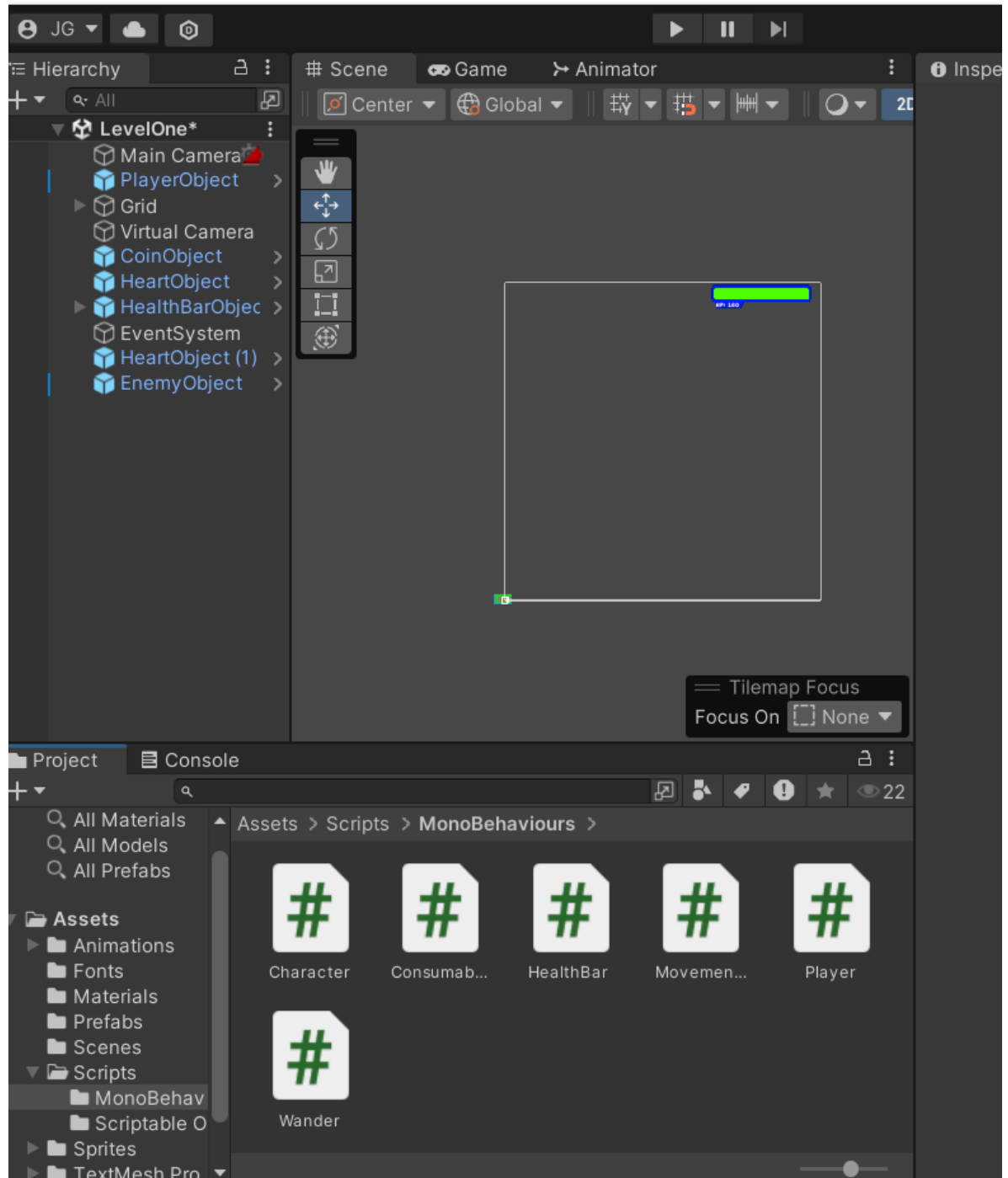


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```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

/*
 * Nombre: José Manuel Martínez García
 */

[RequireComponent(typeof(Rigidbody2D))]
[RequireComponent(typeof(Animator))]
[RequireComponent(typeof(CircleCollider2D))]
Script de Unity
public class
{
}

class UnityEngine.RequireComponent (+ 3 sobrecargas)
The RequireComponent attribute automatically adds required
```

