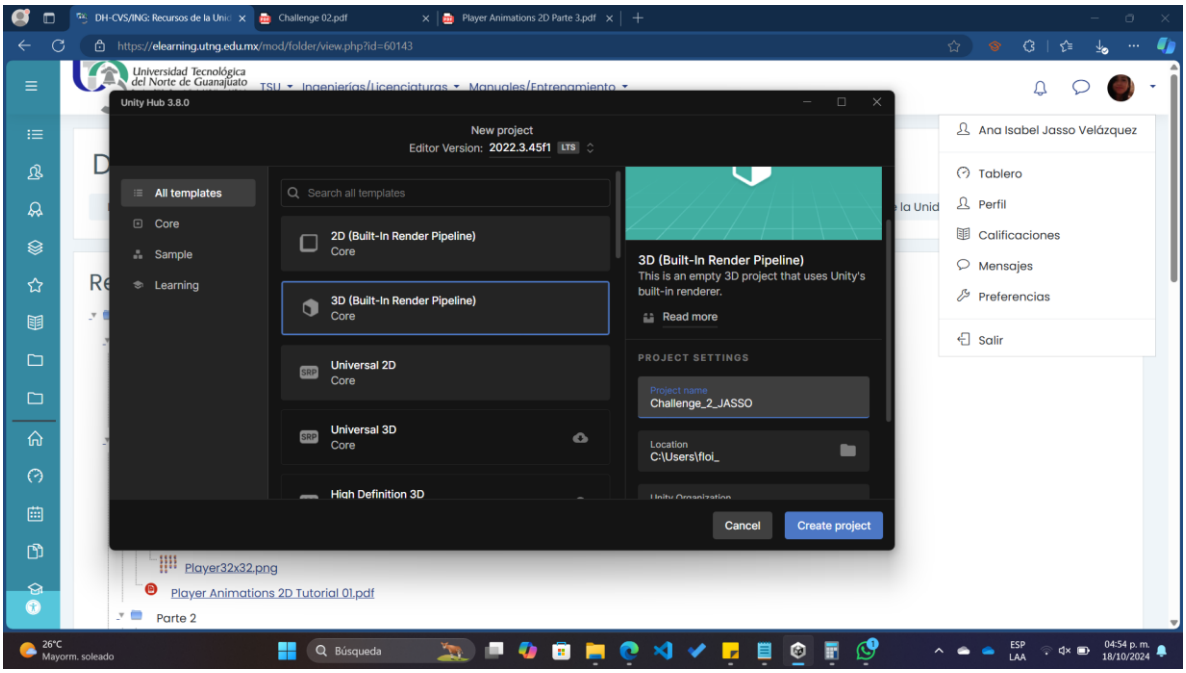
Unity Hub 3.8.0
New project
Editor Version: 2022.3.45f1 LTS
All templates
Core
Sample
Learning
Search all templates
2D (Built-In Render Pipeline)
Core
3D (Built-In Render Pipeline)
Core
Universal 2D
Core
Universal 3D
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High Definition 3D
3D (Built-In Render Pipeline)
This is an empty 3D project that uses Unity's built-in renderer.
Read more
PROJECT SETTINGS
Project name
Challenge_2_JASSO
Location
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Create project
Ana Isabel Jasso Velázquez
Tablero
Perfil
Calificaciones
Mensajes
Preferencias
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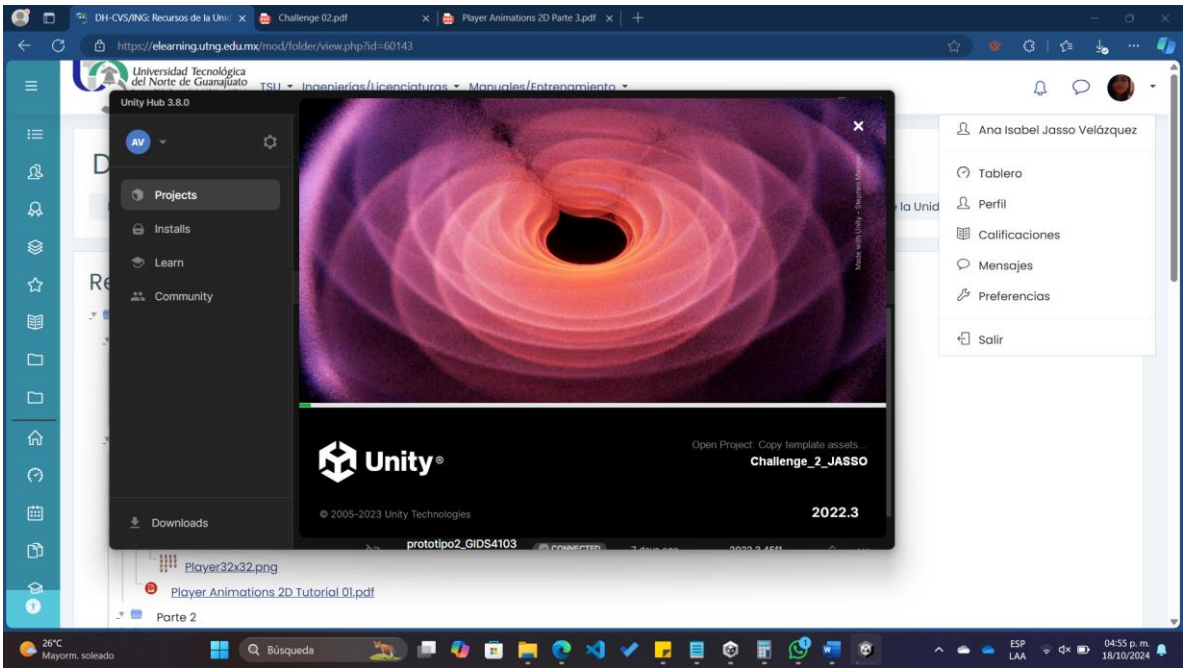
Player Animations 2D Tutorial 01.pdf
Parte 2


Unity Hub 3.8.0
Projects
Installs
Learn
Community
Downloads
Unity
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Challenge_2_JASSO
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Tablero
Perfil
Calificaciones
Mensajes
Preferencias
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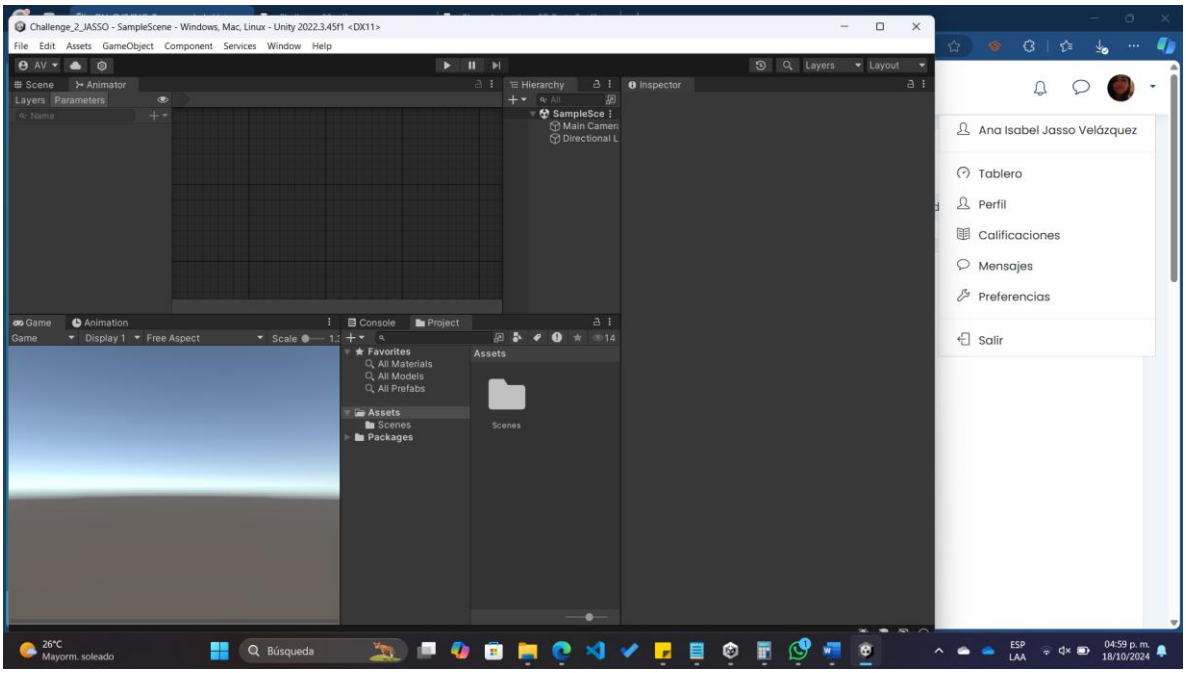
Challenge_2_JASSO - SampleScene - Windows, Mac, Linux - Unity 2022.3.45f1 <DX11>
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Scene
Animator
Hierarchy
Inspector
Game
Animation
Console
Project
Favorites
All Materials
All Models
All Prefabs
Assets
Scenes
Packages
Ana Isabel Jasso Velázquez
Tablero
Perfil
Calificaciones
Mensajes
Preferencias
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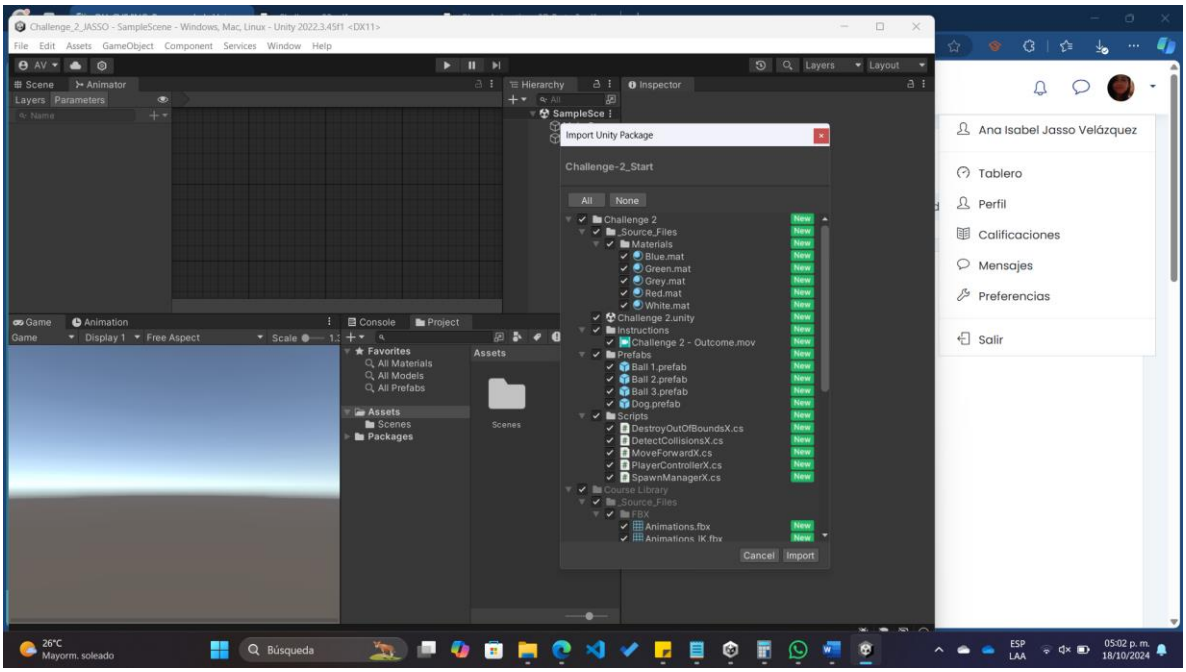
Challenge_2_JASSO - SampleScene - Windows, Mac, Linux - Unity 2022.3.45f1 <DX11>
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Challenge 2
_Source_Files
Materials
Blue.mat
Green.mat
Grey.mat
Red.mat
White.mat
Challenge 2.unity
Instructions
Challenge 2 - Outcome.mov
Prefabs
Ball 1.prefab
Ball 2.prefab
Ball 3.prefab
Dog.prefab
Scripts
DestroyOutOfBoundsX.cs
DetectCollisionsX.cs
MoveForwardX.cs
PlayerControllerX.cs
SpawnManagerX.cs
Course Library
_Source_Files
FBX
Animations.fbx
Animations IK.fbx
Cancel
Import
Ana Isabel Jasso Velázquez
Tablero
Perfil
Calificaciones
Mensajes
Preferencias
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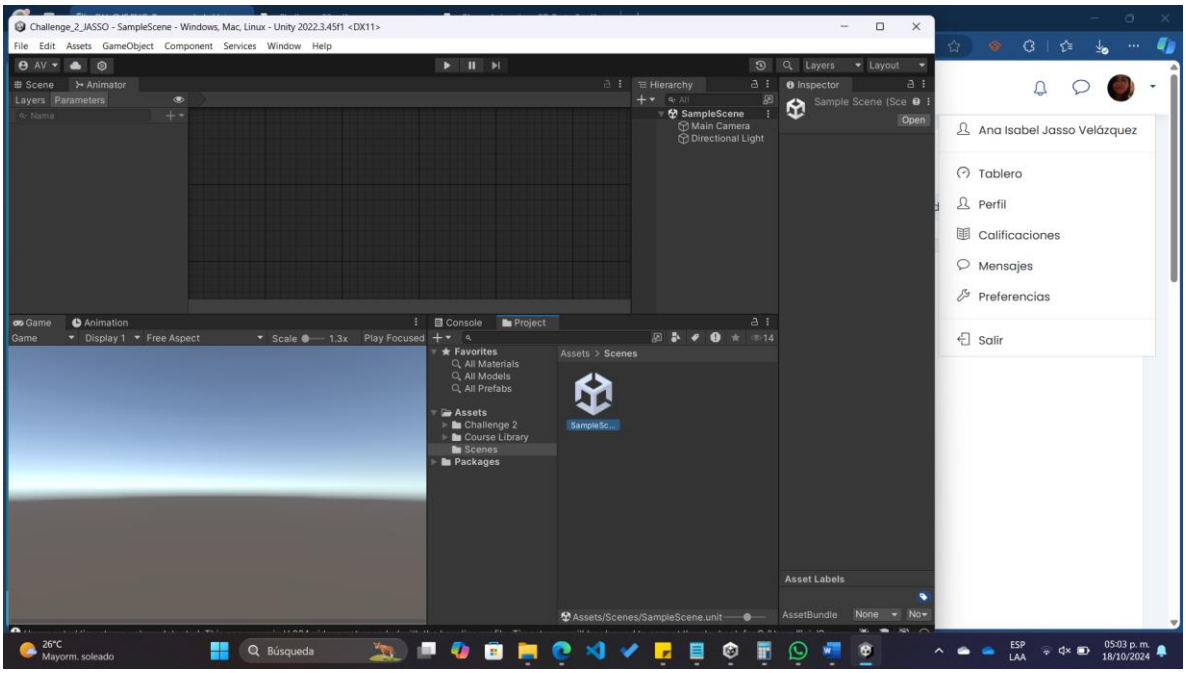
Challenge_2_JASSO - SampleScene - Windows, Mac, Linux - Unity 2022.3.45f1 <DX11>
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Scene
Animator
Hierarchy
Inspector
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Open
SampleScene
Main Camera
Directional Light
Game
Animation
Console
Project
Favorites
All Materials
All Models
All Prefabs
Assets
Challenge 2
Course Library
Scenes
Packages
Assets > Scenes
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Asset Labels
AssetBundle
Ana Isabel Jasso Velázquez
Tablero
Perfil
Calificaciones
Mensajes
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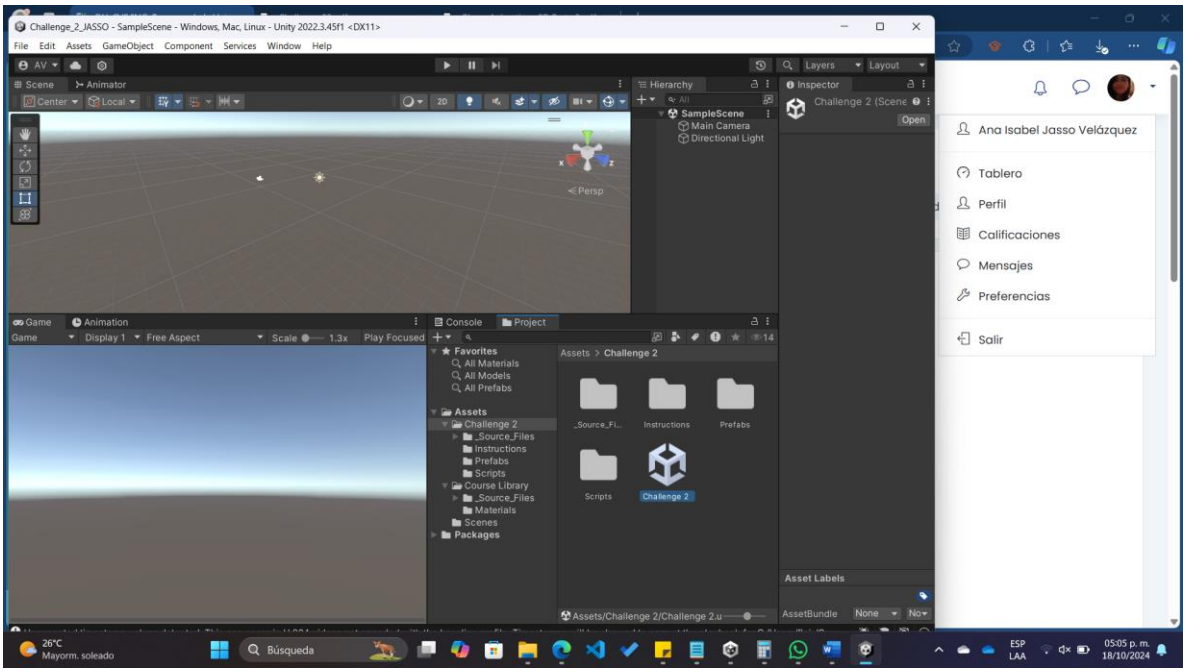
Challenge_2_JASSO - SampleScene - Windows, Mac, Linux - Unity 2022.3.45f1 <DX11>
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Animator
Hierarchy
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Open
SampleScene
Main Camera
Directional Light
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Game
Animation
Console
Project
Favorites
All Materials
All Models
All Prefabs
Assets
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Instructions
Prefabs
Scripts
Course Library
Materials
Scenes
Packages
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Asset Labels
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Ana Isabel Jasso Velázquez
Tablero
Perfil
Calificaciones
Mensajes
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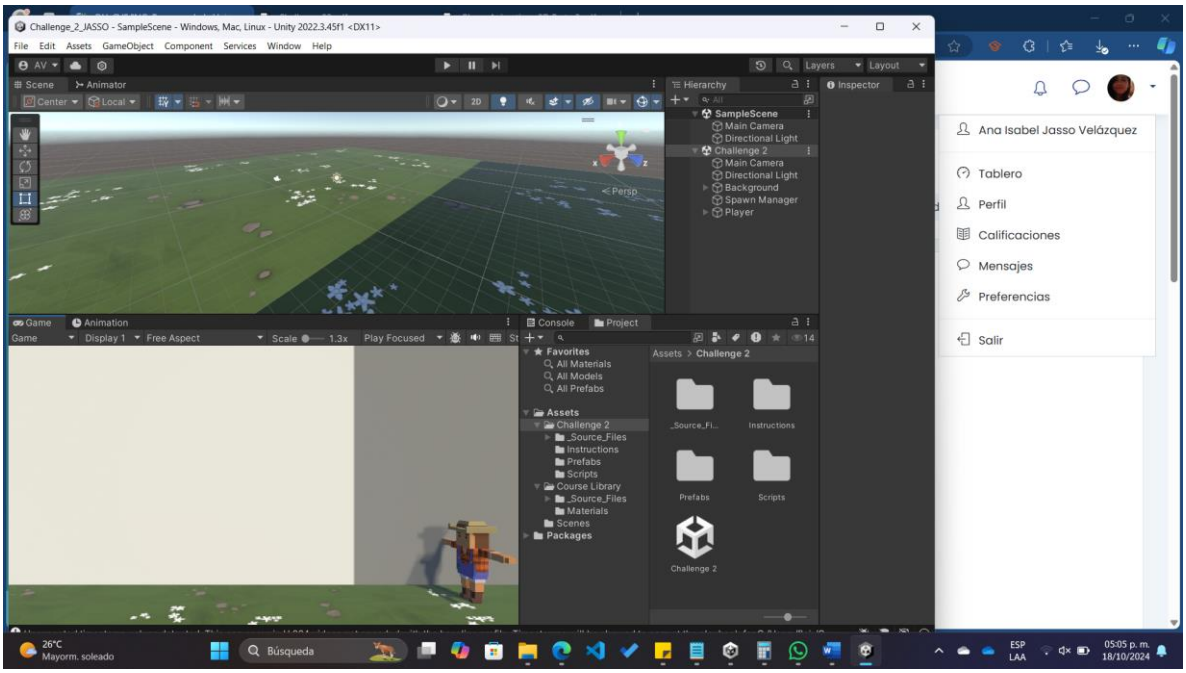
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Scene
Animator
Hierarchy
Inspector
SampleScene
Main Camera
Directional Light
Challenge 2
Background
Spawn Manager
Player
Game
Animation
Console
Project
Favorites
All Materials
All Models
All Prefabs
Assets
Challenge 2
_Source_Files
Instructions
Prefabs
Scripts
Course Library
Materials
Scenes
Packages
Ana Isabel Jasso Velázquez
Tablero
Perfil
Calificaciones
Mensajes
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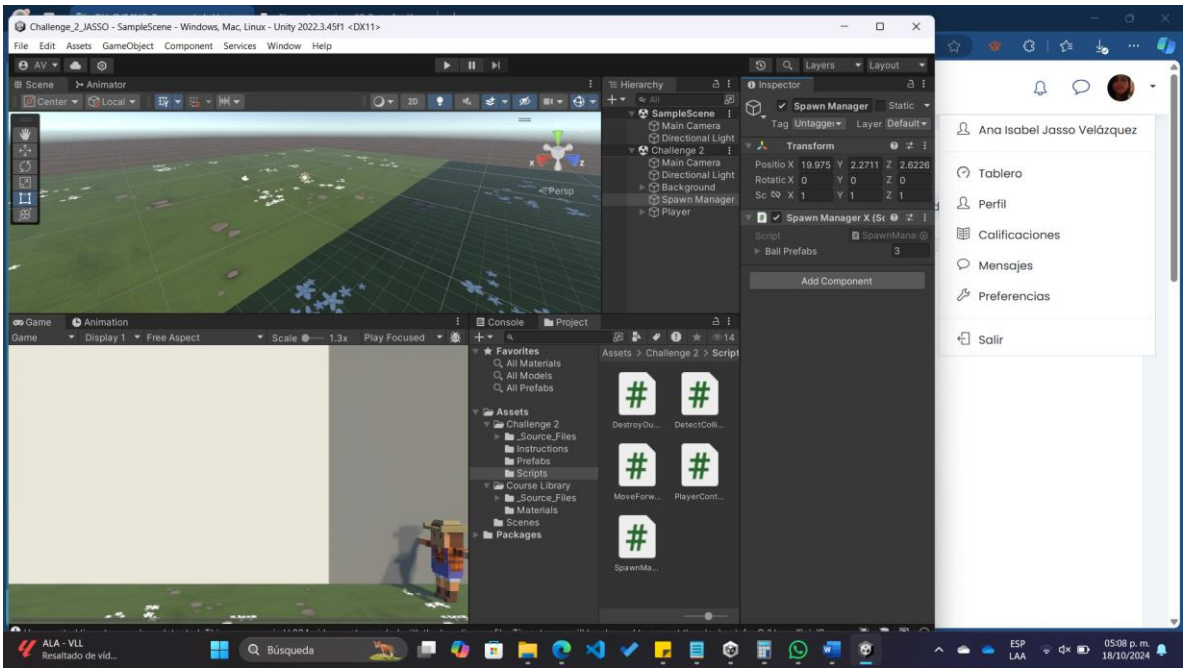
Challenge_2_JASSO - SampleScene - Windows, Mac, Linux - Unity 2022.3.45f1 <DX11>
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Spawn Manager
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Tablero
Perfil
Calificaciones
Mensajes
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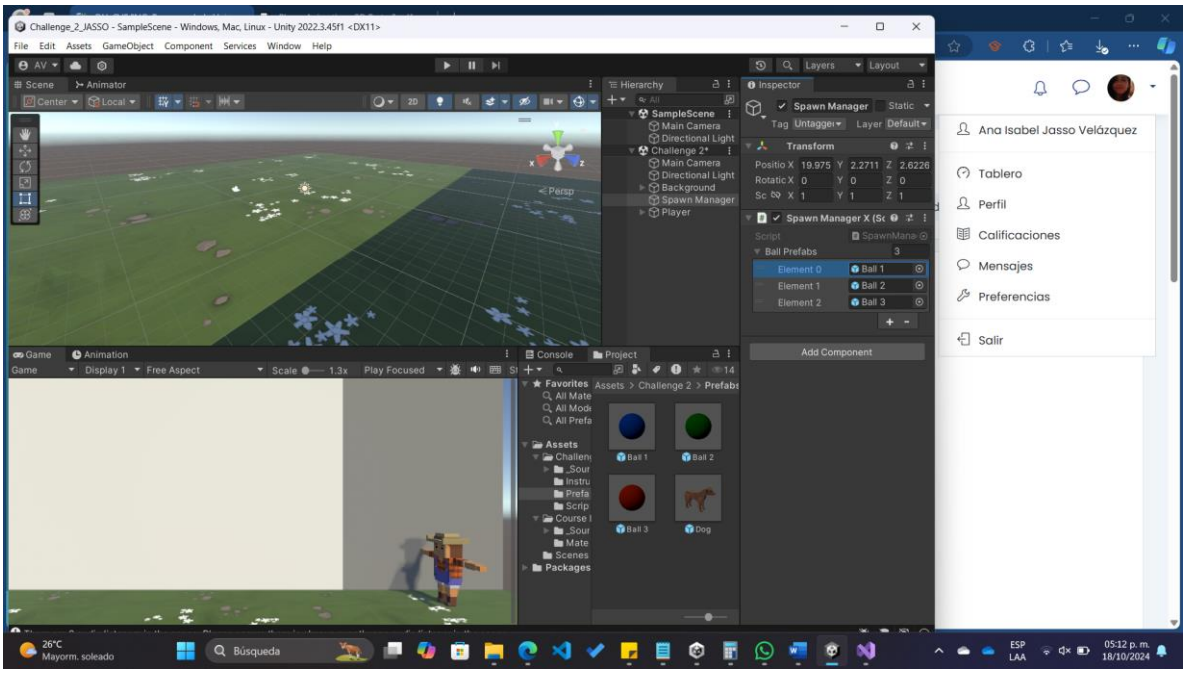
Challenge_2_JASSO - SampleScene - Windows, Mac, Linux - Unity 2022.3.45f1 <DX11>
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Animator
Hierarchy
Inspector
Spawn Manager
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Element 1 Ball 2
Element 2 Ball 3
Add Component
Game
Animation
Console
Project
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Ball 2
Ball 3
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Ana Isabel Jasso Velázquez
Tablero
Perfil
Calificaciones
Mensajes
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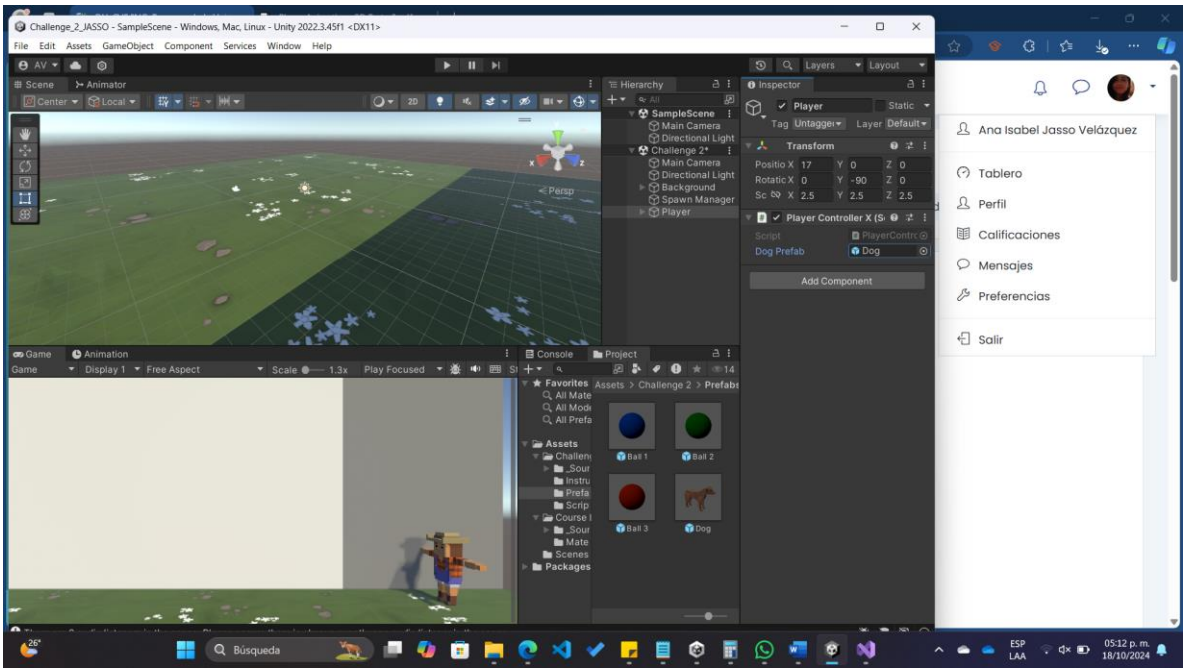
Challenge_2_JASSO - SampleScene - Windows, Mac, Linux - Unity 2022.3.45f1 <DX11>
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Animator
Hierarchy
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Player
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Dog Prefab Dog
Add Component
Game
Animation
Console
Project
Ball 1
Ball 2
Ball 3
Dog
Ana Isabel Jasso Velázquez
Tablero
Perfil
Calificaciones
Mensajes
Preferencias
Salir
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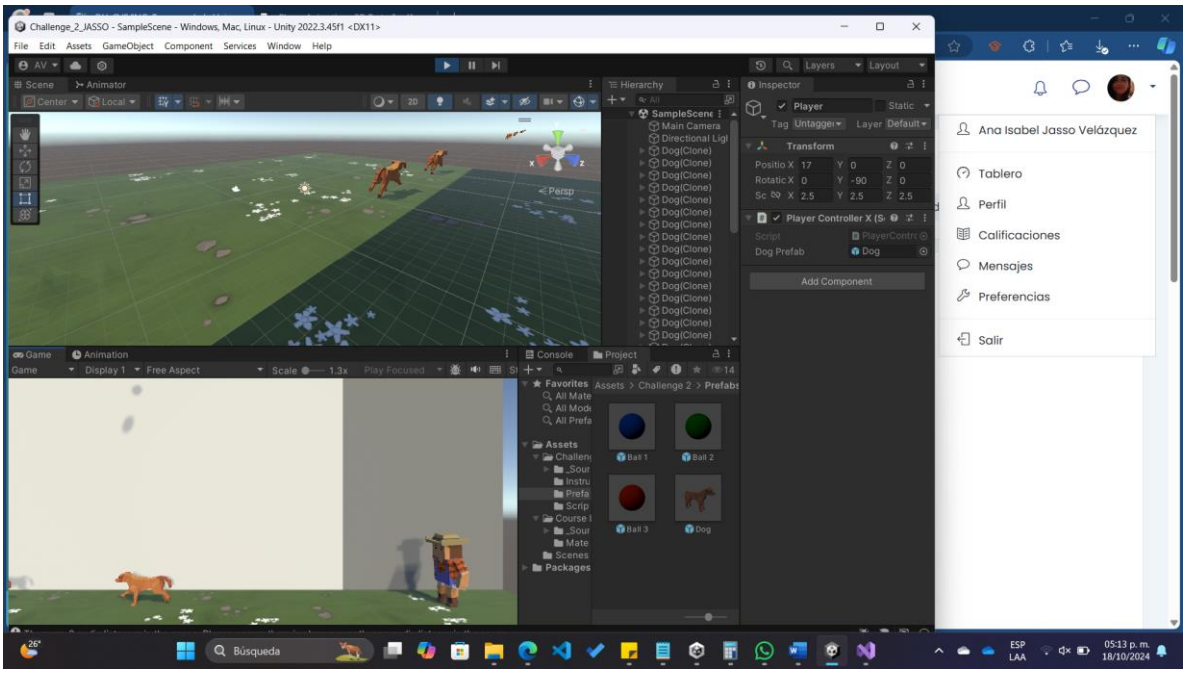
Challenge_2_JASSO - SampleScene - Windows, Mac, Linux - Unity 2022.3.45f1 <DX11>
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Scene
Animator
Hierarchy
Inspector
Player
Transform
Player Controller X (S
Dog Prefab
Add Component
Game
Animation
Console
Project
Assets > Challenge 2 > Prefabs
Ball 1
Ball 2
Ball 3
Dog
Ana Isabel Jasso Velázquez
Tablero
Perfil
Calificaciones
Mensajes
Preferencias
Salir
Búsqueda
ESP
LAA
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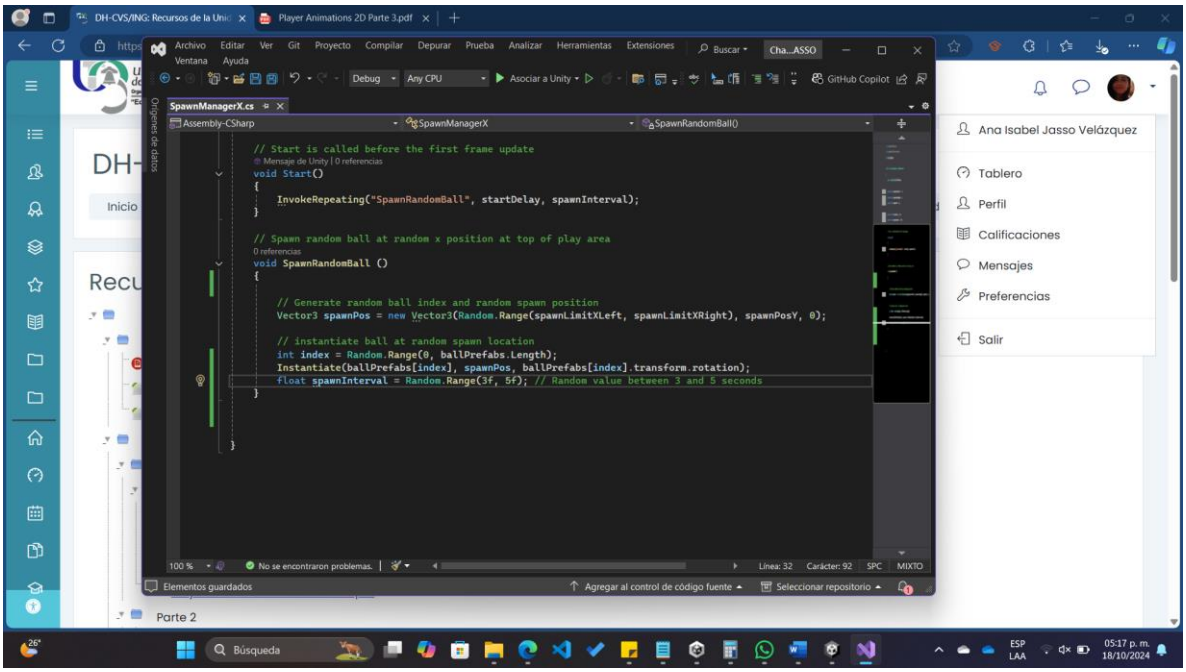
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Ventana Ayuda
Debug
Any CPU
Asociar a Unity
GitHub Copilot
SpawnManagerX.cs
Assembly-CSharp
SpawnManagerX
SpawnRandomBall()
// Start is called before the first frame update
void Start()
{
InvokeRepeating("SpawnRandomBall", startDelay, spawnInterval);
}
// Spawn random ball at random x position at top of play area
void SpawnRandomBall ()
{
// Generate random ball index and random spawn position
Vector3 spawnPos = new Vector3(Random.Range(spawnLimitXLeft, spawnLimitXRight), spawnPosY, 0);
// instantiate ball at random spawn location
int index = Random.Range(0, ballPrefabs.Length);
Instantiate(ballPrefabs[index], spawnPos, ballPrefabs[index].transform.rotation);
float spawnInterval = Random.Range(3f, 5f); // Random value between 3 and 5 seconds
}
}
No se encontraron problemas.
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Agregar al control de código fuente
Seleccionar repositorio
Inicio
Parte 2
Ana Isabel Jasso Velázquez
Tablero
Perfil
Calificaciones
Mensajes
Preferencias
Salir
Búsqueda
ESP
LAA
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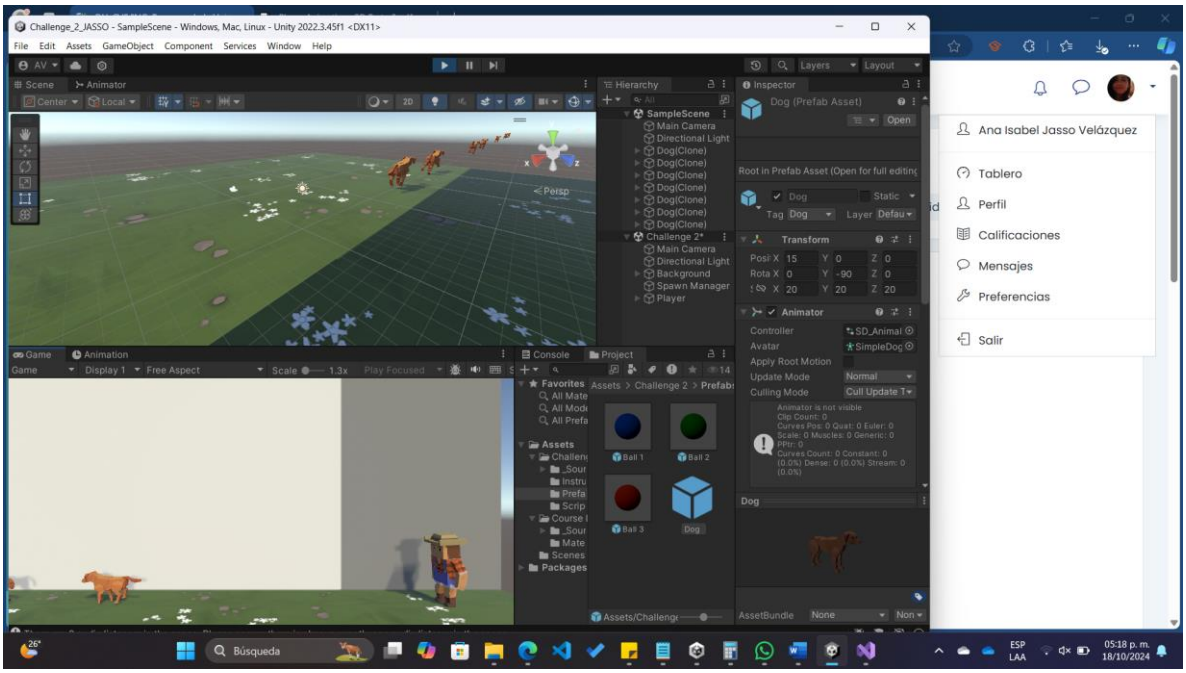
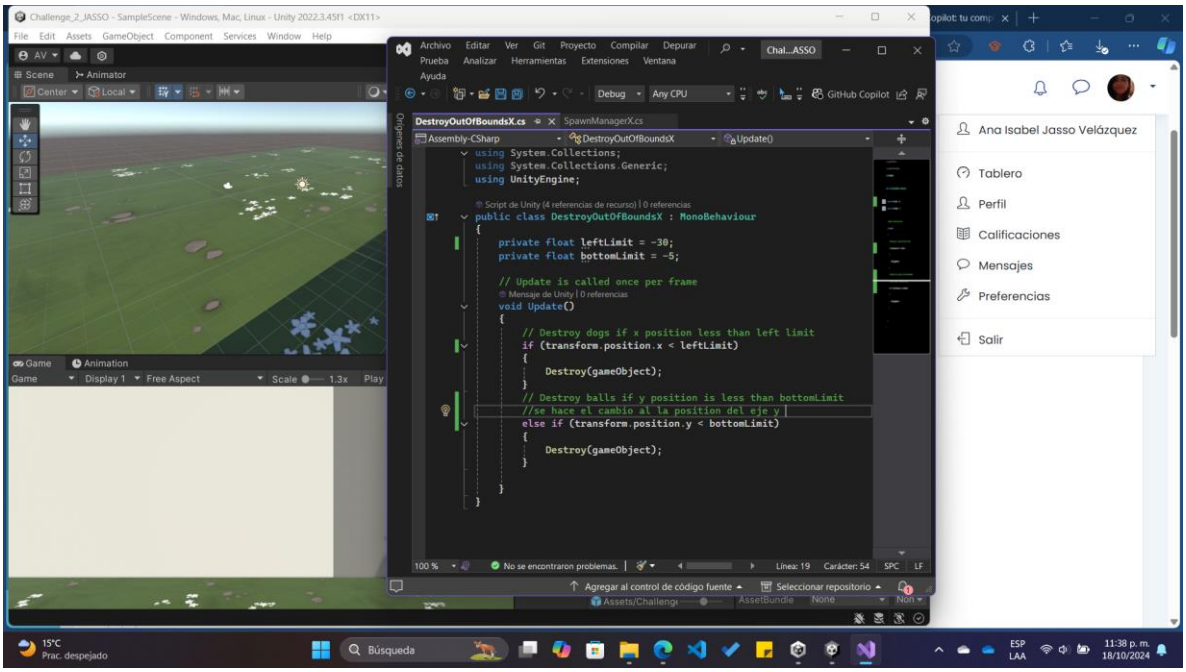
18/10/2024


Challenge_2_JASSO - SampleScene - Windows, Mac, Linux - Unity 2022.3.45f1 <DX11>
File Edit Assets GameObject Component Services Window Help
Scene
Animator
Hierarchy
Inspector
Dog (Prefab Asset)
Transform
Animator
Game
Animation
Console
Project
Ana Isabel Jasso Velázquez
Tablero
Perfil
Calificaciones
Mensajes
Preferencias
Salir


Challenge_2_JASSO - SampleScene - Windows, Mac, Linux - Unity 2022.3.45f1 <DX11>
Archivo Editar Ver Git Proyecto Compilar Depurar Prueba Analizar Herramientas Extensiones Ventana Ayuda
DestroyOutOfBoundsX.cs
SpawnManagerX.cs
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
public class DestroyOutOfBoundsX : MonoBehaviour
{
private float leftLimit = -30;
private float bottomLimit = -5;
// Update is called once per frame
void Update()
{
// Destroy dogs if x position less than left limit
if (transform.position.x < leftLimit)
{
Destroy(gameObject);
}
// Destroy balls if y position is less than bottomLimit
//se hace el cambio al la position del eje y
else if (transform.position.y < bottomLimit)
{
Destroy(gameObject);
}
}
}
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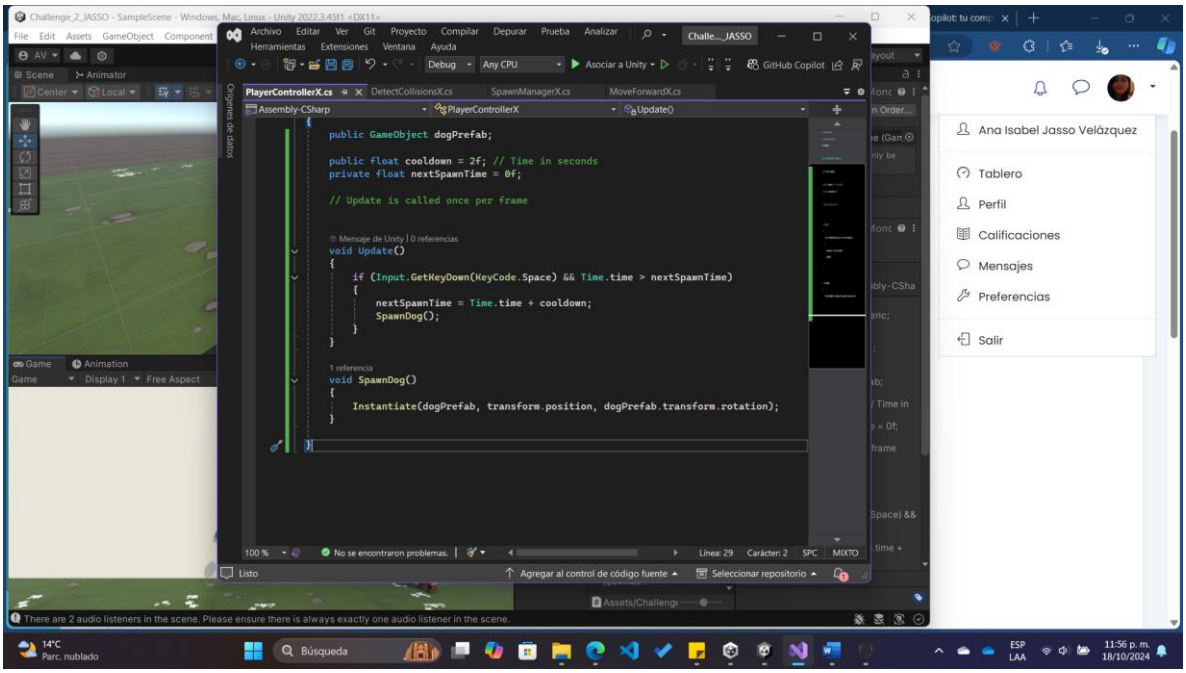
Tablero
Perfil
Calificaciones
Mensajes
Preferencias
Salir


Challenge_2_JASSO - SampleScene - Windows, Mac, Linux - Unity 2022.3.45f1 <DX11>
Archivo Editar Ver Git Proyecto Compilar Depurar Prueba Analizar
Herramientas Extensiones Ventana Ayuda
PlayerControllerX.cs
DetectCollisionsX.cs
SpawnManagerX.cs
MoveForwardX.cs
Assembly-CSharp
PlayerControllerX
Update()
public GameObject dogPrefab;
public float cooldown = 2f; // Time in seconds
private float nextSpawnTime = 0f;
// Update is called once per frame
void Update()
if (Input.GetKeyDown(KeyCode.Space) && Time.time > nextSpawnTime)
nextSpawnTime = Time.time + cooldown;
SpawnDog();
void SpawnDog()
Instantiate(dogPrefab, transform.position, dogPrefab.transform.rotation);
There are 2 audio listeners in the scene. Please ensure there is always exactly one audio listener in the scene.
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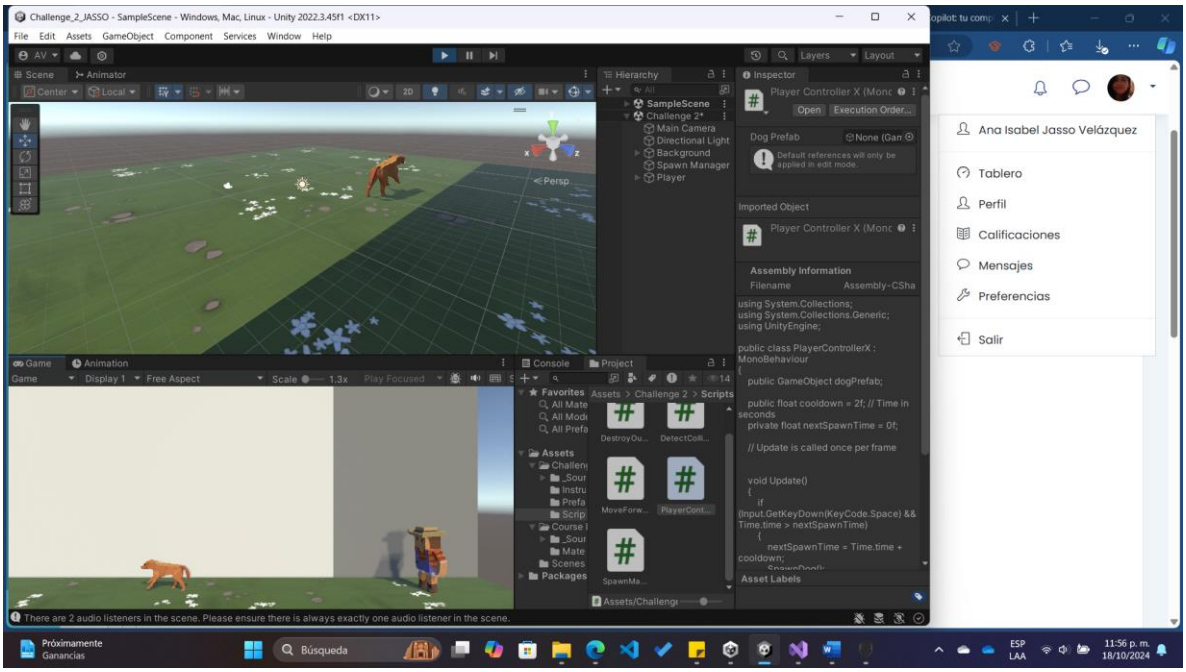
Tablero
Perfil
Calificaciones
Mensajes
Preferencias
Salir


Challenge_2_JASSO - SampleScene - Windows, Mac, Linux - Unity 2022.3.45f1 <DX11>
File Edit Assets GameObject Component Services Window Help
Hierarchy
SampleScene
Challenge 2*
Main Camera
Directional Light
Background
Spawn Manager
Player
Inspector
Player Controller X (Monc
Dog Prefab
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Asset Labels
Console
Project
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public GameObject dogPrefab;
public float cooldown = 2f; // Time in seconds
private float nextSpawnTime = 0f;
// Update is called once per frame
void Update()
nextSpawnTime = Time.time + cooldown;
There are 2 audio listeners in the scene. Please ensure there is always exactly one audio listener in the scene.
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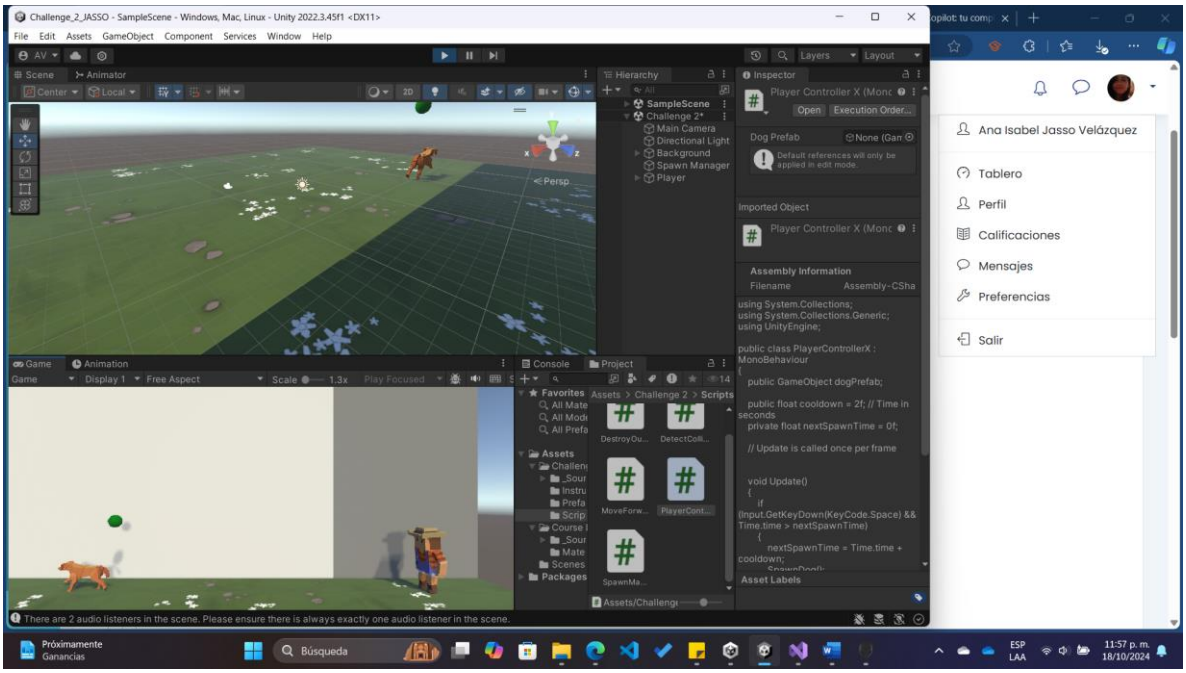
Tablero
Perfil
Calificaciones
Mensajes
Preferencias
Salir


Challenge_2_JASSO - SampleScene - Windows, Mac, Linux - Unity 2022.3.45f1 <DX11>
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Hierarchy
SampleScene
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Main Camera
Directional Light
Background
Spawn Manager
Player
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Dog Prefab
Imported Object
Assembly Information
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
public class PlayerControllerX : MonoBehaviour
{
public GameObject dogPrefab;
public float cooldown = 2f; // Time in seconds
private float nextSpawnTime = 0f;
// Update is called once per frame
void Update()
{
if (Input.GetKeyDown(KeyCode.Space) && Time.time > nextSpawnTime)
{
nextSpawnTime = Time.time + cooldown;
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There are 2 audio listeners in the scene. Please ensure there is always exactly one audio listener in the scene.
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Tablero
Perfil
Calificaciones
Mensajes
Preferencias
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ESP
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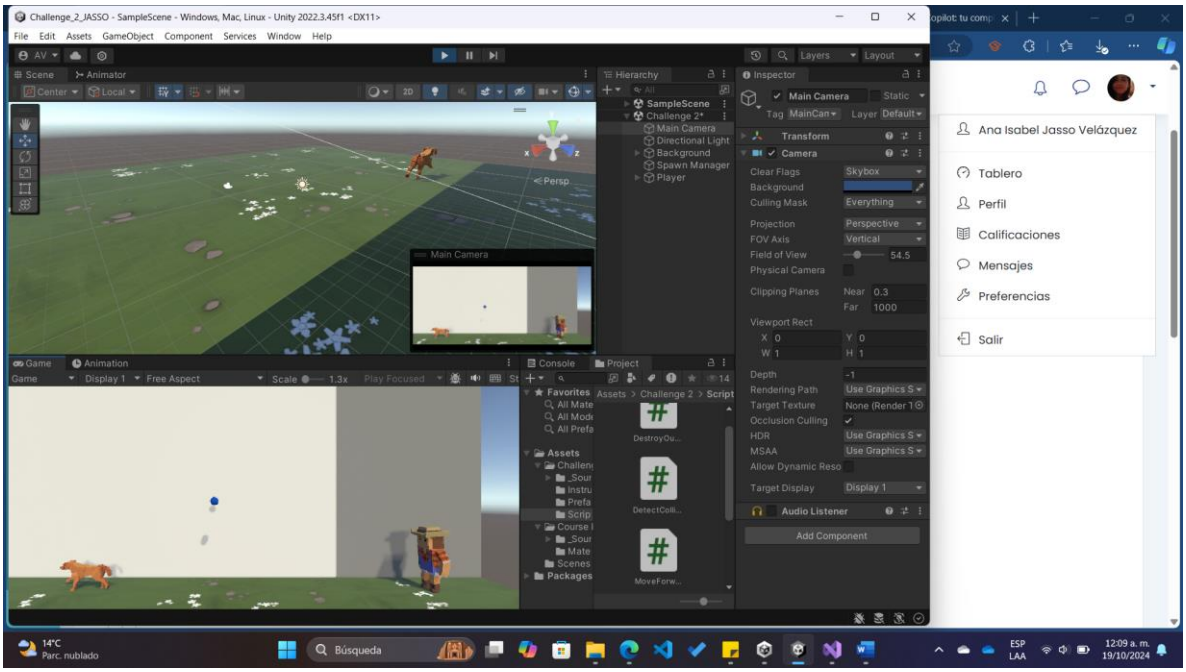
Challenge_2_JASSO - SampleScene - Windows, Mac, Linux - Unity 2022.3.45f1 <DX11>
File Edit Assets GameObject Component Services Window Help
Hierarchy
SampleScene
Challenge 2*
Main Camera
Directional Light
Background
Spawn Manager
Player
Inspector
Main Camera
Transform
Camera
Clear Flags
Skybox
Background
Culling Mask
Everything
Projection
Perspective
FOV Axis
Vertical
Field of View
54.5
Physical Camera
Clipping Planes
Near 0.3
Far 1000
Viewport Rect
Depth
Rendering Path
Target Texture
Occlusion Culling
HDR
MSAA
Allow Dynamic Reso
Target Display
Display 1
Audio Listener
Add Component
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Tablero
Perfil
Calificaciones
Mensajes
Preferencias
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