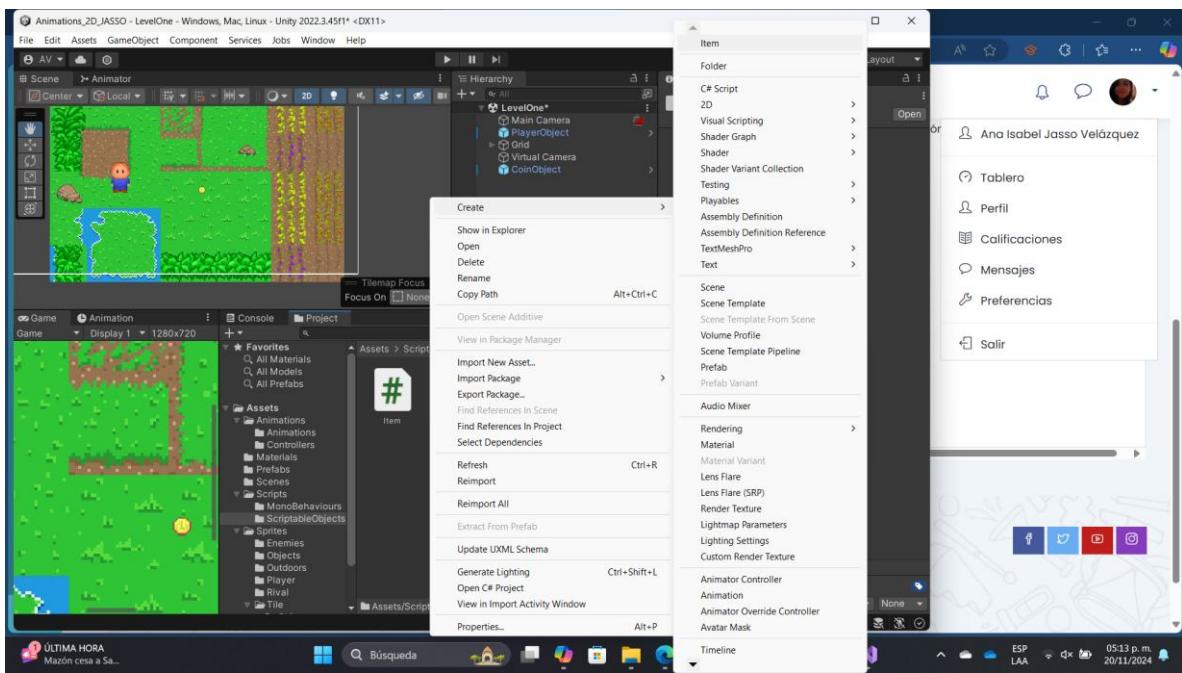
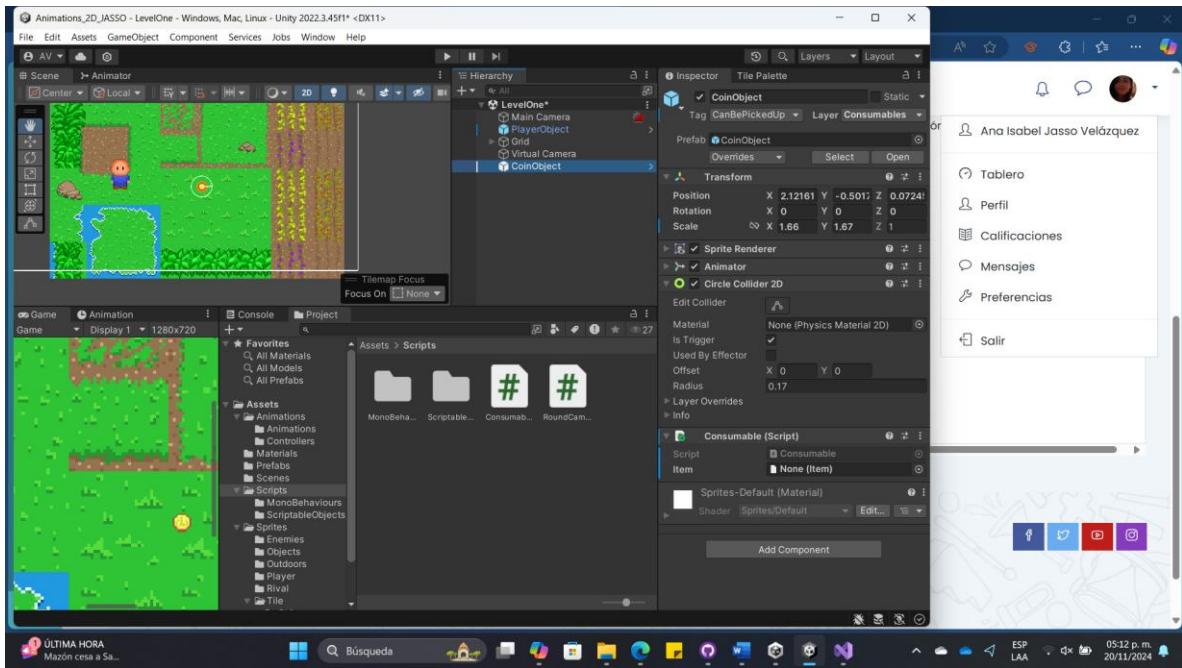
## Creando un objeto programable

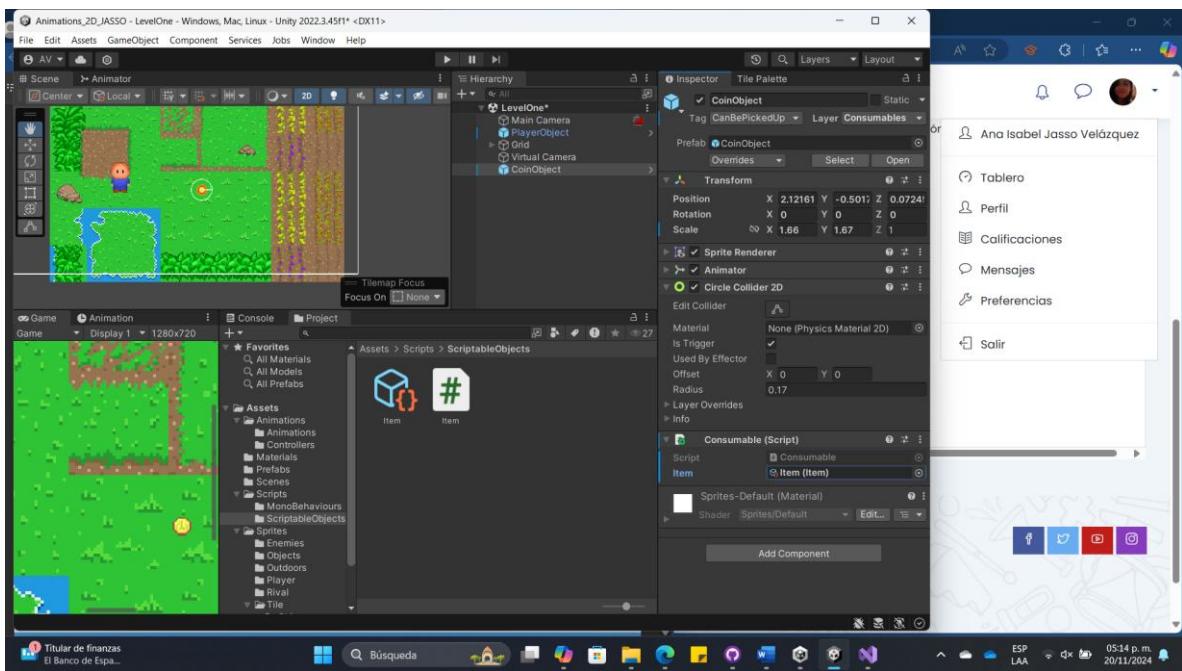
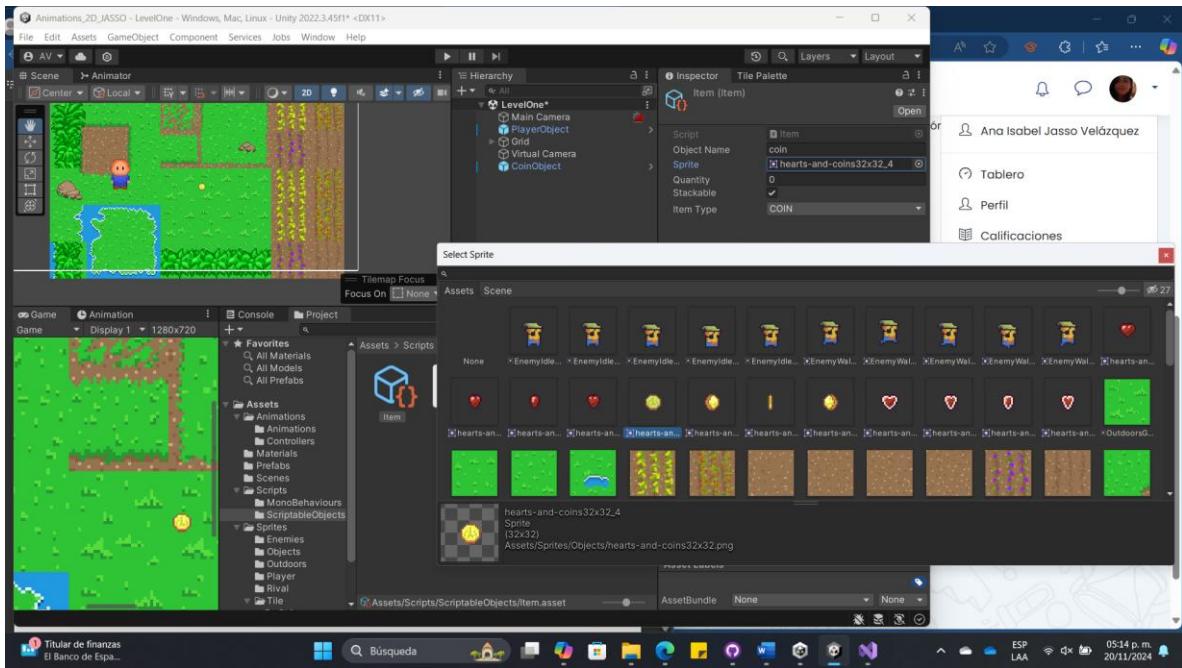




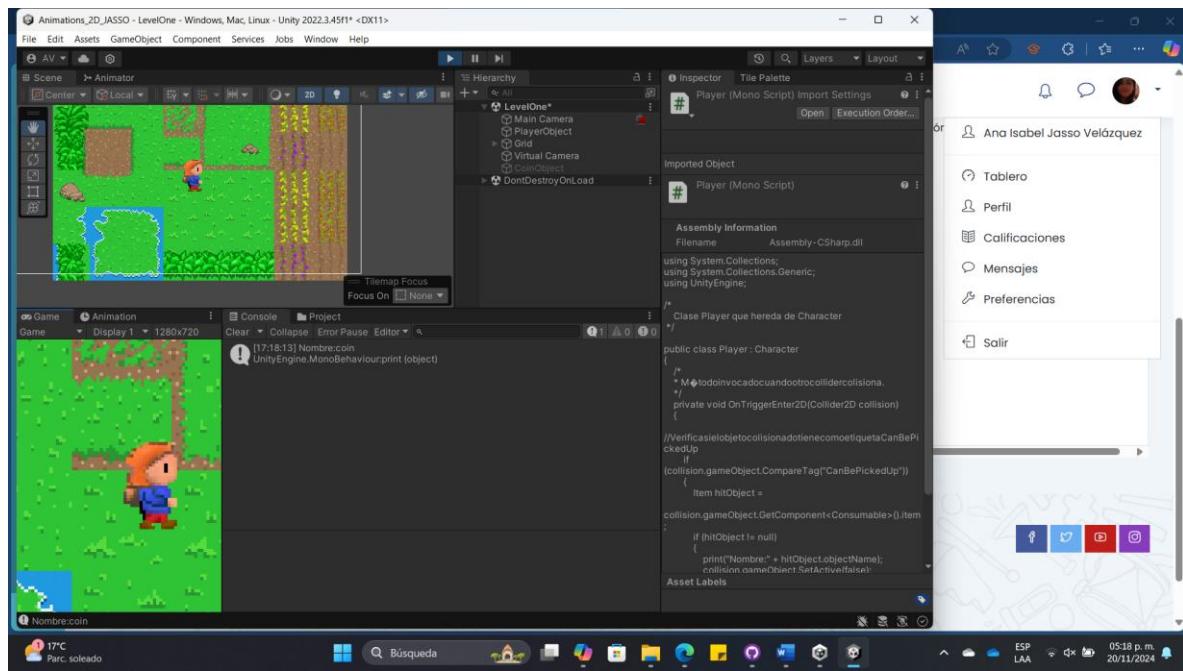
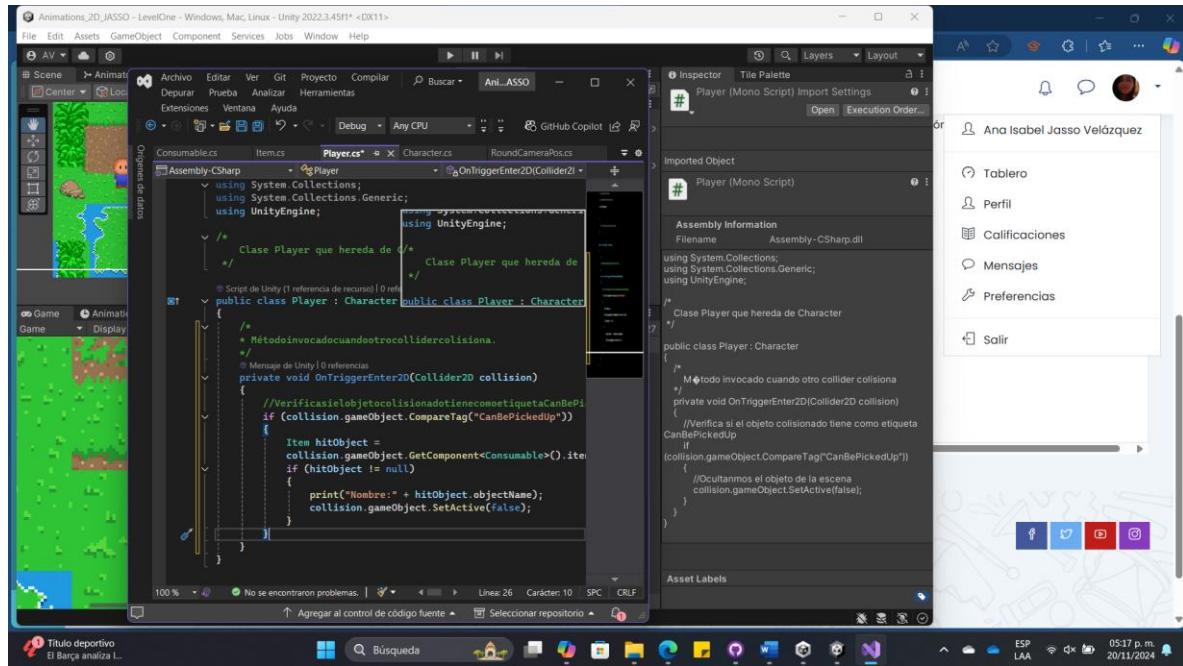








## Colisión de Jugadores



## Creando un Corazón Encendido

