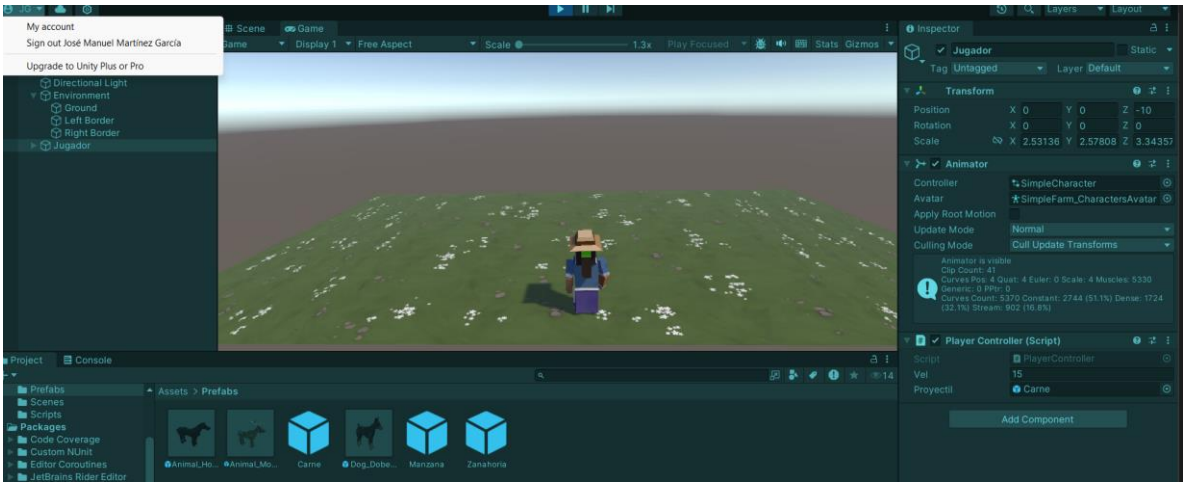
```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

/***
 * Autor: José Manuel Martínez García
 * Descripción: Código para el movimiento del jugador
***/
Script de Unity (1 referencia de recurso) | 0 referencias
public class PlayerController : MonoBehaviour
{
    public float vel = 15F;
    public GameObject proyectil;

    // Start is called before the first frame update
    Mensaje de Unity | 0 referencias
    void Start()
    {

    }

    // Update is called once per frame
    Mensaje de Unity | 0 referencias
    void Update()
    {
        float x = Input.GetAxis("Horizontal");

        if(transform.position.x > 20)
        {
            transform.position = new Vector3(20,transform.position.y,transform.position.z);
        }
        else if(transform.position.x < -20)
        {
            transform.position = new Vector3(-20, transform.position.y, transform.position.z);
        }

        if (Input.GetKeyDown(KeyCode.Space))
        {
            Instantiate(proyectil, transform.position, proyectil.transform.rotation);
```

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

/***
 * Autor: José Manuel Martínez García
 * Descripción: Código para el movimiento de la comida-
***/

Script de Unity (5 referencias de recurso) | 0 referencias
public class MoveAdelante : MonoBehaviour
{
    public float vel = 30F;

    // Start is called before the first frame update
    Mensaje de Unity | 0 referencias
    void Start()
    {

    }

    // Update is called once per frame
    Mensaje de Unity | 0 referencias
    void Update()
    {
        if (transform.position.z > 35)
        {
            Destroy(gameObject);
        } else if(transform.position.z < -15)
        {
            Destroy(gameObject);
        }
        transform.Translate(Vector3.forward * Time.deltaTime * vel);
    }
}
```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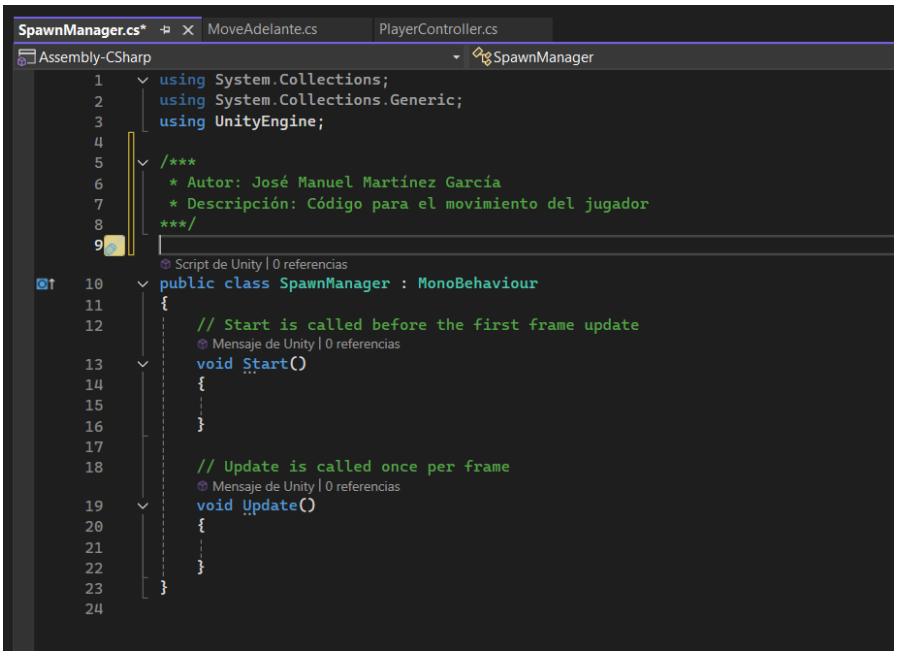
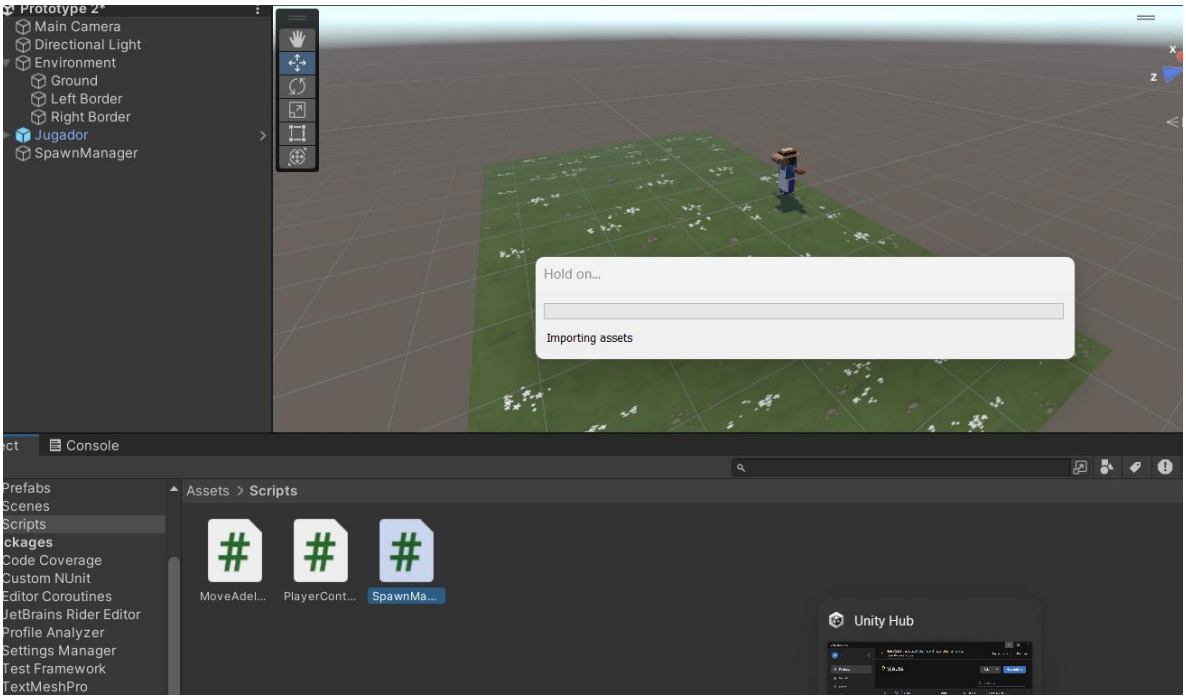
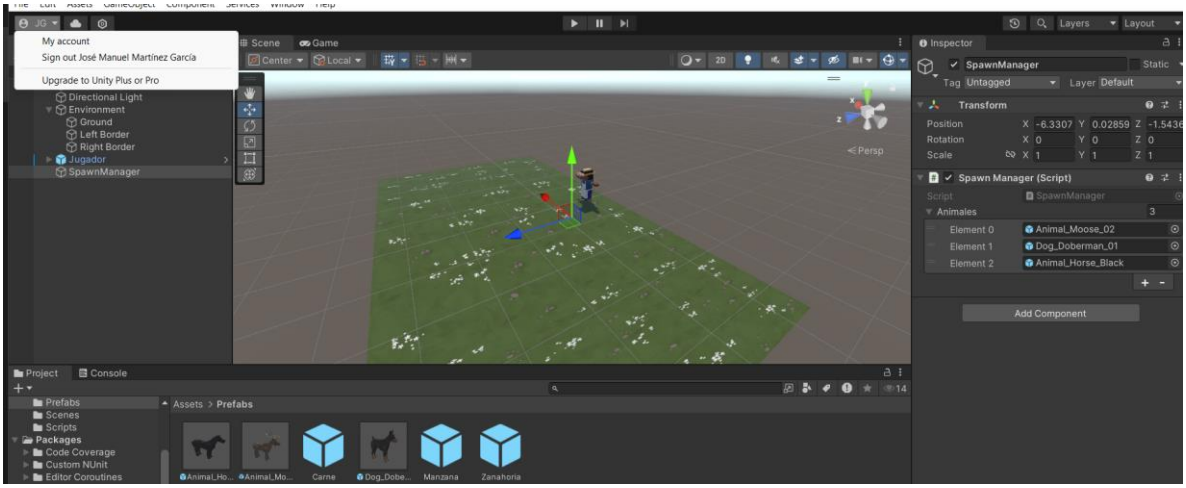
Directional Light
Environment
Ground
Left Border
Right Border
Jugador
Scene
Game
Display 1
Free Aspect
Scale
1.3x
Play Focused
Stats
Gizmos
Inspector
Jugador
Tag Untagged
Layer Default
Transform
Position
Rotation
Scale
Animator
Controller SimpleCharacter
Avatar SimpleFarm_CharactersAvatar
Apply Root Motion
Update Mode Normal
Culling Mode Cull Update Transforms
Player Controller (Script)
Script PlayerController
Vel 15
Proyectil Carne
Add Component
Project
Console
Prefabs
Scenes
Scripts
Packages
Code Coverage
Custom NUnit
Editor Coroutines
JetBrains Rider Editor
Assets > Prefabs
Carne
Manzana
Zanahoria

Game
Display 1
Free Aspect
Scale
1.3x
Play Focused
Stats
Gizmos


SpawnManager.cs*
MoveAdelante.cs
PlayerController.cs
Assembly-CSharp
SpawnManager
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
/***
* Autor: José Manuel Martínez García
* Descripción: Código para el movimiento del jugador
***/
Script de Unity | 0 referencias
public class SpawnManager : MonoBehaviour
{
// Start is called before the first frame update
Mensaje de Unity | 0 referencias
void Start()
{
}
// Update is called once per frame
Mensaje de Unity | 0 referencias
void Update()
{
}
}

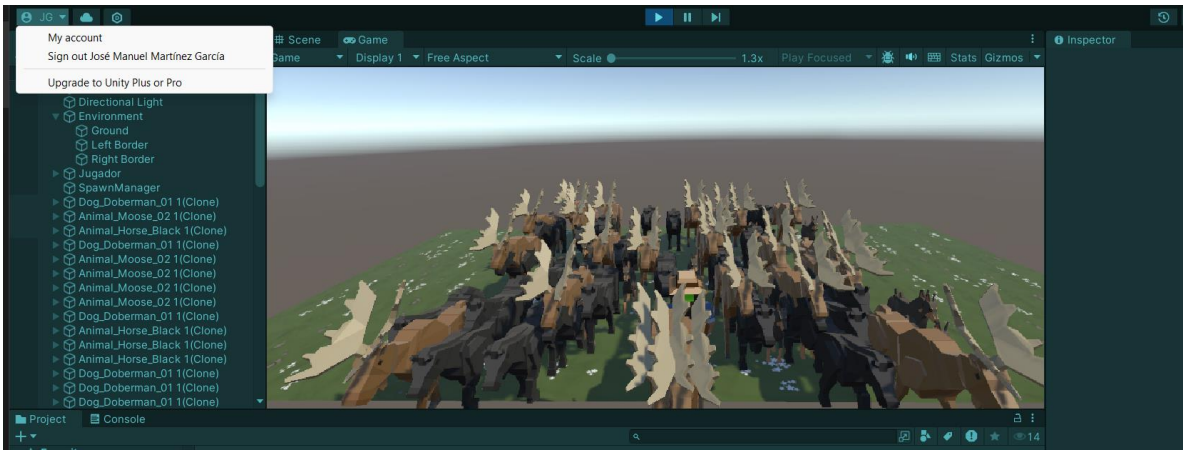

Prototype 2*
Main Camera
Directional Light
Environment
Ground
Left Border
Right Border
Jugador
SpawnManager
Hold on...
Importing assets
Console
Assets > Scripts
MoveAdel...
PlayerCont...
SpawnMa...
Unity Hub

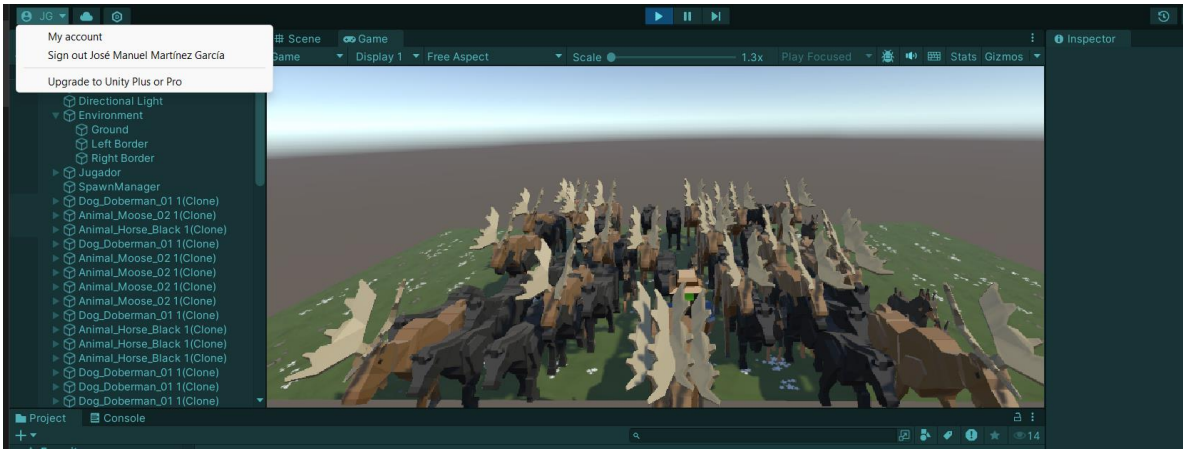



```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

/***
 * Autor: José Manuel Martínez García
 * Descripción:
***/

Script de Unity | 0 referencias
public class SpawnManager : MonoBehaviour
{
    public GameObject [] animales;

    // Start is called before the first frame update
    Mensaje de Unity | 0 referencias
    void Start()
    {

    }

    // Update is called once per frame
    Mensaje de Unity | 0 referencias
    void Update()
    {
        int index = Random.Range(0, animales.Length);
        Instantiate(animales[index], animales[index].transform.position, animales[index].transform.rotation);

    }
}
```

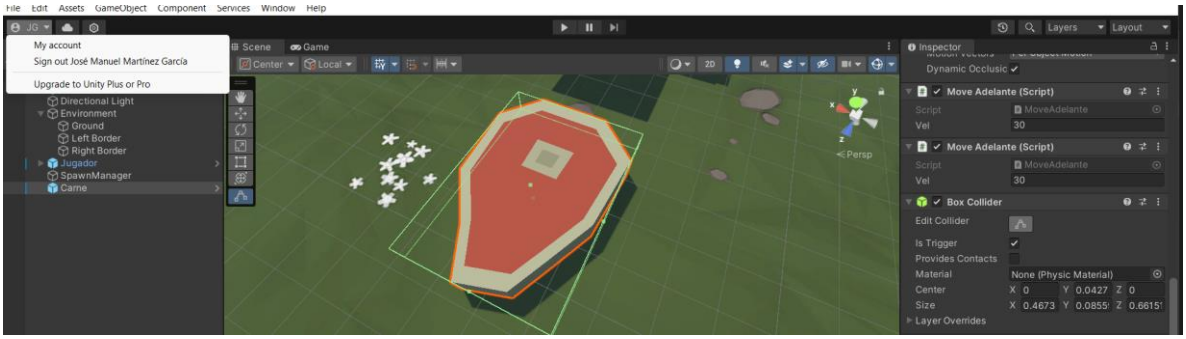
```
Sharp                    SpawnManager                    Update()
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

/***
 * Autor: José Manuel Martínez García
 * Descripción:
***/

Script de Unity | 0 referencias
public class SpawnManager : MonoBehaviour
{
    public GameObject [] animales;

    // Start is called before the first frame update
    Mensaje de Unity | 0 referencias
    void Start()
    {

    }

    // Update is called once per frame
    Mensaje de Unity | 0 referencias
    void Update()
    {
        int index = Random.Range(0, animales.Length);
        Instantiate(animales[index], animales[index].transform.position, animales[index].transform.rotation);

    }
}
```

```
1  using System.Collections;
2  using System.Collections.Generic;
3  using UnityEngine;
4
5  /***
6   * Autor: José Manuel Martínez García
7   * Descripción:
8  ***/
9
   Script de Unity | 0 referencias
10 public class SpawnManager : MonoBehaviour
11 {
12     public GameObject [] animales;
13
14     // Start is called before the first frame update
       Mensaje de Unity | 0 referencias
15     void Start()
16     {
17
18     }
19
20     // Update is called once per frame
       Mensaje de Unity | 0 referencias
21     void Update()
22     {
23         int index = Random.Range(0, animales.Length);
24         int posX = Random.Range(-20, 20);
25
26         animales[index].transform.position = new Vector3(posX,
27             animales[index].transform.position.y,
28             animales[index].transform.position.z);
29
30         Instantiate(animales[index], animales[index].transform.position, animales[index].transform.rotation);
31
32     }
33 }
34
```






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

/***
 * Autor: José Manuel Martínez García
 * Descripción:
***/

Script de Unity | 0 referencias
public class SpawnManager : MonoBehaviour
{
    public GameObject [] animales;

    // Start is called before the first frame update
    Mensaje de Unity | 0 referencias
    void Start()
    {
        InvokeRepeating("CreateAnimal", 2, 2);
    }

    // Update is called once per frame
    0 referencias
    void CreateAnimal()
    {
        int index = Random.Range(0, animales.Length);
        int posX = Random.Range(-20, 20);

        animales[index].transform.position = new Vector3(posX,
            animales[index].transform.position.y,
            animales[index].transform.position.z);

        Instantiate(animales[index], animales[index].transform.position, animales[index].transform.rotation);

    }
}
```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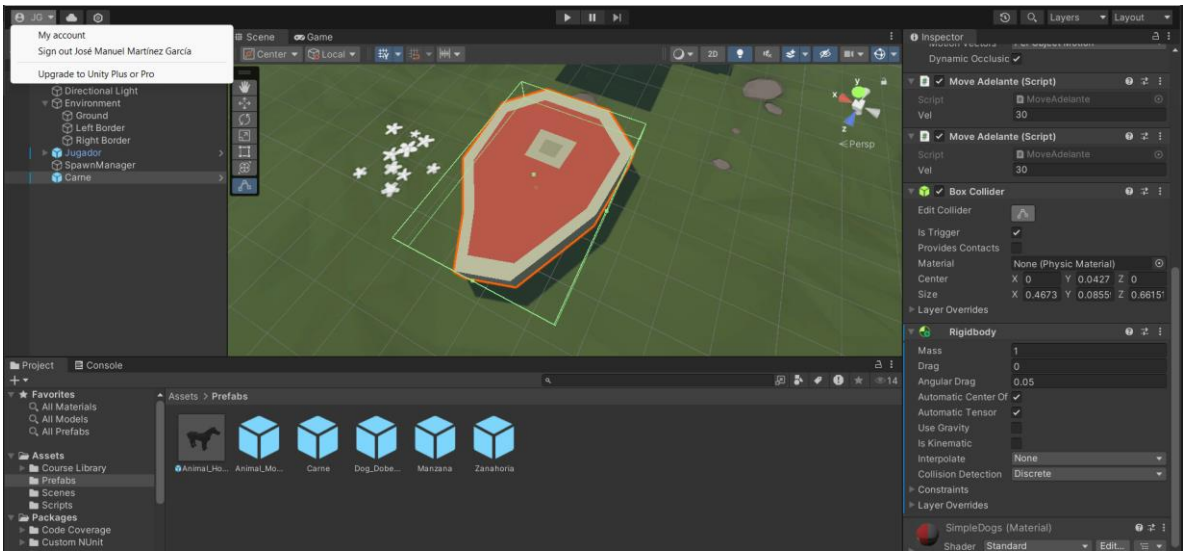
Environment
Ground
Left Border
Right Border
Jugador
SpawnManager
Carne
Scene
Game
Inspector
Move Adelante (Script)
Box Collider
Edit Collider
Is Trigger
Provides Contacts
Material
Center
Size
Layer Overrides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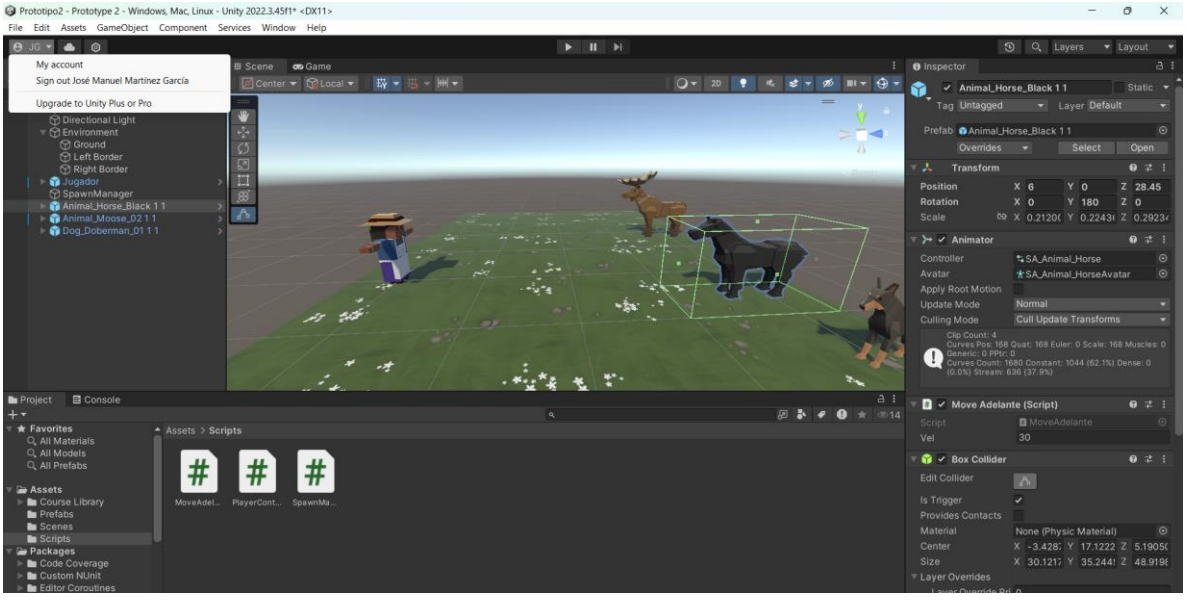
Manzana
Zanahoria
Rigidbody
Mass
Drag
Angular Drag
Use Gravity
Is Kinematic
Interpolate
Collision Detection
Constraints
SimpleDogs (Material)


Prototipo2 - Prototype 2 - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
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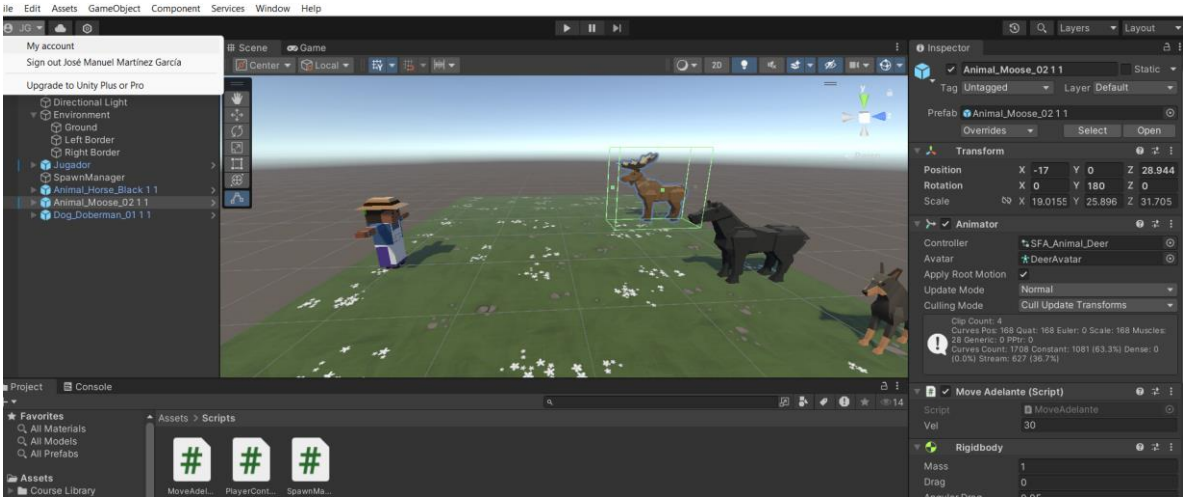
Upgrade to Unity Plus or Pro
Animal_Horse_Black 1 1
Animal_Moose_02 1 1
Dog_Doberman_01 1 1
Inspector
Transform
Position
Rotation
Scale
Animator
Controller
Avatar
Apply Root Motion
Update Mode
Culling Mode
Project
Console
Assets
Scripts
Move Adelante (Script)
Box Collider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Jugador
SpawnManager
Animal_Horse_Black 1 1
Animal_Moose_02 1 1
Dog_Doberman_01 1 1
Scene
Game
Inspector
Animal_Moose_02 1 1
Transform
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SFA_Animal_Deer
DeerAvatar
Move Adelante (Script)
Rigidbody
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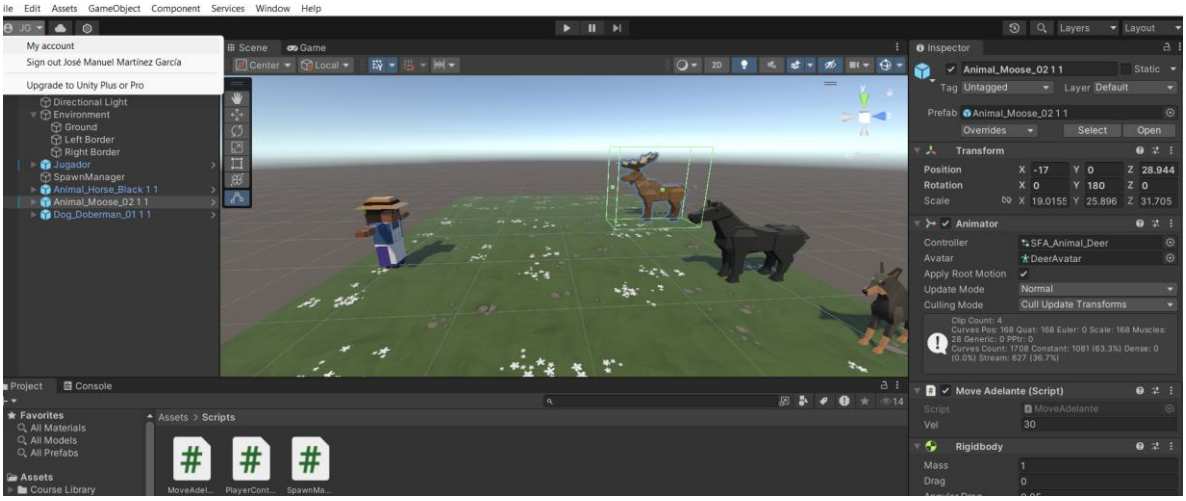
Scripts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Jugador
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Animal_Horse_Black 1 1
Animal_Moose_02 1 1
Dog_Doberman_01 1 1
Scene
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Animal_Moose_02 1 1
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Animator
SFA_Animal_Deer
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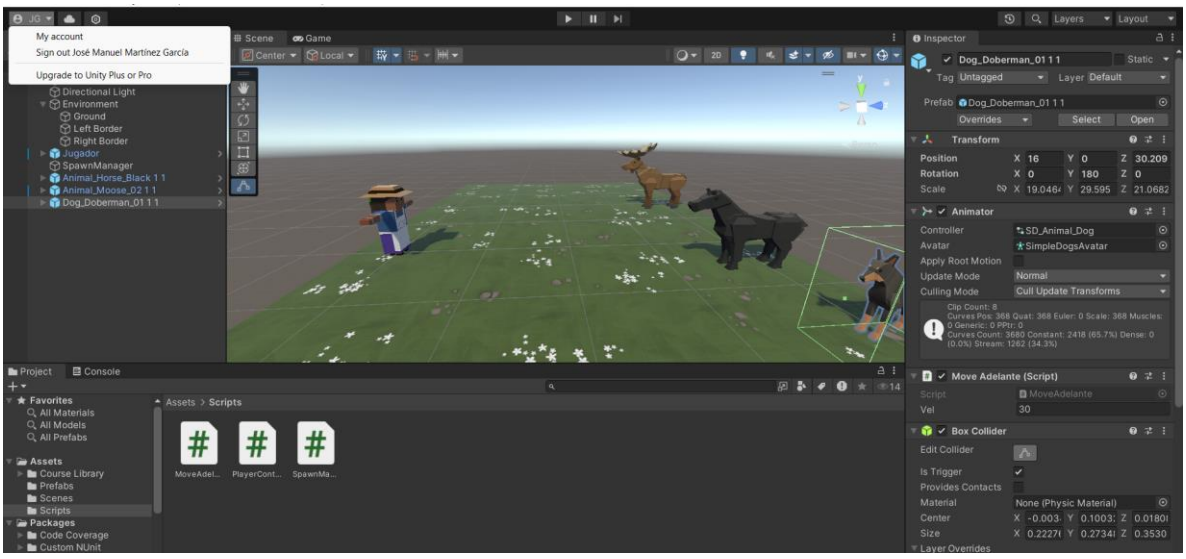
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Upgrade to Unity Plus or Pro
Directional Light
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Ground
Left Border
Right Border
Jugador
SpawnManager
Animal_Horse_Black 1 1
Animal_Moose_02 1 1
Dog_Doberman_01 1 1
Scene
Game
Inspector
Dog_Doberman_01 1 1
Transform
Animator
SD_Animal_Dog
SimpleDogsAvatar
Move Adelante (Script)
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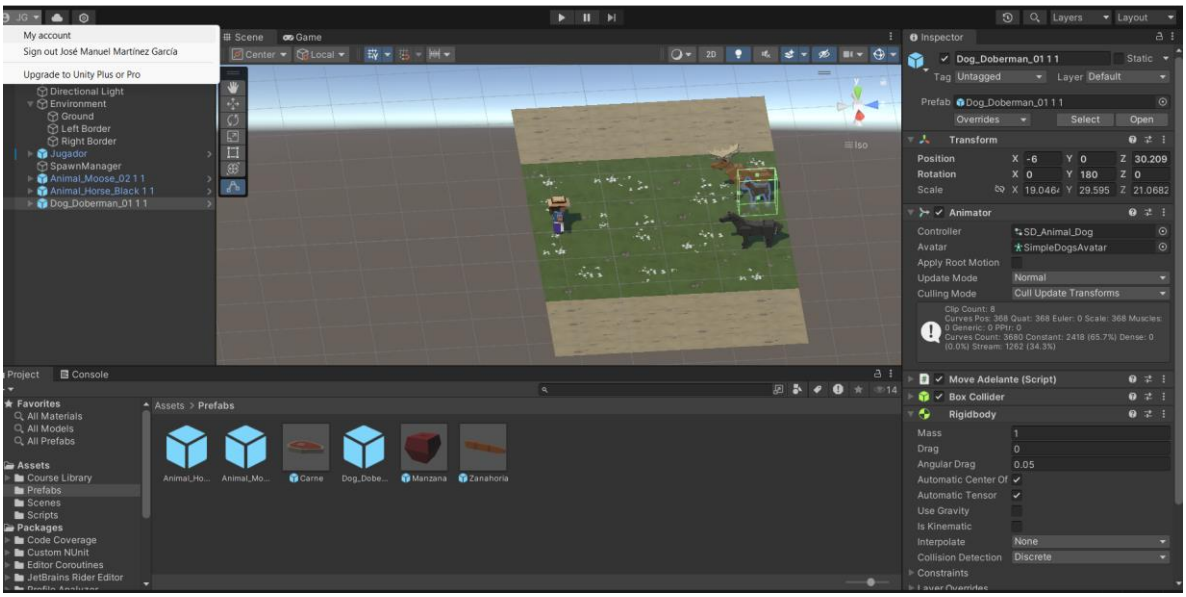
Packages
Code Coverage
Custom NUnit


My account
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Upgrade to Unity Plus or Pro
Directional Light
Environment
Ground
Left Border
Right Border
Jugador
SpawnManager
Animal_Moose_02 1 1
Animal_Horse_Black 1 1
Dog_Doberman_01 1 1
Scene
Game
Inspector
Dog_Doberman_01 1 1
Static
Tag Untagged
Layer Default
Prefab Dog_Doberman_01 1 1
Overrides
Select
Open
Transform
Position
Rotation
Scale
Animator
Controller SD_Animal_Dog
Avatar SimpleDogsAvatar
Apply Root Motion
Update Mode Normal
Culling Mode Cull Update Transforms
Move Adelante (Script)
Box Collider
Rigidbody
Mass 1
Drag 0
Angular Drag 0.05
Automatic Center Of
Automatic Tensor
Use Gravity
Is Kinematic
Interpolate None
Collision Detection Discrete
Constraints
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Course Library
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Code Coverage
Custom NUnit
Editor Coroutines
JetBrains Rider Editor
Assets > Prefabs
Animal_Ho...
Animal_Mo...
Carne
Dog_Dobe...
Manzana
Zanahoria

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Upgrade to Unity Plus or Pro
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Left Border
Right Border
Jugador
SpawnManager
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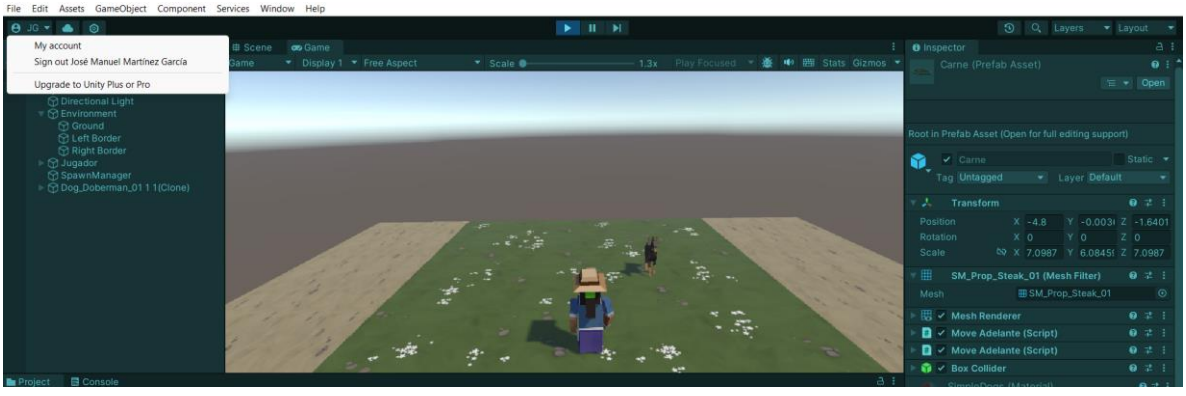
Inspector
Carne (Prefab Asset)
Open
Root in Prefab Asset (Open for full editing support)
Carne
Static
Tag Untagged
Layer Default
Transform
Position
Rotation
Scale
SM_Prop_Steak_01 (Mesh Filter)
Mesh SM_Prop_Steak_01
Mesh Renderer
Move Adelante (Script)
Move Adelante (Script)
Box Collider
Detecta Colision (Script)
Script DetectaColision
SimpleDogs (Material)
Project
Console
Assets > Prefabs
Assets
Course Library

Assembly-CSharp — DetectaColision

```
1   using System.Collections;
2   using System.Collections.Generic;
3   using UnityEngine;
4
5   /***
6    * Autor: José Manuel Martínez García
7    * Descripción:
8   ***/
9
    Script de Unity (3 referencias de recurso) | 0 referencias
10  public class DetectaColision : MonoBehaviour
11  {
        Mensaje de Unity | 0 referencias
12      private void OnTriggerEnter(Collider other)
13      {
14          Destroy(other.gameObject);
15          Destroy(gameObject);
16      }
17  }
```