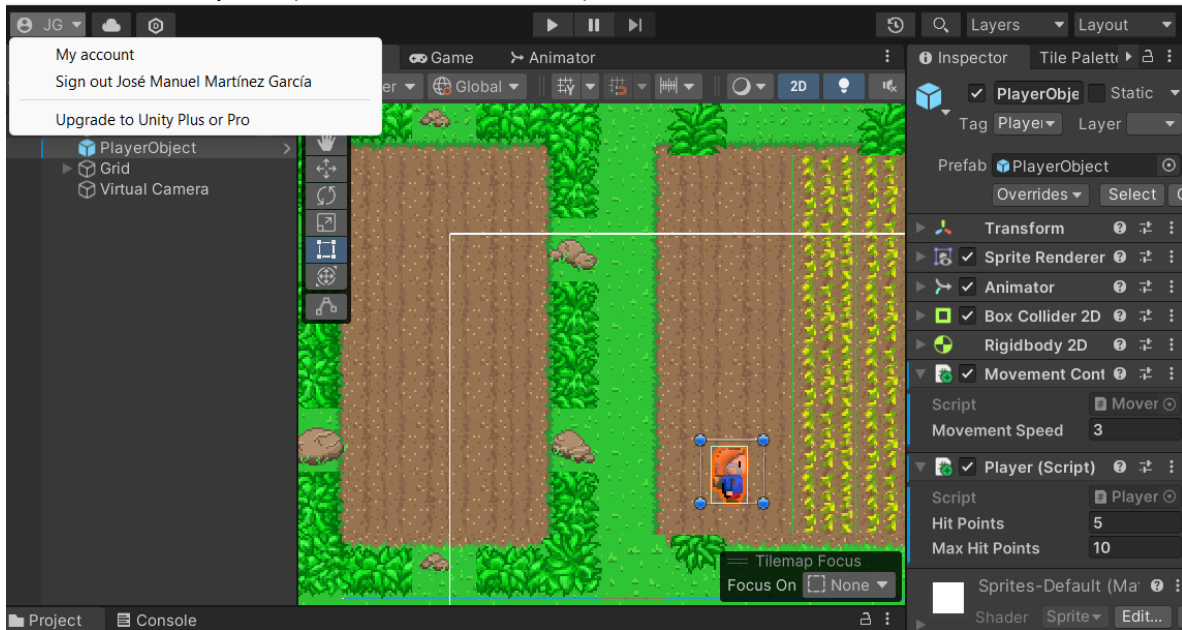
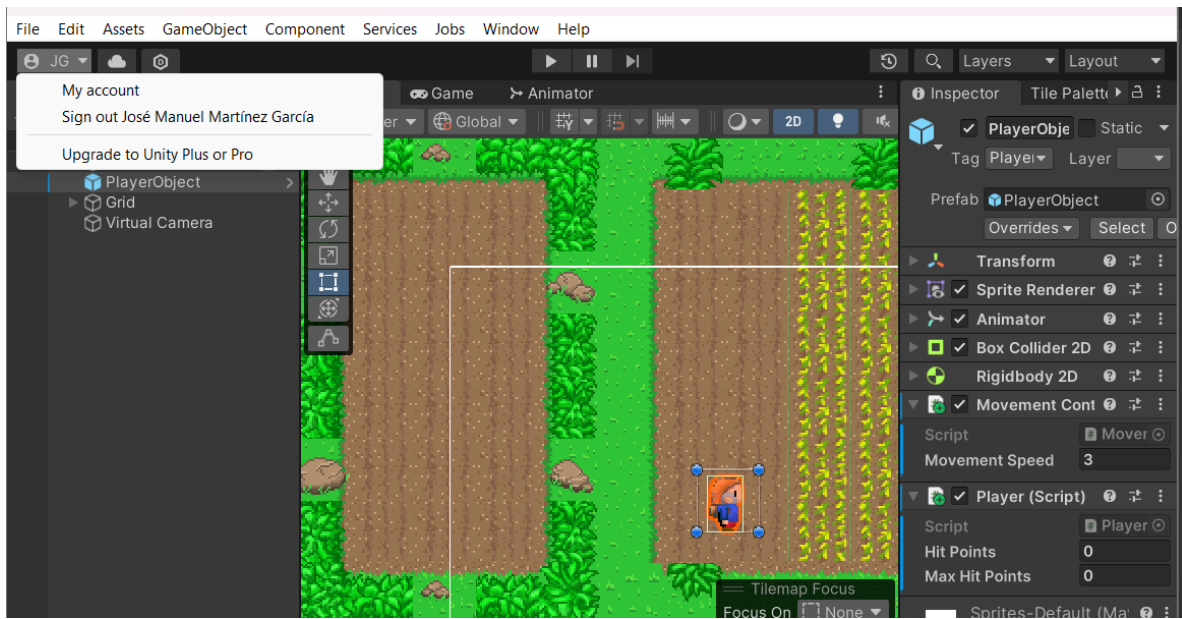


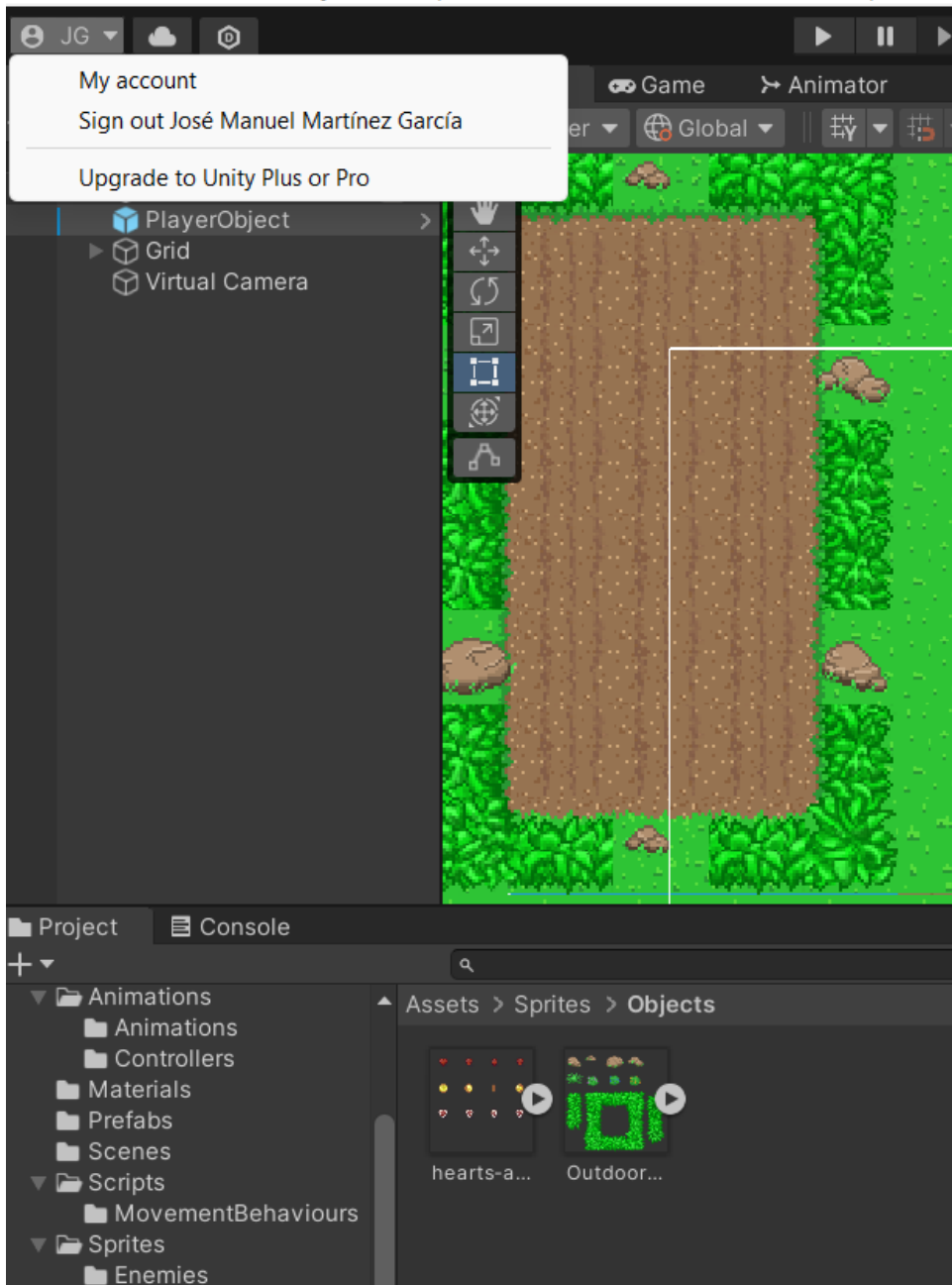
```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

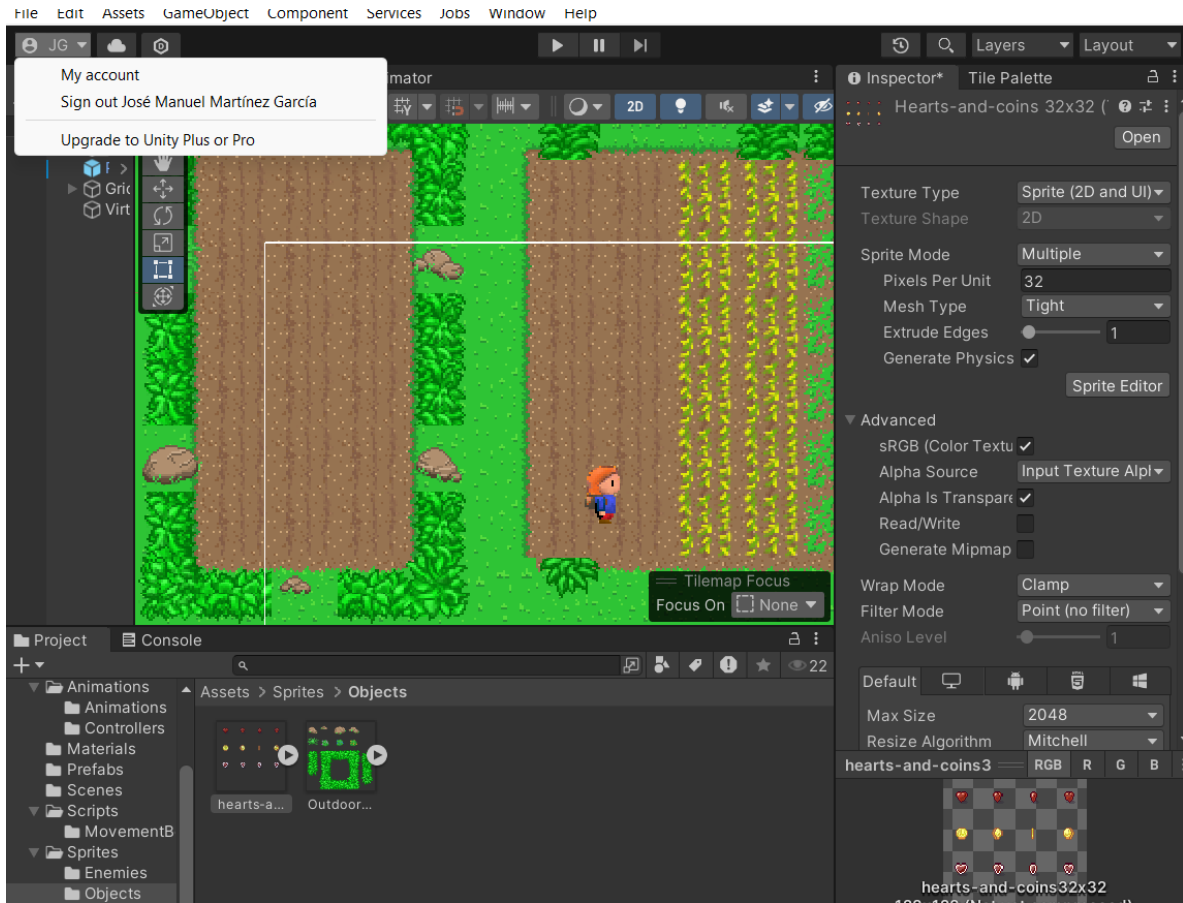
/*
 * Nombre: José Manuel Martínez García
 * Descripción: Clase Player que hereda de character
 */

0 referencias
public class Player : Characters
{
    // Start is called before the first frame update
    0 referencias
    void Start()
    {
    }

    // Update is called once per frame
    0 referencias
    void Update()
    {
    }
}
```









The Editor Asset Component Series 200 - Unity Help

