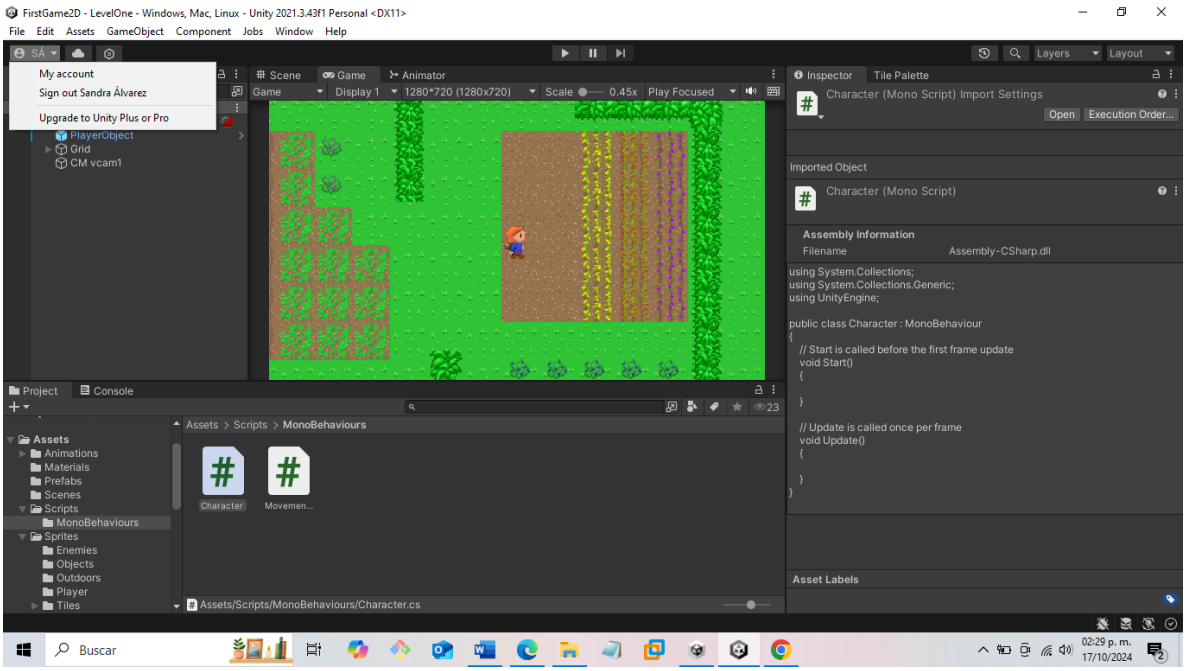
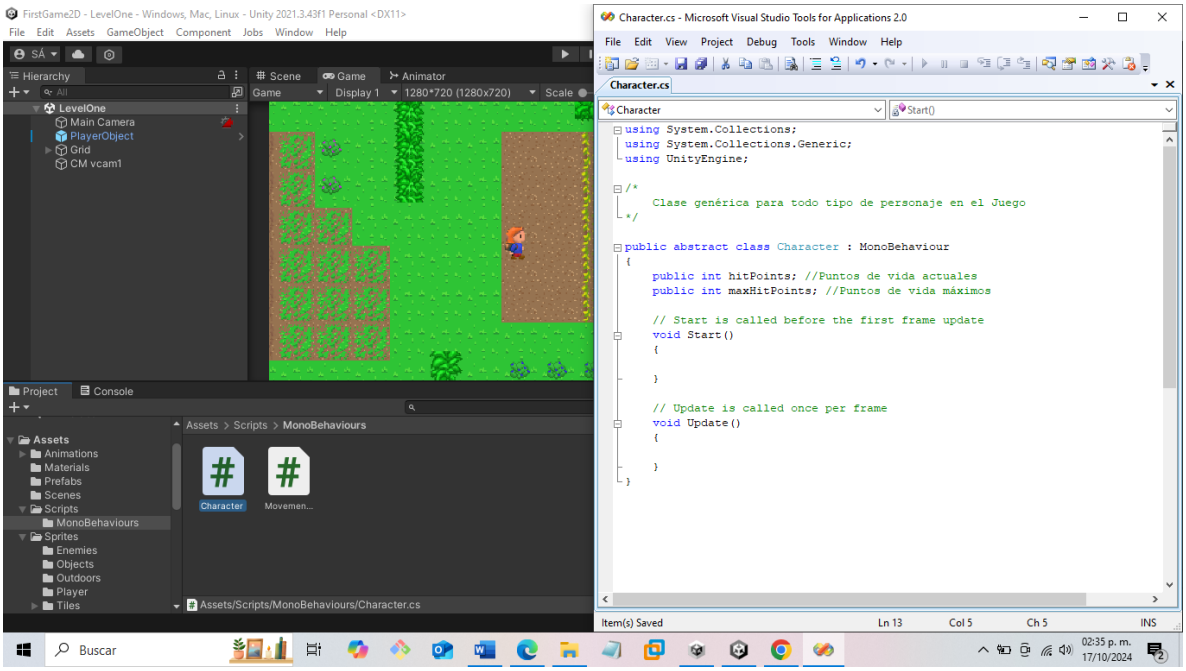
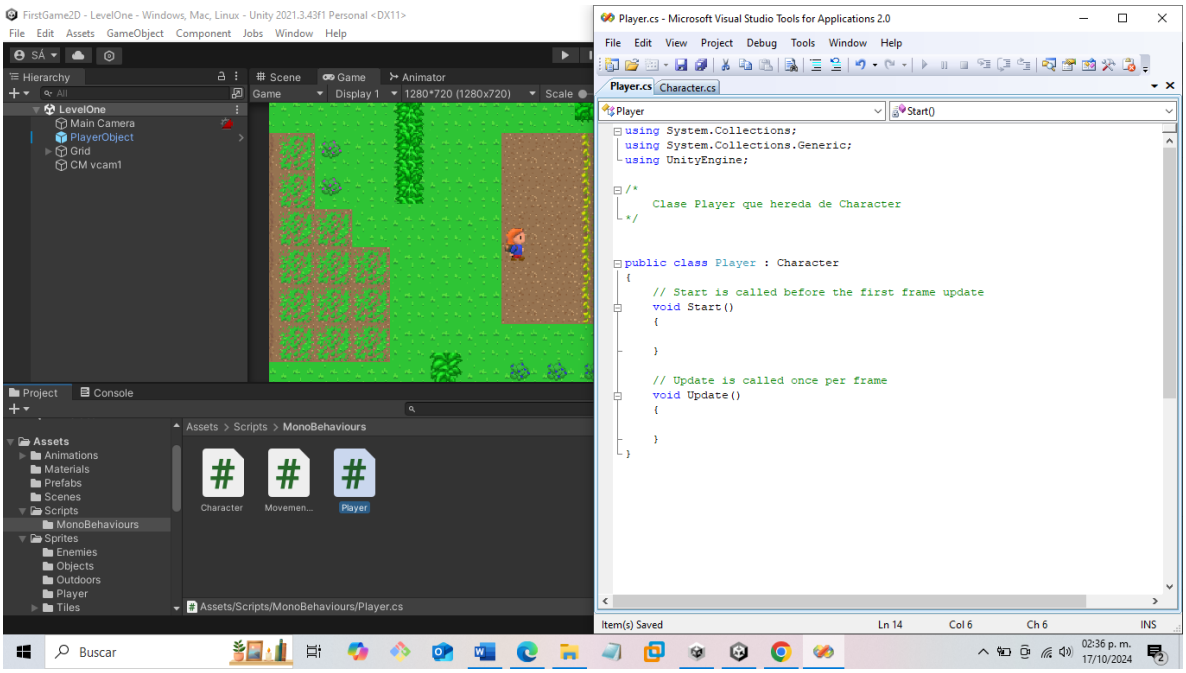
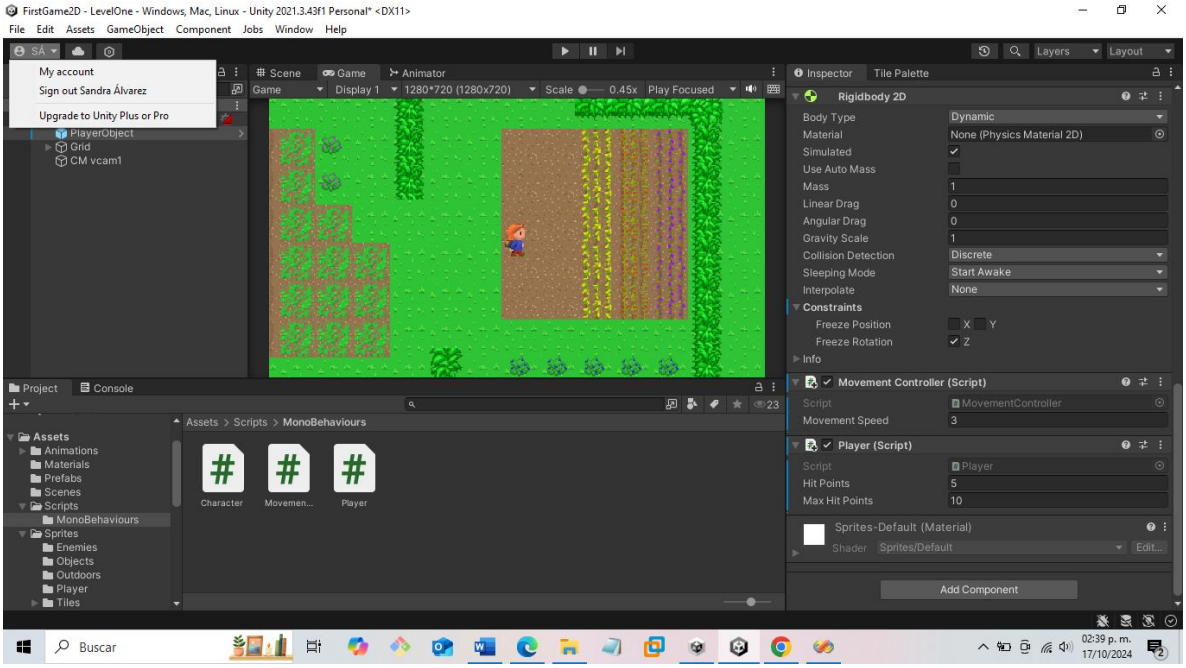
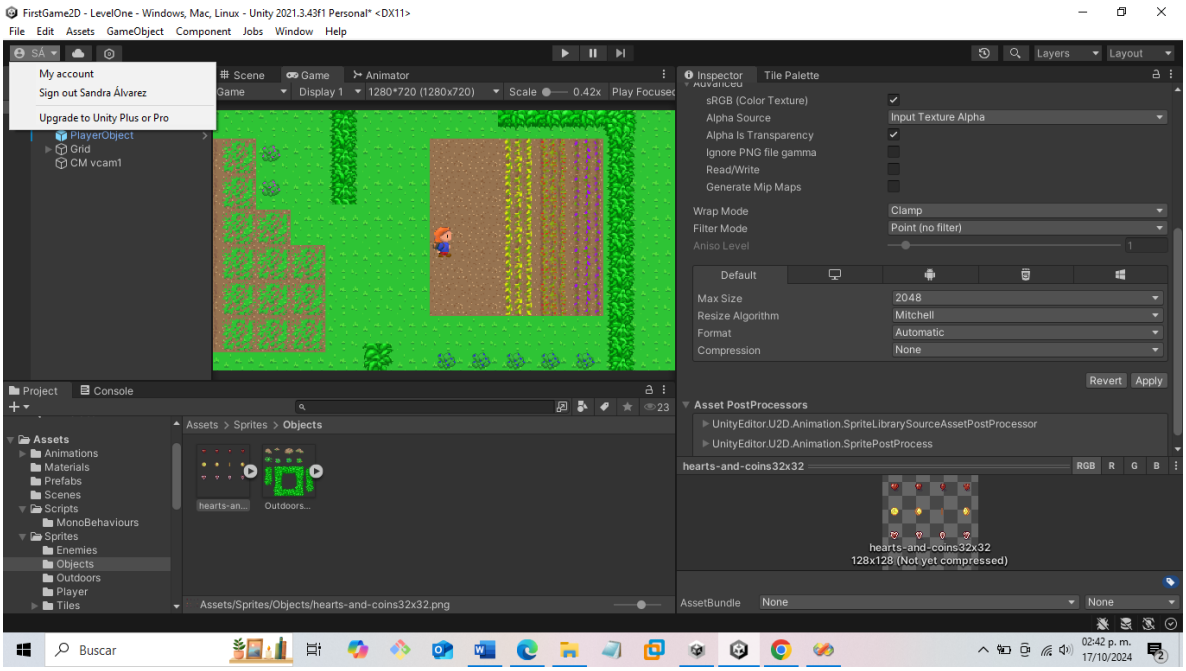
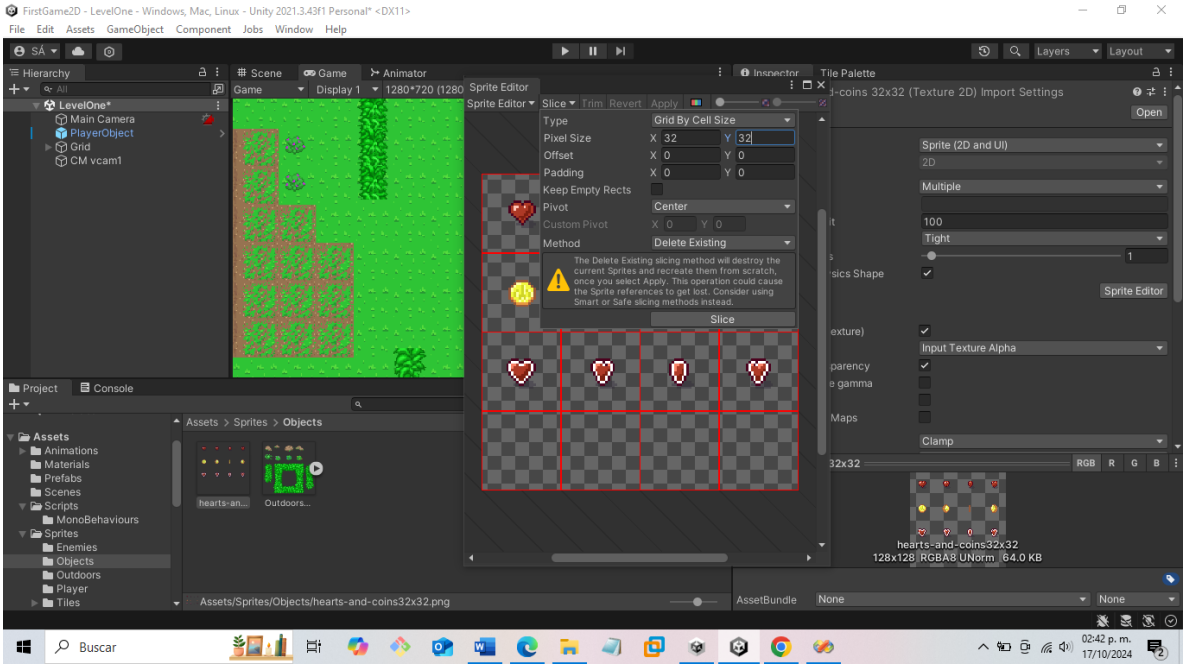

FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2021.3.43f1 Personal <DX11>
File Edit Assets GameObject Component Jobs Window Help
My account
Sign out Sandra Álvarez
Upgrade to Unity Plus or Pro
Scene
Game
Animator
Inspector
Tile Palette
Character (Mono Script) Import Settings
Imported Object
Character (Mono Script)
Assembly Information
Filename
Assembly-CSharp.dll
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
public class Character : MonoBehaviour
// Start is called before the first frame update
void Start()
// Update is called once per frame
void Update()
Project
Console
Assets > Scripts > MonoBehaviours
Assets/Scripts/MonoBehaviours/Character.cs
Asset Labels

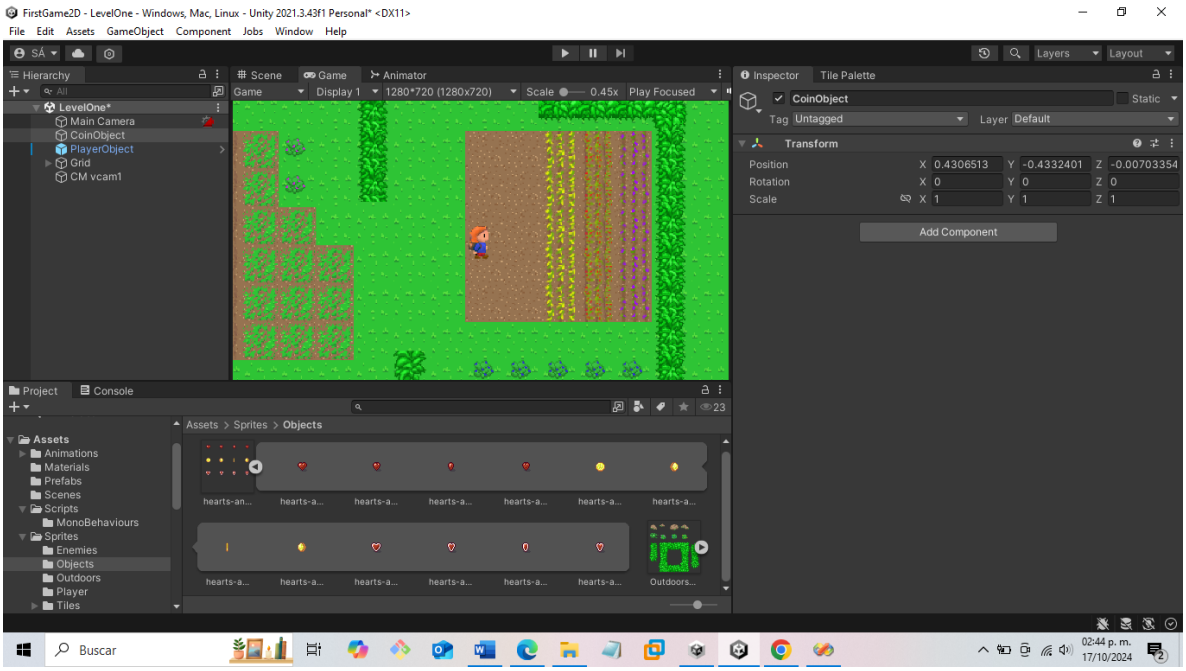

FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2021.3.43f1 Personal <DX11>
Hierarchy
LevelOne
Main Camera
PlayerObject
Grid
CM vcam1
Character.cs - Microsoft Visual Studio Tools for Applications 2.0
File Edit View Project Debug Tools Window Help
Character.cs
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
/*
Clase genérica para todo tipo de personaje en el Juego
*/
public abstract class Character : MonoBehaviour
public int hitPoints; //Puntos de vida actuales
public int maxHitPoints; //Puntos de vida máximos
// Start is called before the first frame update
void Start()
// Update is called once per frame
void Update()
Item(s) Saved
Ln 13
Col 5
Ch 5
INS

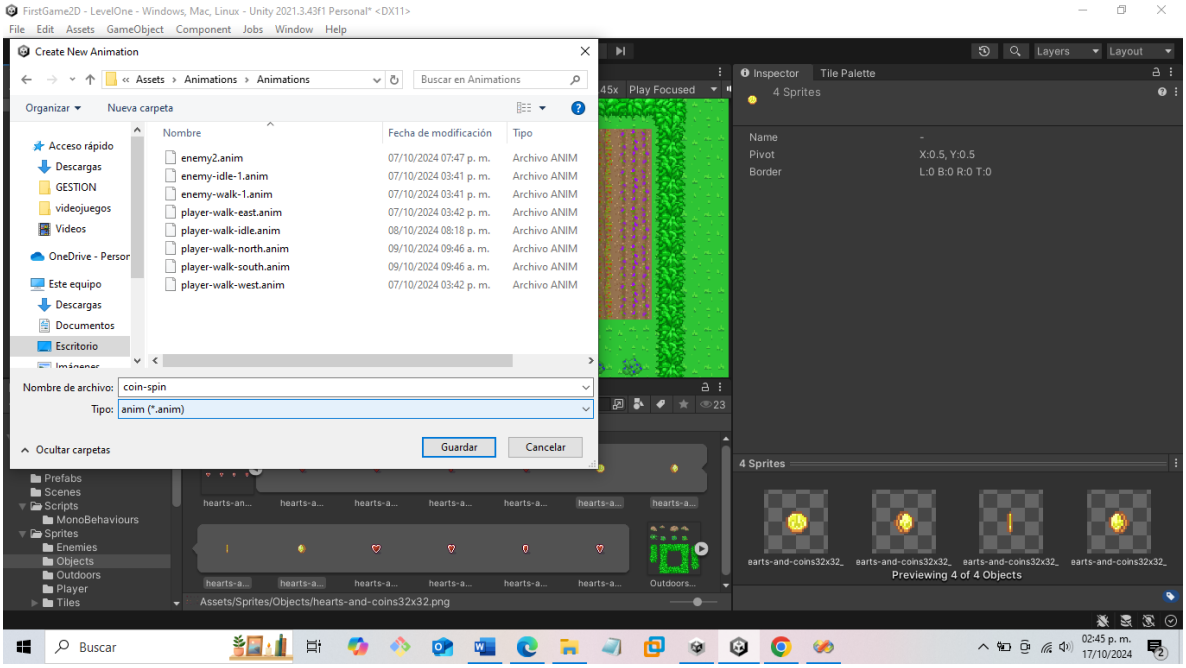

FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2021.3.43f1 Personal <DX11>
File Edit Assets GameObject Component Jobs Window Help
Hierarchy
LevelOne
Main Camera
PlayerObject
Grid
CM vcam1
Scene
Game
Animator
Display 1
1280*720 (1280x720)
Scale
Project
Console
Assets > Scripts > MonoBehaviours
Assets
Animations
Materials
Prefabs
Scenes
Scripts
MonoBehaviours
Sprites
Enemies
Objects
Outdoors
Player
Tiles
Character
Movemen...
Player
Assets/Scripts/MonoBehaviours/Player.cs
Player.cs - Microsoft Visual Studio Tools for Applications 2.0
File Edit View Project Debug Tools Window Help
Player.cs
Character.cs
Player
Start()
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
/*
Clase Player que hereda de Character
*/
public class Player : Character
{
// Start is called before the first frame update
void Start()
{
}
// Update is called once per frame
void Update()
{
}
}
Item(s) Saved
Ln 14
Col 6
Ch 6
INS
Buscar
02:36 p. m.
17/10/2024

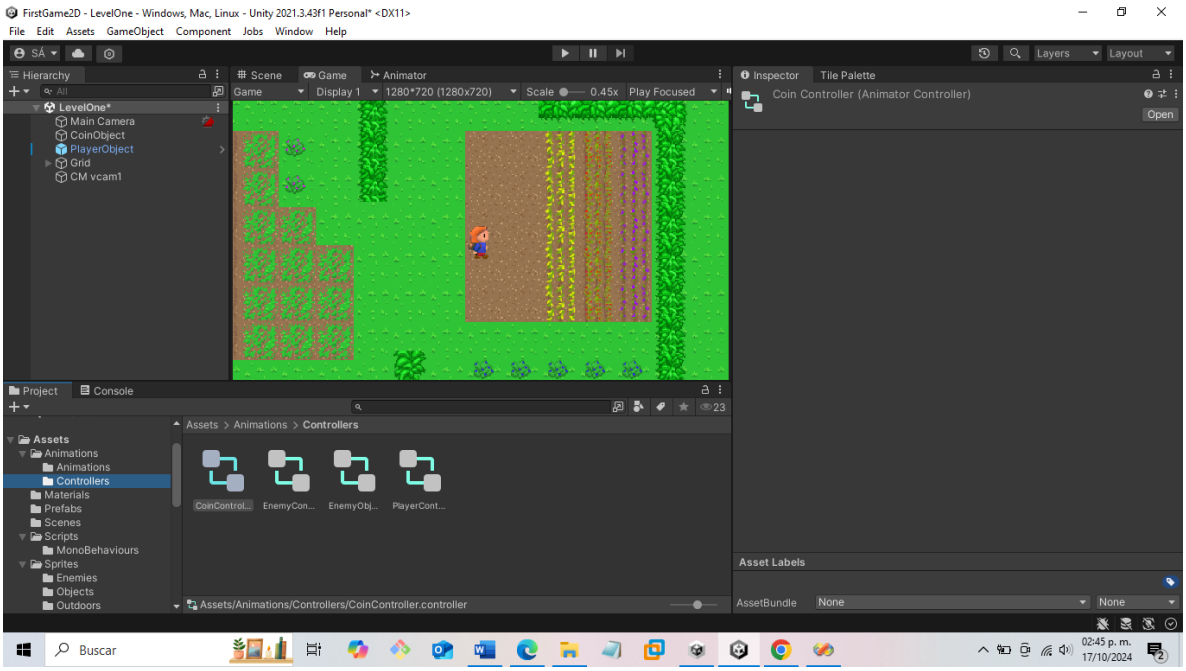

FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2021.3.43f1 Personal* <DX11>
File Edit Assets GameObject Component Jobs Window Help
My account
Sign out Sandra Álvarez
Upgrade to Unity Plus or Pro
Scene
Game
Animator
Display 1
1280*720 (1280x720)
Scale
0.45x
Play Focused
Layers
Layout
Inspector
Tile Palette
Rigidbody 2D
Body Type
Dynamic
Material
None (Physics Material 2D)
Simulated
Use Auto Mass
Mass
1
Linear Drag
0
Angular Drag
0
Gravity Scale
1
Collision Detection
Discrete
Sleeping Mode
Start Awake
Interpolate
None
Constraints
Freeze Position
X
Y
Freeze Rotation
Z
Info
Movement Controller (Script)
Script
MovementController
Movement Speed
3
Player (Script)
Script
Player
Hit Points
5
Max Hit Points
10
Sprites-Default (Material)
Shader
Sprites/Default
Edit...
Add Component
Project
Console
Assets > Scripts > MonoBehaviours
Buscar
02:39 p. m.
17/10/2024

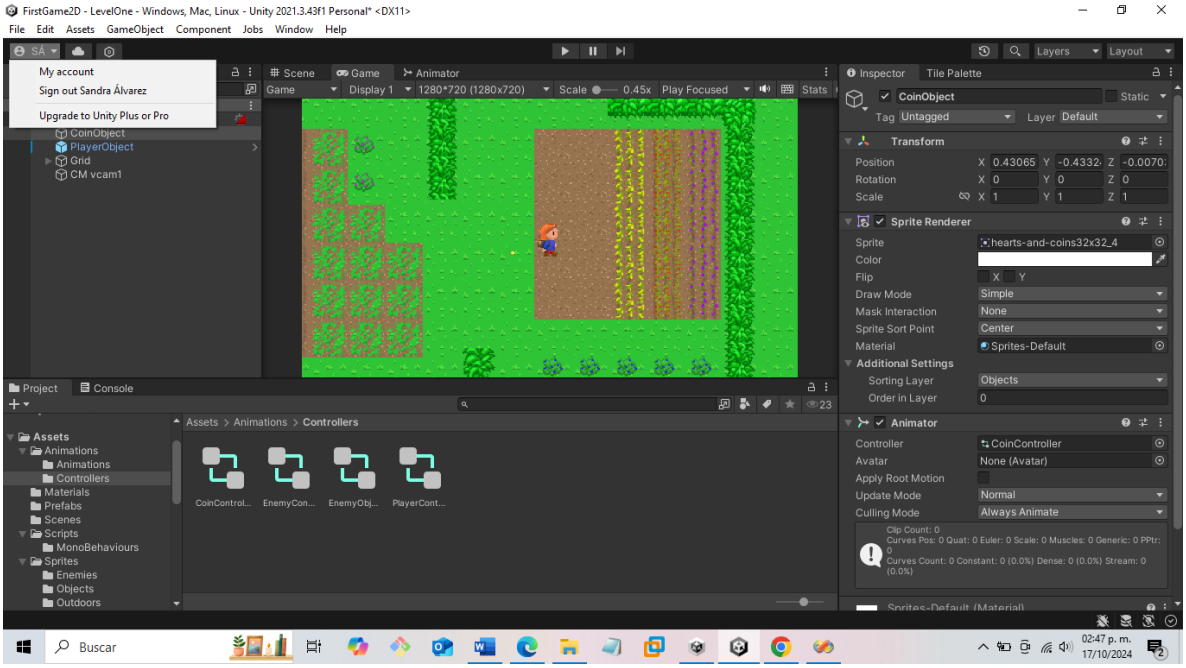

FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2021.3.43f1 Personal* <DX11>
File Edit Assets GameObject Component Jobs Window Help
My account
Sign out Sandra Álvarez
Upgrade to Unity Plus or Pro
Scene
Game
Animator
Inspector
Tile Palette
Project
Console
Assets > Sprites > Objects
Assets/Sprites/Objects/hearts-and-coins32x32.png
hearts-and-coins32x32
128x128 (Not yet compressed)

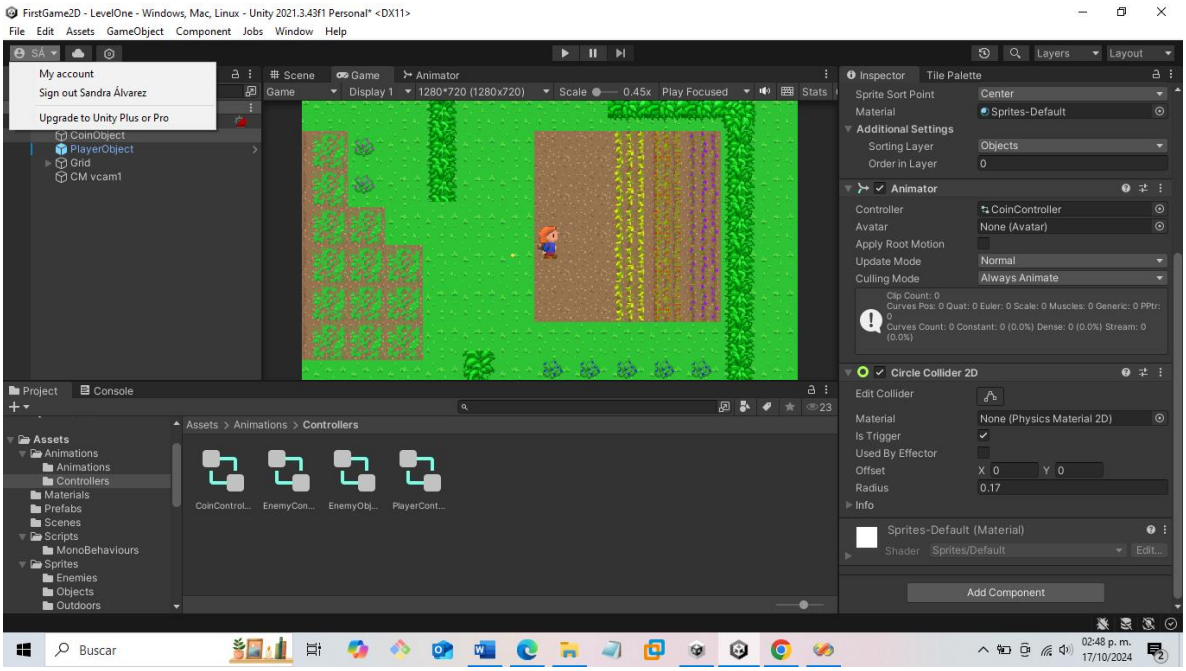

FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2021.3.43f1 Personal* <DX11>
File Edit Assets GameObject Component Jobs Window Help
Sprite Editor
Type
Grid By Cell Size
Pixel Size
Offset
Padding
Keep Empty Rects
Pivot
Center
Custom Pivot
Method
Delete Existing
Slice
Assets/Sprites/Objects/hearts-and-coins32x32.png
hearts-and-coins32x32
128x128 RGBA8 UNorm 64.0 KB

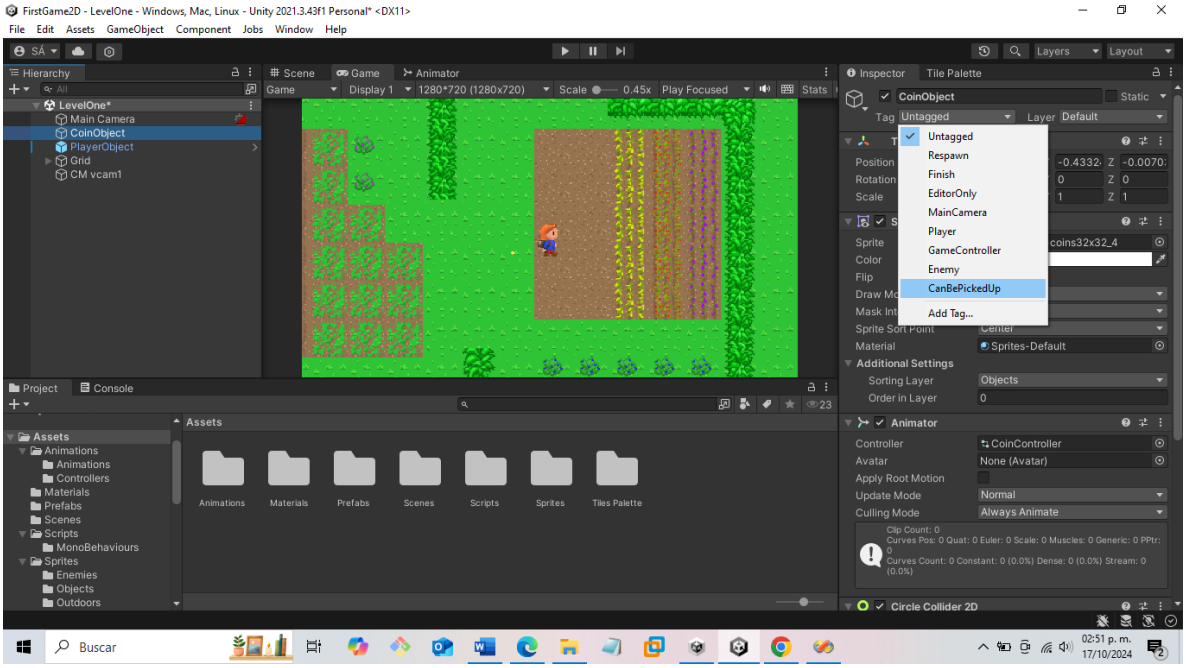

FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2021.3.43f1 Personal* <DX11>
File Edit Assets GameObject Component Jobs Window Help
Hierarchy
LevelOne*
Main Camera
CoinObject
PlayerObject
Grid
CM vcam1
Scene
Game
Animator
Display 1
1280*720 (1280x720)
Scale
0.45x
Play Focused
Inspector
Tile Palette
CoinObject
Static
Tag Untagged
Layer Default
Transform
Position X 0.4306513 Y -0.4332401 Z -0.00703354
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Add Component
Project
Console
Assets > Sprites > Objects
Assets
Animations
Materials
Prefabs
Scenes
Scripts
MonoBehaviours
Sprites
Enemies
Objects
Outdoors
Player
Tiles
Buscar
02:44 p. m.
17/10/2024

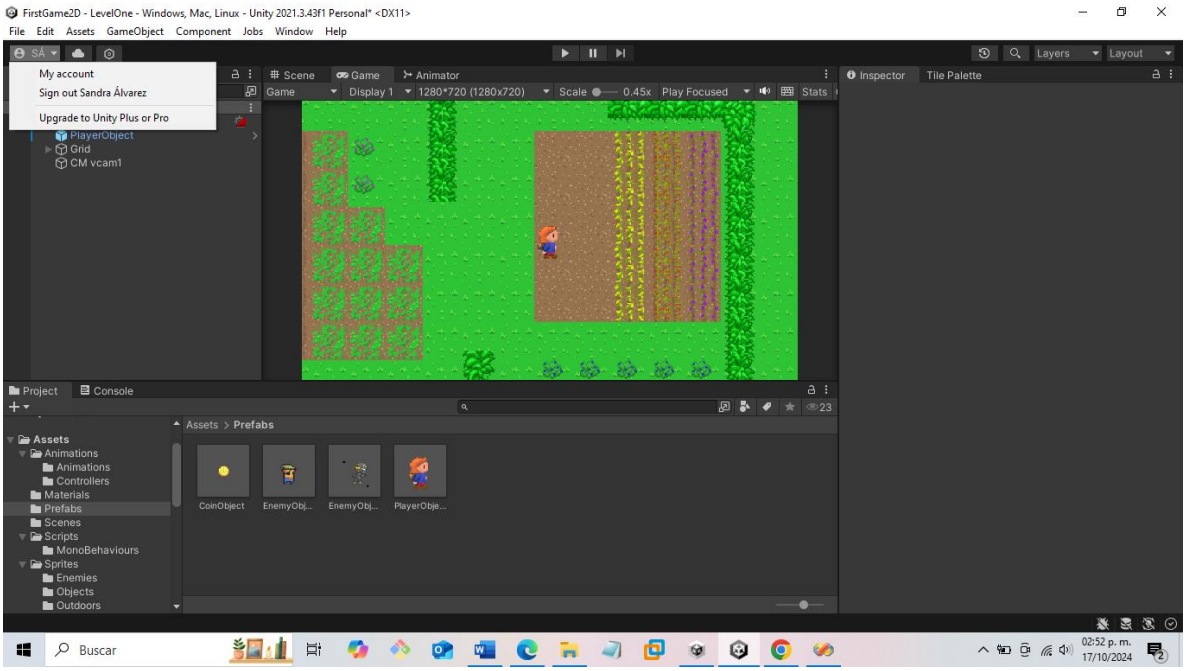

FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2021.3.43f1 Personal* <DX11>
File Edit Assets GameObject Component Jobs Window Help
Create New Animation
« Assets > Animations > Animations
Buscar en Animations
Organizar
Nueva carpeta
Nombre
Fecha de modificación
Tipo
enemy2.anim 07/10/2024 07:47 p. m. Archivo ANIM
enemy-idle-1.anim 07/10/2024 03:41 p. m. Archivo ANIM
enemy-walk-1.anim 07/10/2024 03:41 p. m. Archivo ANIM
player-walk-east.anim 07/10/2024 03:42 p. m. Archivo ANIM
player-walk-idle.anim 08/10/2024 08:18 p. m. Archivo ANIM
player-walk-north.anim 09/10/2024 09:46 a. m. Archivo ANIM
player-walk-south.anim 09/10/2024 09:46 a. m. Archivo ANIM
player-walk-west.anim 07/10/2024 03:42 p. m. Archivo ANIM
Acceso rápido
Descargas
GESTION
videojuegos
Videos
OneDrive - Person
Este equipo
Descargas
Documentos
Escritorio
Nombre de archivo: coin-spin
Tipo: anim (*.anim)
Ocultar carpetas
Guardar
Cancelar
Inspector
Tile Palette
4 Sprites
Name -
Pivot X:0.5, Y:0.5
Border L:0 B:0 R:0 T:0
4 Sprites
Previewing 4 of 4 Objects
Assets/Sprites/Objects/hearts-and-coins32x32.png
Buscar
02:45 p. m.
17/10/2024

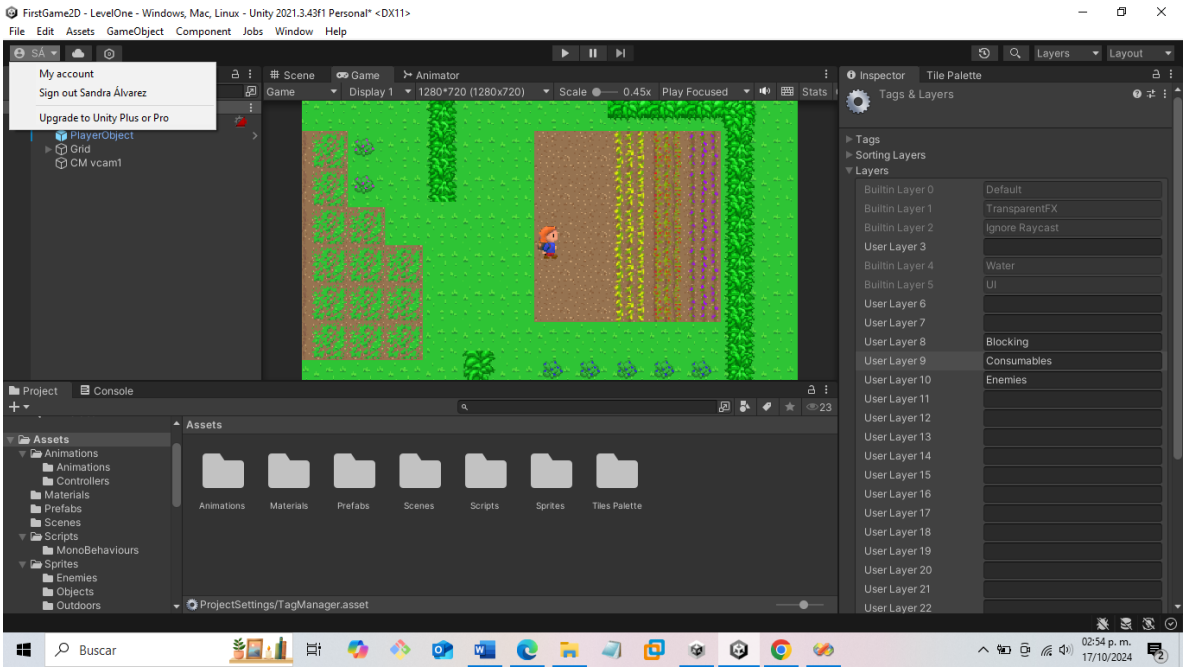

FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2021.3.43f1 Personal* <DX11>
File Edit Assets GameObject Component Jobs Window Help
Hierarchy
LevelOne*
Main Camera
CoinObject
PlayerObject
Grid
CM vcam1
Scene
Game
Animator
Display 1
1280*720 (1280x720)
Scale 0.45x
Play Focused
Inspector
Tile Palette
Coin Controller (Animator Controller)
Open
Project
Console
Assets > Animations > Controllers
Assets
Animations
Controllers
Materials
Prefabs
Scenes
Scripts
MonoBehaviours
Sprites
Enemies
Objects
Outdoors
CoinControl...
EnemyCon...
EnemyObj...
PlayerCont...
Assets/Animations/Controllers/CoinController.controller
Asset Labels
AssetBundle
None
Buscar
02:45 p. m.
17/10/2024

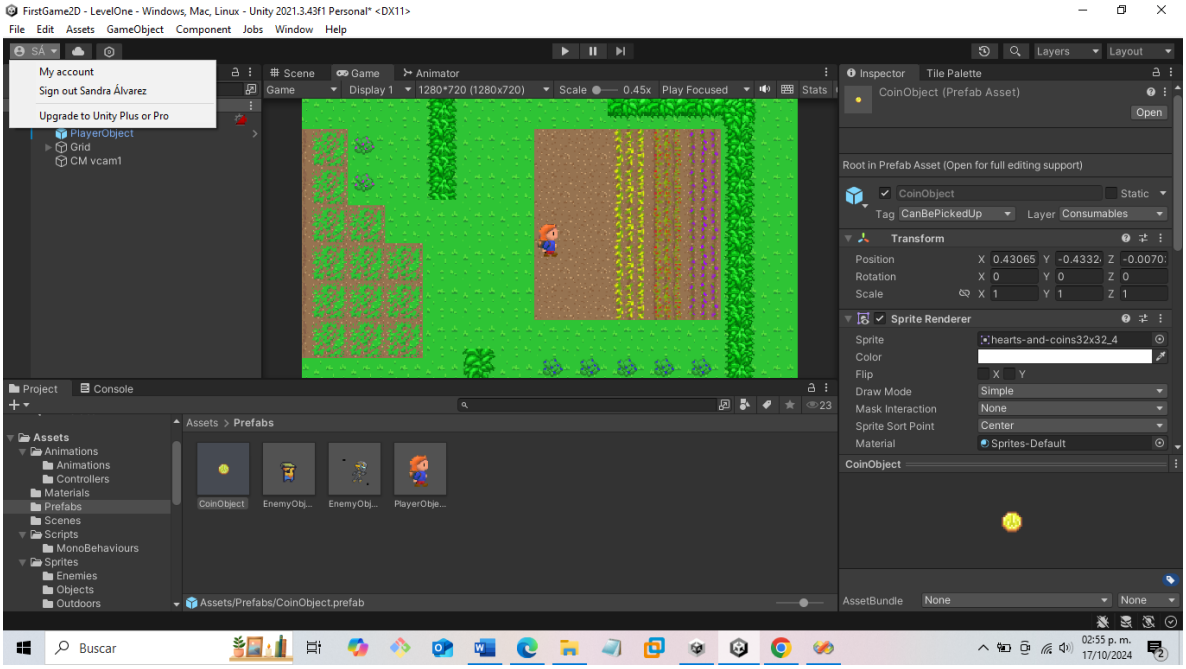

FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2021.3.43f1 Personal* <DX11>
File Edit Assets GameObject Component Jobs Window Help
My account
Sign out Sandra Álvarez
Upgrade to Unity Plus or Pro
CoinObject
PlayerObject
Grid
CM vcam1
Scene
Game
Animator
Display 1
1280*720 (1280x720)
Scale 0.45x
Play Focused
Stats
Inspector
Tile Palette
CoinObject
Static
Tag Untagged
Layer Default
Transform
Position
Rotation
Scale
Sprite Renderer
Sprite hearts-and-coins32x32_4
Color
Flip
Draw Mode Simple
Mask Interaction None
Sprite Sort Point Center
Material Sprites-Default
Additional Settings
Sorting Layer Objects
Order in Layer 0
Animator
Controller CoinController
Avatar None (Avatar)
Apply Root Motion
Update Mode Normal
Culling Mode Always Animate
Project
Console
Assets > Animations > Controllers
Buscar
02:47 p. m.
17/10/2024

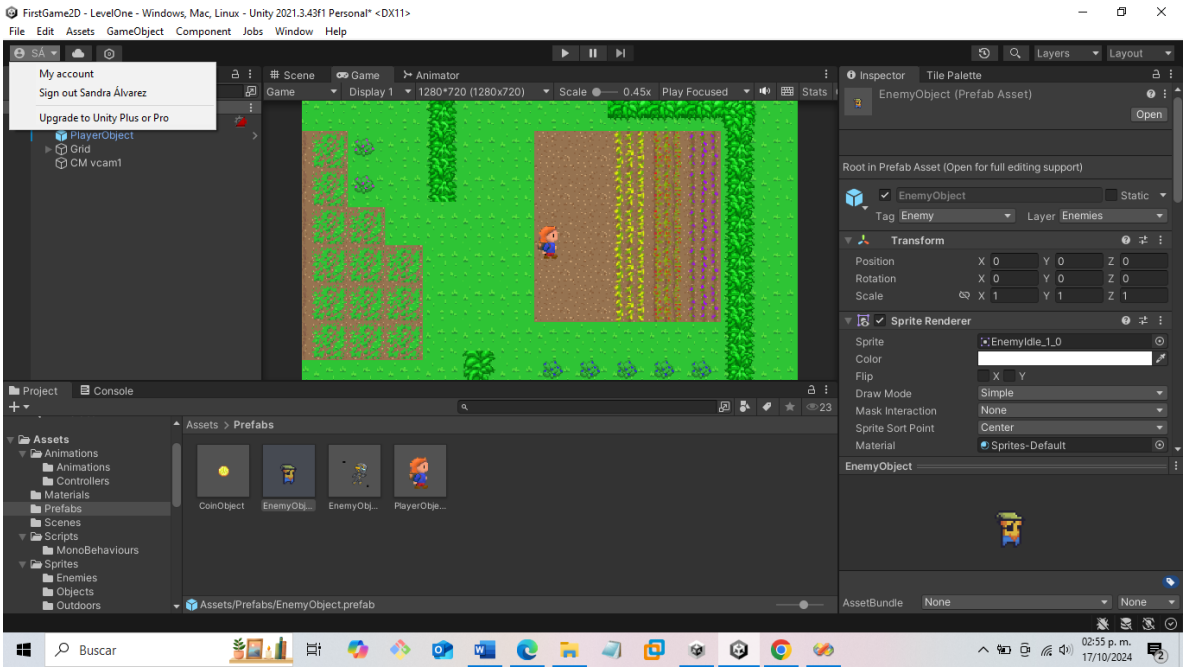

FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2021.3.43f1 Personal* <DX11>
File Edit Assets GameObject Component Jobs Window Help
My account
Sign out Sandra Álvarez
Upgrade to Unity Plus or Pro
CoinObject
PlayerObject
Grid
CM vcam1
Scene
Game
Animator
Display 1
1280*720 (1280x720)
Scale 0.45x
Play Focused
Stats
Inspector
Tile Palette
Sprite Sort Point Center
Material Sprites-Default
Additional Settings
Sorting Layer Objects
Order in Layer 0
Animator
Controller CoinController
Avatar None (Avatar)
Apply Root Motion
Update Mode Normal
Culling Mode Always Animate
Circle Collider 2D
Edit Collider
Material None (Physics Material 2D)
Is Trigger
Used By Effector
Offset X 0 Y 0
Radius 0.17
Info
Sprites-Default (Material)
Shader Sprites/Default
Add Component
Project
Console
Assets > Animations > Controllers
CoinControl...
EnemyCon...
EnemyObj...
PlayerCont...
Assets
Animations
Controllers
Materials
Prefabs
Scenes
Scripts
MonoBehaviours
Sprites
Enemies
Objects
Outdoors
Buscar
02:48 p. m.
17/10/2024

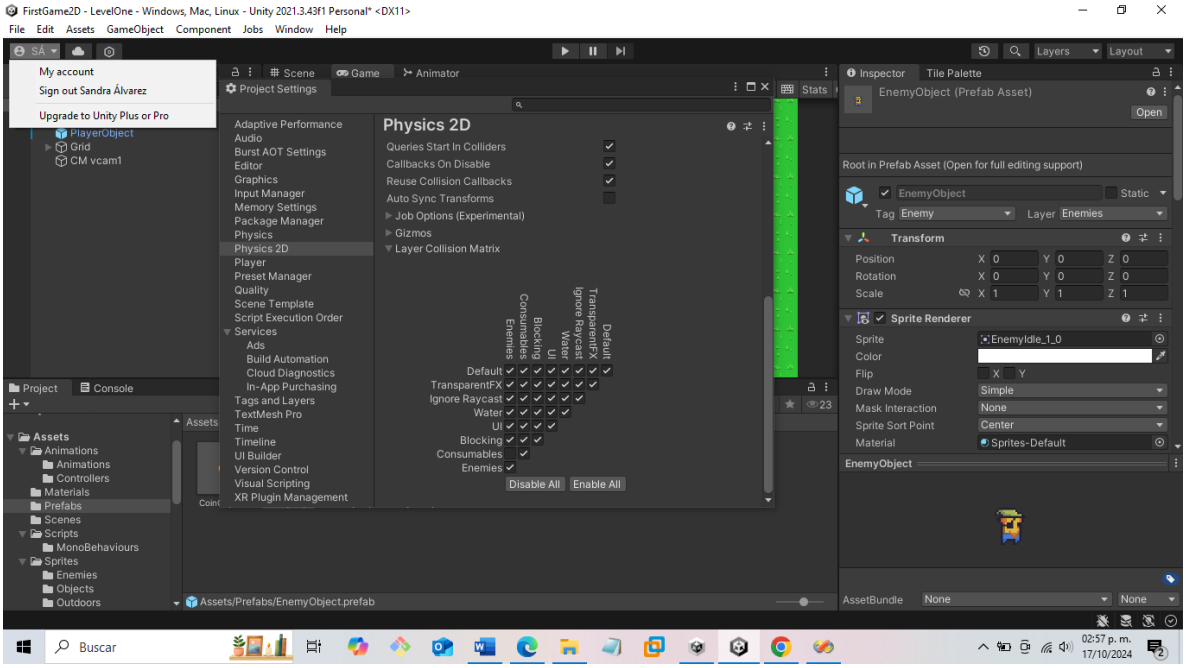

FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2021.3.43f1 Personal* <DX11>
File Edit Assets GameObject Component Jobs Window Help
Hierarchy
LevelOne*
Main Camera
CoinObject
PlayerObject
Grid
CM vcam1
Scene
Game
Animator
Display 1
1280*720 (1280x720)
Scale 0.45x
Play Focused
Stats
Inspector
Tile Palette
CoinObject
Static
Tag Untagged
Layer Default
Untagged
Respawn
Finish
EditorOnly
MainCamera
Player
GameController
Enemy
CanBePickedUp
Add Tag...
Position
Rotation
Scale
Sprite coins32x32_4
Color
Flip
Material Sprites-Default
Additional Settings
Sorting Layer Objects
Order in Layer 0
Animator
Controller CoinController
Avatar None (Avatar)
Apply Root Motion
Update Mode Normal
Culling Mode Always Animate
Circle Collider 2D
Project
Console
Assets
Animations
Materials
Prefabs
Scenes
Scripts
MonoBehaviours
Sprites
Enemies
Objects
Outdoors
Buscar
02:51 p. m.
17/10/2024

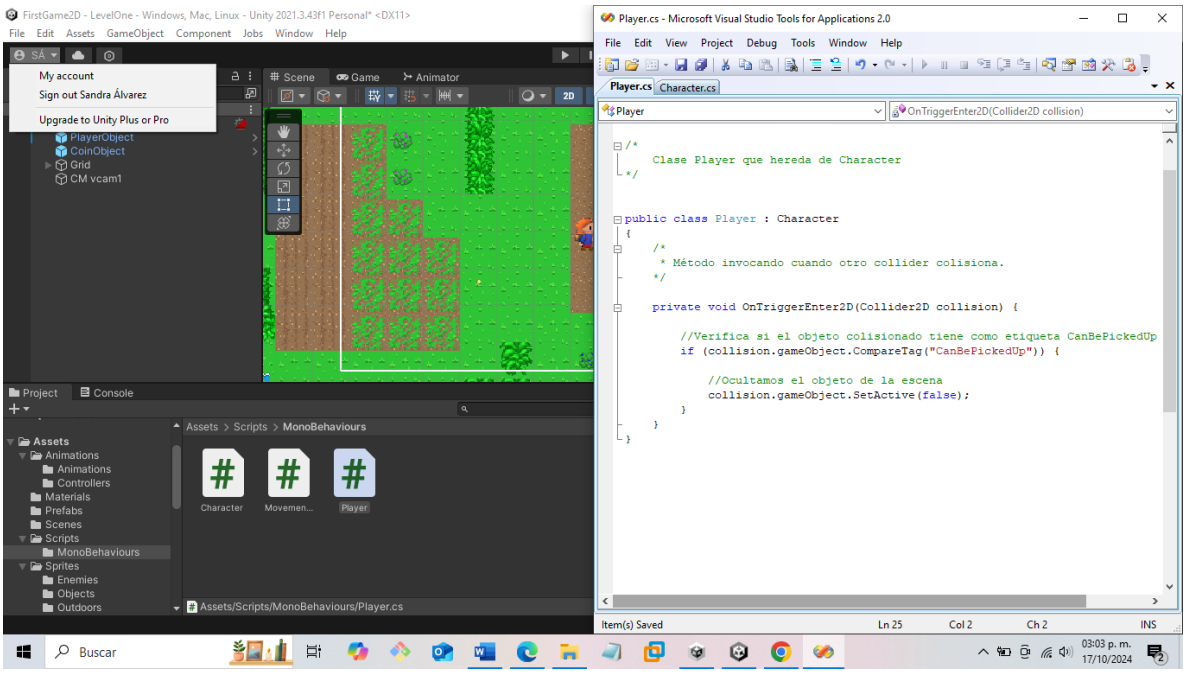

FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2021.3.43f1 Personal* <DX11>
File Edit Assets GameObject Component Jobs Window Help
My account
Sign out Sandra Álvarez
Upgrade to Unity Plus or Pro
Scene
Game
Animator
Inspector
Tile Palette
Layers
Layout
Display 1
1280*720 (1280x720)
Scale
0.45x
Play Focused
Stats
PlayerObject
Grid
CM vcam1
Project
Console
Assets > Prefabs
Assets
Animations
Animations
Controllers
Materials
Prefabs
Scenes
Scripts
MonoBehaviours
Sprites
Enemies
Objects
Outdoors
CoinObject
EnemyObj...
EnemyObj...
PlayerObje...
Buscar
02:52 p. m.
17/10/2024

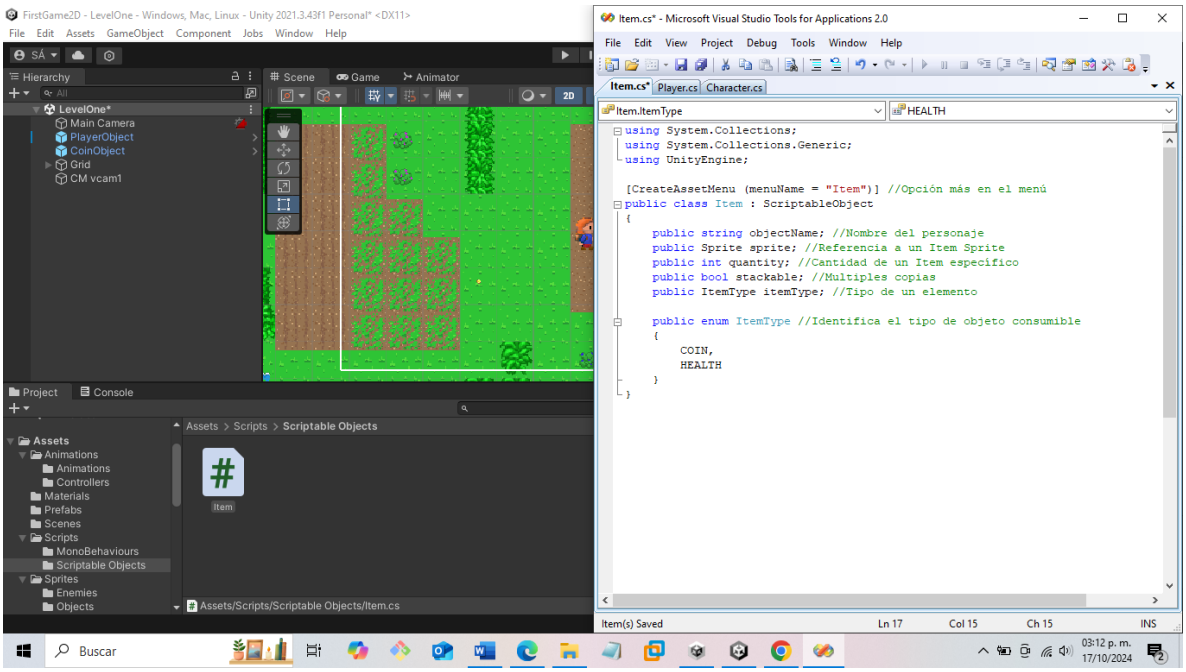

FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2021.3.43f1 Personal* <DX11>
File Edit Assets GameObject Component Jobs Window Help
My account
Sign out Sandra Álvarez
Upgrade to Unity Plus or Pro
PlayerObject
Grid
CM vcam1
Scene
Game
Animator
Display 1
1280*720 (1280x720)
Scale
0.45x
Play Focused
Stats
Inspector
Tile Palette
Tags & Layers
Tags
Sorting Layers
Layers
Project
Console
Assets
Animations
Materials
Prefabs
Scenes
Scripts
MonoBehaviours
Sprites
Enemies
Objects
Outdoors
ProjectSettings/TagManager.asset
Buscar
02:54 p. m.
17/10/2024

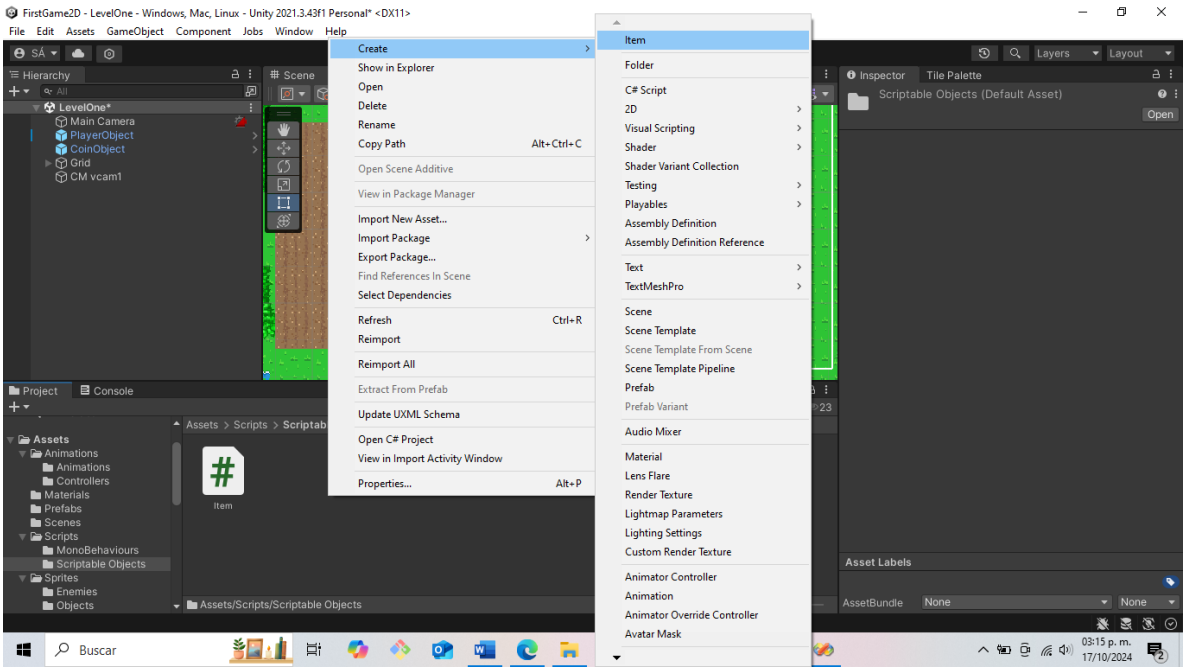

FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2021.3.43f1 Personal* <DX11>
File Edit Assets GameObject Component Jobs Window Help
My account
Sign out Sandra Álvarez
Upgrade to Unity Plus or Pro
PlayerObject
Grid
CM vcam1
Inspector
Tile Palette
CoinObject (Prefab Asset)
Open
Root in Prefab Asset (Open for full editing support)
CoinObject
Static
Tag CanBePickedUp
Layer Consumables
Transform
Position
Rotation
Scale
Sprite Renderer
Sprite
hearts-and-coins32x32_4
Color
Flip
Draw Mode
Simple
Mask Interaction
None
Sprite Sort Point
Center
Material
Sprites-Default
Assets > Prefabs
CoinObject
EnemyObj...
EnemyObj...
PlayerObje...
Assets/Prefabs/CoinObject.prefab
AssetBundle
None
Buscar
02:55 p. m.
17/10/2024

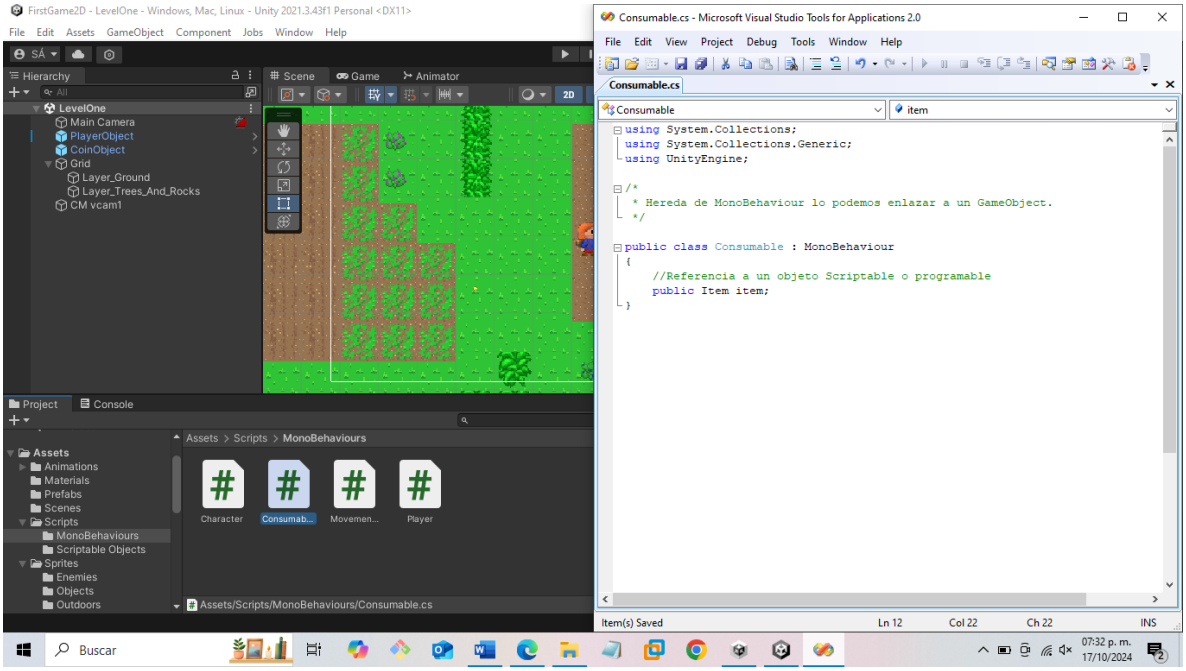

FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2021.3.43f1 Personal* <DX11>
File Edit Assets GameObject Component Jobs Window Help
My account
Sign out Sandra Álvarez
Upgrade to Unity Plus or Pro
PlayerObject
Grid
CM vcam1
Scene
Game
Animator
Display 1
1280*720 (1280x720)
Scale 0.45x
Play Focused
Stats
Inspector
Tile Palette
EnemyObject (Prefab Asset)
Open
Root in Prefab Asset (Open for full editing support)
EnemyObject
Static
Tag Enemy
Layer Enemies
Transform
Position
Rotation
Scale
Sprite Renderer
Sprite EnemyIdle_1_0
Color
Flip
Draw Mode Simple
Mask Interaction None
Sprite Sort Point Center
Material Sprites-Default
EnemyObject
Project
Console
Assets > Prefabs
Assets
Animations
Controllers
Materials
Prefabs
Scenes
Scripts
MonoBehaviours
Sprites
Enemies
Objects
Outdoors
CoinObject
EnemyObj...
PlayerObje...
Assets/Prefabs/EnemyObject.prefab
AssetBundle None None
Buscar
02:55 p. m.
17/10/2024

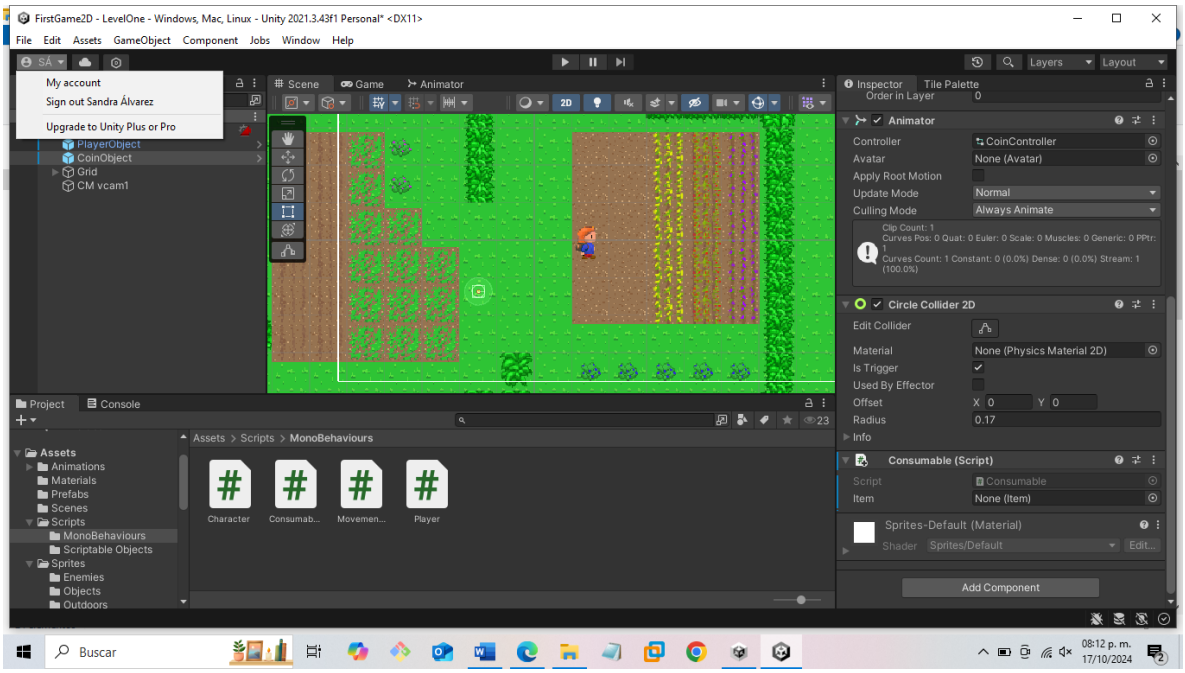

FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2021.3.43f1 Personal* <DX11>
File Edit Assets GameObject Component Jobs Window Help
My account
Sign out Sandra Álvarez
Upgrade to Unity Plus or Pro
Project Settings
Adaptive Performance
Audio
Burst AOT Settings
Editor
Graphics
Input Manager
Memory Settings
Package Manager
Physics
Physics 2D
Player
Preset Manager
Quality
Scene Template
Script Execution Order
Services
Ads
Build Automation
Cloud Diagnostics
In-App Purchasing
Tags and Layers
TextMesh Pro
Time
Timeline
UI Builder
Version Control
Visual Scripting
XR Plugin Management
Physics 2D
Queries Start In Colliders
Callbacks On Disable
Reuse Collision Callbacks
Auto Sync Transforms
Job Options (Experimental)
Gizmos
Layer Collision Matrix
Default
TransparentFX
Ignore Raycast
Water
UI
Blocking
Consumables
Enemies
Disable All
Enable All
Inspector
Tile Palette
EnemyObject (Prefab Asset)
Open
Root in Prefab Asset (Open for full editing support)
EnemyObject
Static
Tag Enemy
Layer Enemies
Transform
Position
Rotation
Scale
Sprite Renderer
Sprite EnemyIdle_1_0
Color
Flip
Draw Mode Simple
Mask Interaction None
Sprite Sort Point Center
Material Sprites-Default
EnemyObject
Project
Console
Assets/Prefabs/EnemyObject.prefab
AssetBundle None None
Buscar
02:57 p. m.
17/10/2024

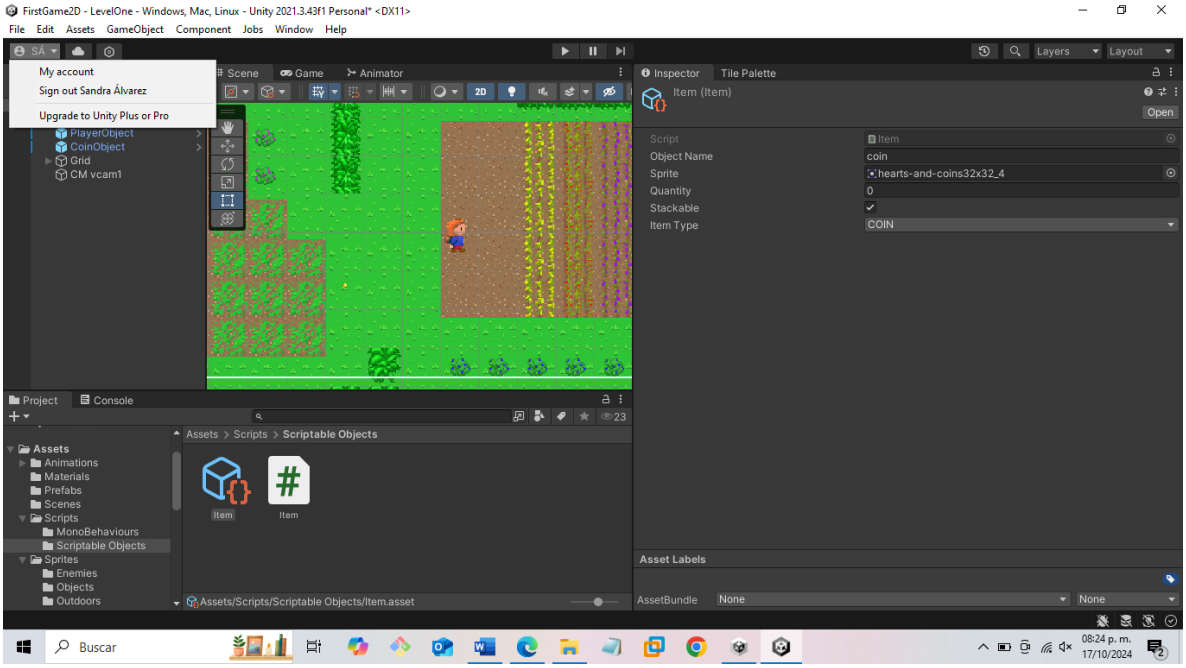

FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2021.3.43f1 Personal* <DX11>
File Edit Assets GameObject Component Jobs Window Help
My account
Sign out Sandra Álvarez
Upgrade to Unity Plus or Pro
Scene
Game
Animator
PlayerObject
CoinObject
Grid
CM vcam1
Project
Console
Assets > Scripts > MonoBehaviours
Character
Movemen...
Player
Assets/Scripts/MonoBehaviours/Player.cs
Player.cs - Microsoft Visual Studio Tools for Applications 2.0
Player.cs
Character.cs
Player
OnTriggerEnter2D(Collider2D collision)
/*
Clase Player que hereda de Character
*/
public class Player : Character
{
/*
* Método invocando cuando otro collider colisiona.
*/
private void OnTriggerEnter2D(Collider2D collision) {
//Verifica si el objeto colisionado tiene como etiqueta CanBePickedUp
if (collision.gameObject.CompareTag("CanBePickedUp")) {
//Ocultamos el objeto de la escena
collision.gameObject.SetActive(false);
}
}
}
Item(s) Saved
Ln 25
Col 2
Ch 2
INS
Buscar
03:03 p. m.
17/10/2024

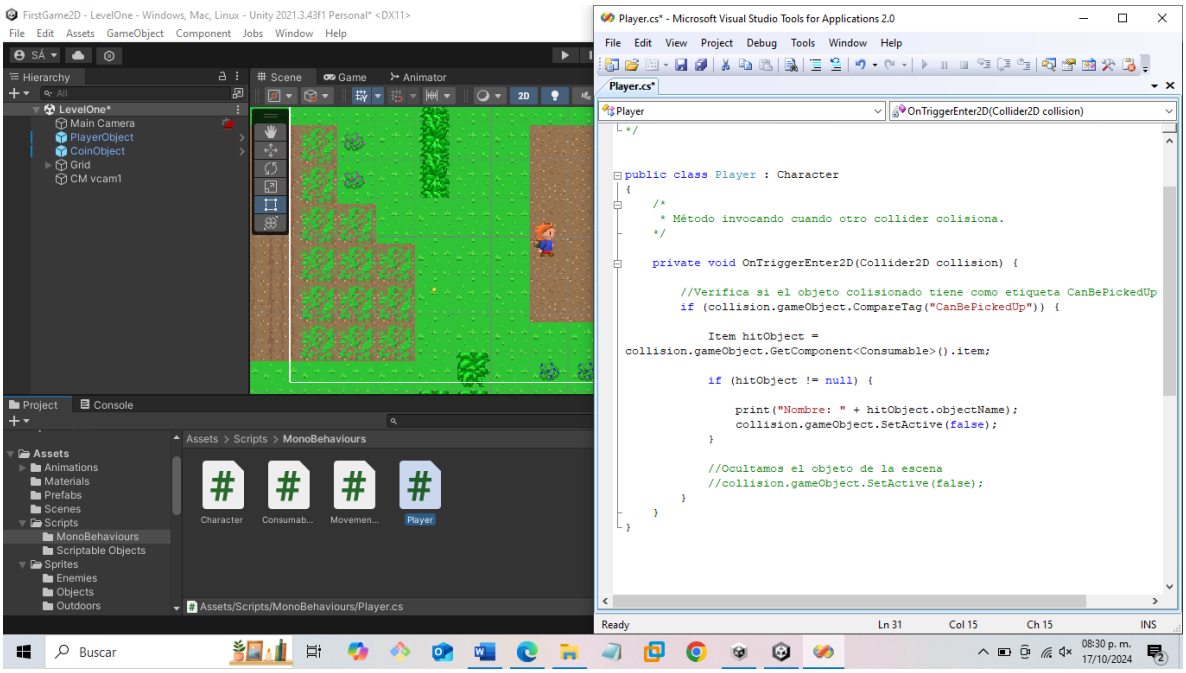

FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2021.3.43f1 Personal* <DX11>
File Edit Assets GameObject Component Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
CoinObject
Grid
CM vcam1
Scene
Game
Animator
Project
Console
Assets > Scripts > Scriptable Objects
Item
Assets/Scripts/Scriptable Objects/Item.cs
Item.cs* - Microsoft Visual Studio Tools for Applications 2.0
Item.cs*
Player.cs
Character.cs
Item.ItemType
HEALTH
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
[CreateAssetMenu (menuName = "Item")] //Opción más en el menú
public class Item : ScriptableObject
{
public string objectName; //Nombre del personaje
public Sprite sprite; //Referencia a un Item Sprite
public int quantity; //Cantidad de un Item especifico
public bool stackable; //Multiples copias
public ItemType itemType; //Tipo de un elemento
public enum ItemType //Identifica el tipo de objeto consumible
{
COIN,
HEALTH
}
}
Item(s) Saved
Ln 17
Col 15
Ch 15
INS
Buscar
03:12 p. m.
17/10/2024

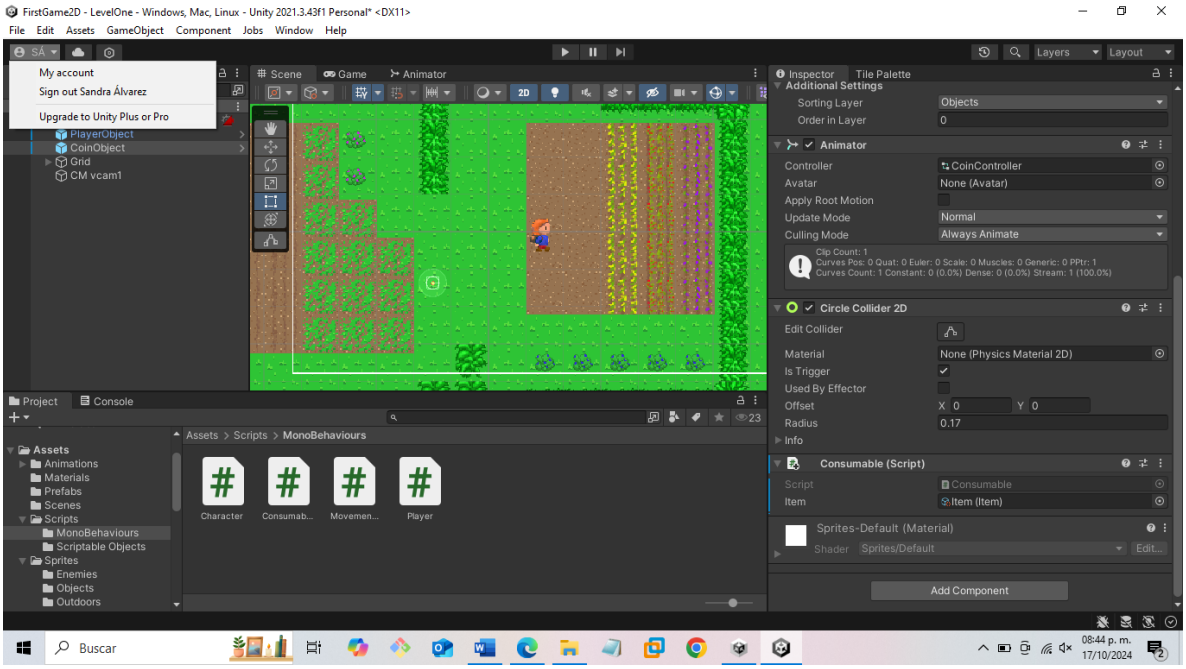

FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2021.3.43f1 Personal* <DX11>
File Edit Assets GameObject Component Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
CoinObject
Grid
CM vcam1
Scene
Create
Show in Explorer
Open
Delete
Rename
Copy Path Alt+Ctrl+C
Open Scene Additive
View in Package Manager
Import New Asset...
Import Package
Export Package...
Find References In Scene
Select Dependencies
Refresh Ctrl+R
Reimport
Reimport All
Extract From Prefab
Update UXML Schema
Open C# Project
View in Import Activity Window
Properties... Alt+P
Item
Folder
C# Script
2D
Visual Scripting
Shader
Shader Variant Collection
Testing
Playables
Assembly Definition
Assembly Definition Reference
Text
TextMeshPro
Scene
Scene Template
Scene Template From Scene
Scene Template Pipeline
Prefab
Prefab Variant
Audio Mixer
Material
Lens Flare
Render Texture
Lightmap Parameters
Lighting Settings
Custom Render Texture
Animator Controller
Animation
Animator Override Controller
Avatar Mask
Inspector
Tile Palette
Scriptable Objects (Default Asset)
Open
Project
Console
Assets
Animations
Controllers
Materials
Prefabs
Scenes
Scripts
MonoBehaviours
Scriptable Objects
Sprites
Enemies
Objects
Item
Assets/Scripts/Scriptable Objects
Asset Labels
AssetBundle
Buscar
03:15 p. m.
17/10/2024

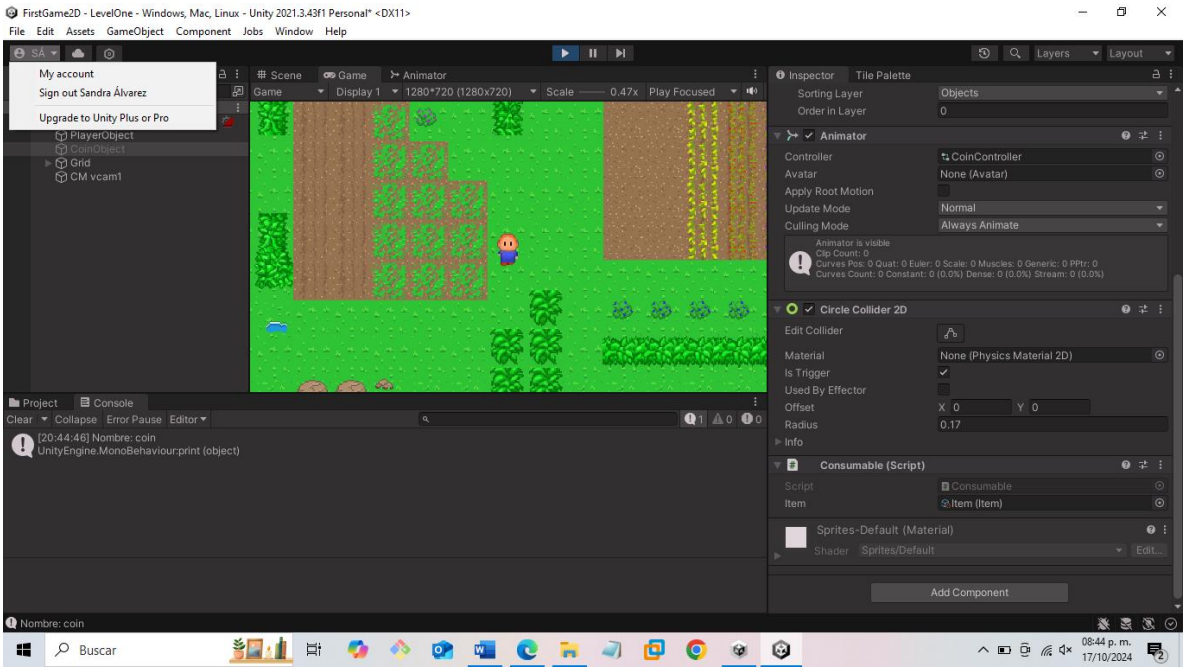

FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2021.3.43f1 Personal <DX11>
File Edit Assets GameObject Component Jobs Window Help
Hierarchy
LevelOne
Main Camera
PlayerObject
CoinObject
Grid
Layer_Ground
Layer_Trees_And_Rocks
CM vcam1
Scene
Game
Animator
Project
Console
Assets
Animations
Materials
Prefabs
Scenes
Scripts
MonoBehaviours
Scriptable Objects
Sprites
Enemies
Objects
Outdoors
Character
Consumab...
Movemen...
Player
Assets/Scripts/MonoBehaviours/Consumable.cs
Consumable.cs - Microsoft Visual Studio Tools for Applications 2.0
File Edit View Project Debug Tools Window Help
Consumable.cs
Consumable
item
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
/*
* Hereda de MonoBehaviour lo podemos enlazar a un GameObject.
*/
public class Consumable : MonoBehaviour
{
//Referencia a un objeto Scriptable o programable
public Item item;
}
Item(s) Saved
Ln 12
Col 22
Ch 22
INS
Buscar
07:32 p. m.
17/10/2024

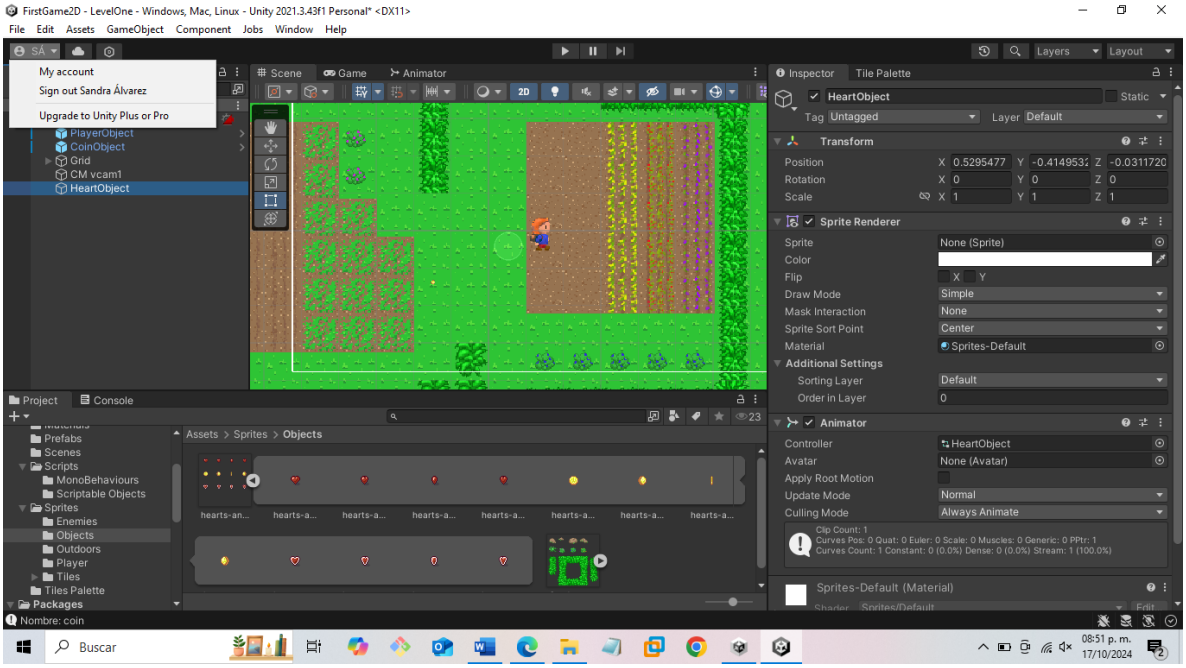

FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2021.3.43f1 Personal* <DX11>
File Edit Assets GameObject Component Jobs Window Help
My account
Sign out Sandra Álvarez
Upgrade to Unity Plus or Pro
Scene
Game
Animator
Inspector
Tile Palette
Layers
Layout
PlayerObject
CoinObject
Grid
CM vcam1
Animator
Controller
CoinController
Avatar
None (Avatar)
Apply Root Motion
Update Mode
Normal
Culling Mode
Always Animate
Circle Collider 2D
Edit Collider
Material
None (Physics Material 2D)
Is Trigger
Used By Effector
Offset
Radius
0.17
Info
Consumable (Script)
Script
Consumable
Item
None (Item)
Sprites-Default (Material)
Shader
Sprites/Default
Add Component
Project
Console
Assets > Scripts > MonoBehaviours
Assets
Animations
Materials
Prefabs
Scenes
Scripts
MonoBehaviours
Scriptable Objects
Sprites
Enemies
Objects
Outdoors
Character
Consumab...
Movemen...
Player
Buscar
08:12 p. m.
17/10/2024

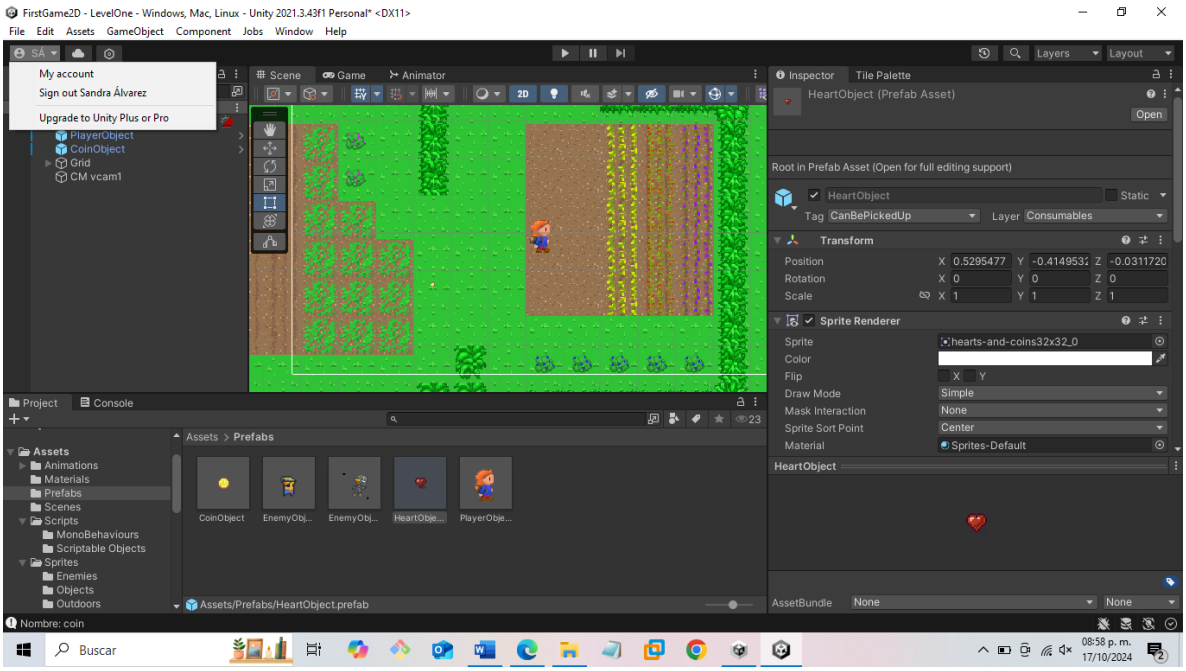

FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2021.3.43f1 Personal* <DX11>
File Edit Assets GameObject Component Jobs Window Help
My account
Sign out Sandra Álvarez
Upgrade to Unity Plus or Pro
Scene
Game
Animator
Inspector
Tile Palette
Item (Item)
Open
Script
Item
Object Name
coin
Sprite
hearts-and-coins32x32_4
Quantity
0
Stackable
Item Type
COIN
Asset Labels
AssetBundle
None
Project
Console
Assets > Scripts > Scriptable Objects
Item
Item
Assets/Scripts/Scriptable Objects/Item.asset
Buscar
08:24 p. m.
17/10/2024

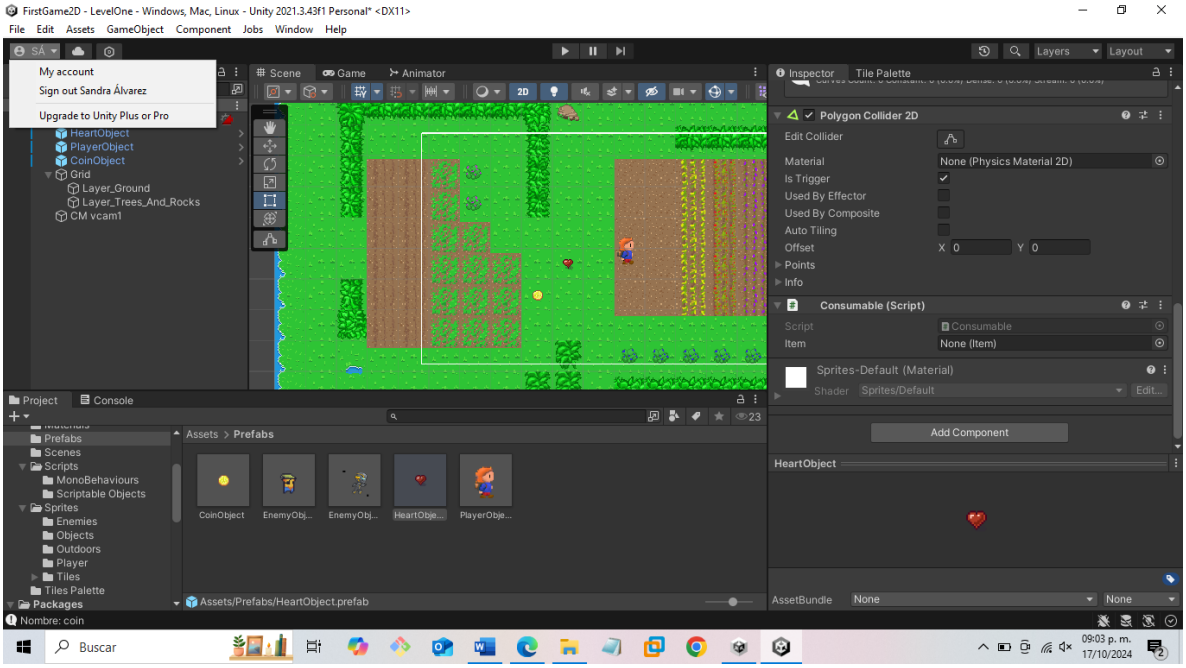

FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2021.3.43f1 Personal* <DX11>
File Edit Assets GameObject Component Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
CoinObject
Grid
CM vcam1
Scene
Game
Animator
Project
Console
Assets > Scripts > MonoBehaviours
Assets
Animations
Materials
Prefabs
Scenes
Scripts
MonoBehaviours
Scriptable Objects
Sprites
Enemies
Objects
Outdoors
Character
Consumab...
Movemen...
Player
Assets/Scripts/MonoBehaviours/Player.cs
Player.cs* - Microsoft Visual Studio Tools for Applications 2.0
File Edit View Project Debug Tools Window Help
Player.cs*
Player
OnTriggerEnter2D(Collider2D collision)
*/
public class Player : Character
{
/*
* Método invocando cuando otro collider colisiona.
*/
private void OnTriggerEnter2D(Collider2D collision) {
//Verifica si el objeto colisionado tiene como etiqueta CanBePickedUp
if (collision.gameObject.CompareTag("CanBePickedUp")) {
Item hitObject =
collision.gameObject.GetComponent<Consumable>().item;
if (hitObject != null) {
print("Nombre: " + hitObject.objectName);
collision.gameObject.SetActive(false);
}
//Ocultamos el objeto de la escena
//collision.gameObject.SetActive(false);
}
}
}
Ready
Ln 31
Col 15
Ch 15
INS
Buscar
08:30 p. m.
17/10/2024

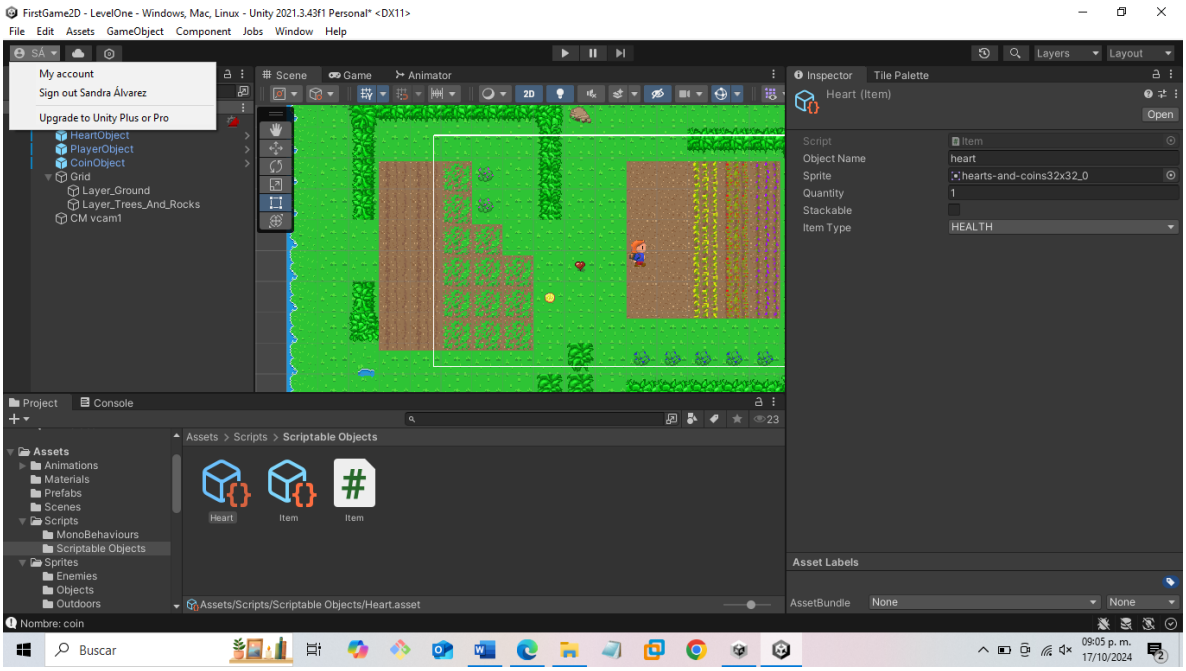

FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2021.3.43f1 Personal* <DX11>
File Edit Assets GameObject Component Jobs Window Help
My account
Sign out Sandra Álvarez
Upgrade to Unity Plus or Pro
PlayerObject
CoinObject
Grid
CM vcam1
Scene
Game
Animator
Inspector
Tile Palette
Additional Settings
Sorting Layer
Objects
Order in Layer
0
Animator
Controller
CoinController
Avatar
None (Avatar)
Apply Root Motion
Update Mode
Normal
Culling Mode
Always Animate
Circle Collider 2D
Edit Collider
Material
None (Physics Material 2D)
Is Trigger
Used By Effector
Offset
Radius
0.17
Info
Consumable (Script)
Script
Consumable
Item
Item (Item)
Sprites-Default (Material)
Shader
Sprites/Default
Edit...
Add Component
Project
Console
Assets > Scripts > MonoBehaviours
Buscar
08:44 p. m.
17/10/2024

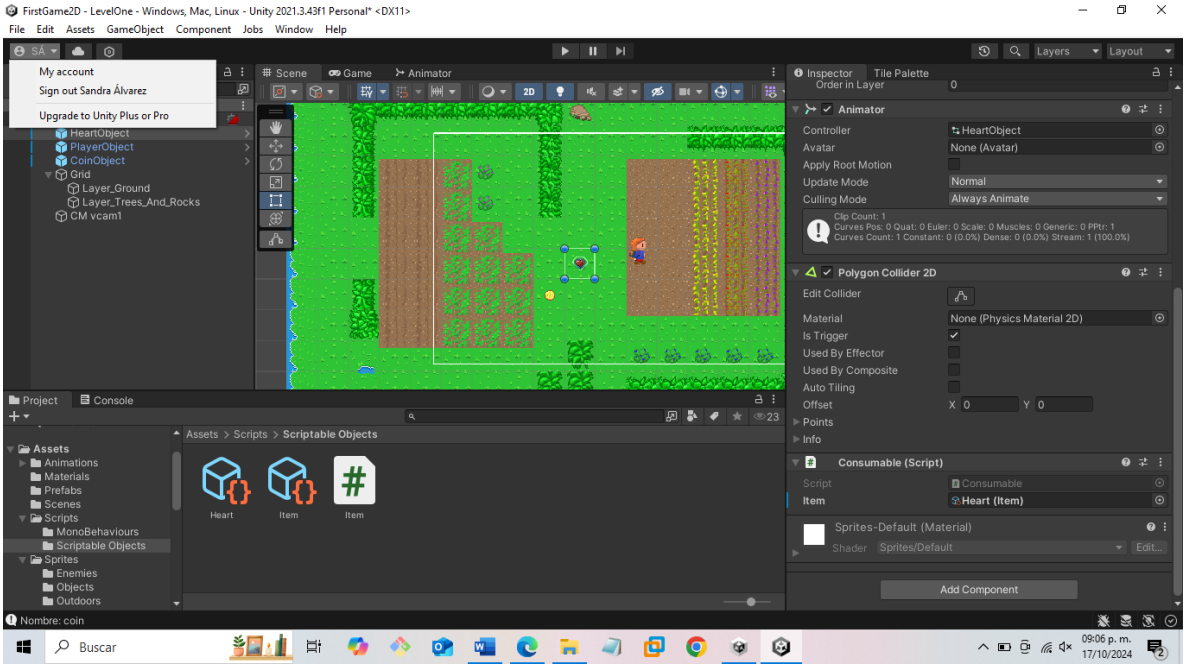

FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2021.3.43f1 Personal* <DX11>
File Edit Assets GameObject Component Jobs Window Help
My account
Sign out Sandra Álvarez
Upgrade to Unity Plus or Pro
PlayerObject
CoinObject
Grid
CM vcam1
Scene
Game
Animator
Inspector
Tile Palette
Sorting Layer
Objects
Order in Layer
Animator
Controller
CoinController
Avatar
None (Avatar)
Apply Root Motion
Update Mode
Normal
Culling Mode
Always Animate
Circle Collider 2D
Edit Collider
Material
None (Physics Material 2D)
Is Trigger
Used By Effector
Offset
Radius
0.17
Info
Consumable (Script)
Script
Consumable
Item
Item (Item)
Sprites-Default (Material)
Shader
Sprites/Default
Add Component
Project
Console
[20:44:46] Nombre: coin
UnityEngine.MonoBehaviour:print (object)
Nombre: coin
Buscar
08:44 p. m.
17/10/2024

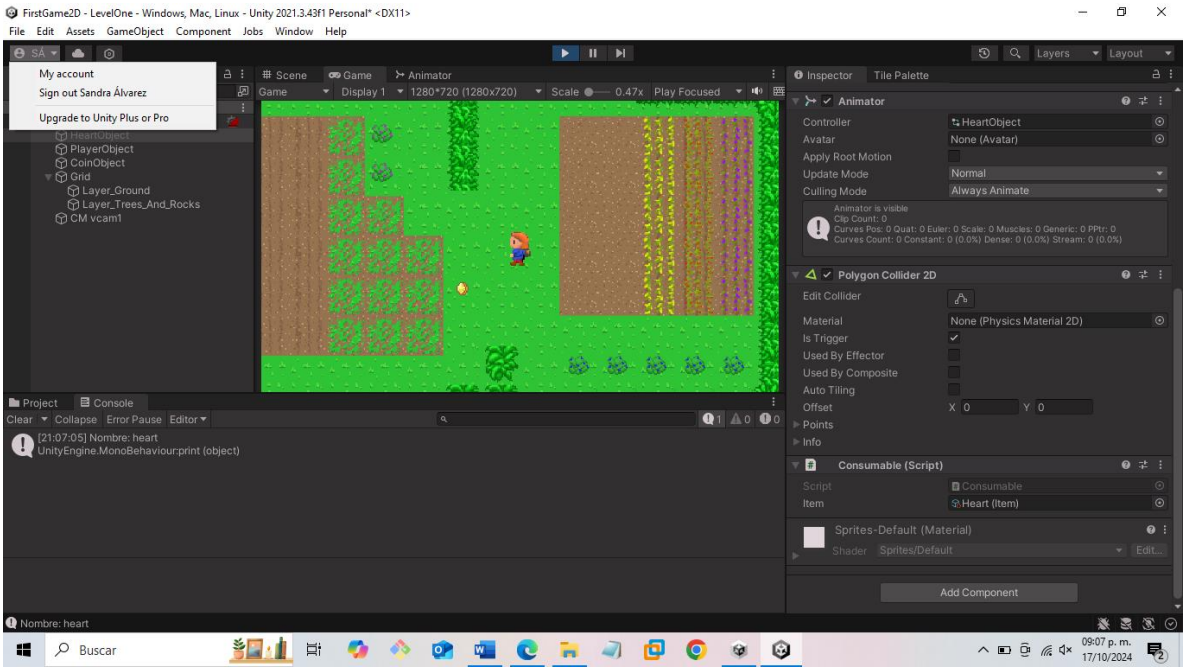

FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2021.3.43f1 Personal* <DX11>
File Edit Assets GameObject Component Jobs Window Help
My account
Sign out Sandra Álvarez
Upgrade to Unity Plus or Pro
PlayerObject
CoinObject
Grid
CM vcam1
HeartObject
Scene
Game
Animator
Inspector
Tile Palette
HeartObject
Static
Tag
Untagged
Layer
Default
Transform
Position
Rotation
Scale
Sprite Renderer
Sprite
None (Sprite)
Color
Flip
Draw Mode
Simple
Mask Interaction
None
Sprite Sort Point
Center
Material
Sprites-Default
Additional Settings
Sorting Layer
Default
Order in Layer
Animator
Controller
HeartObject
Avatar
None (Avatar)
Apply Root Motion
Update Mode
Normal
Culling Mode
Always Animate
Sprites-Default (Material)
Project
Console
Assets > Sprites > Objects
Prefabs
Scenes
Scripts
MonoBehaviours
Scriptable Objects
Sprites
Enemies
Objects
Outdoors
Player
Tiles
Tiles Palette
Packages
Nombre: coin
Buscar
08:51 p. m.
17/10/2024

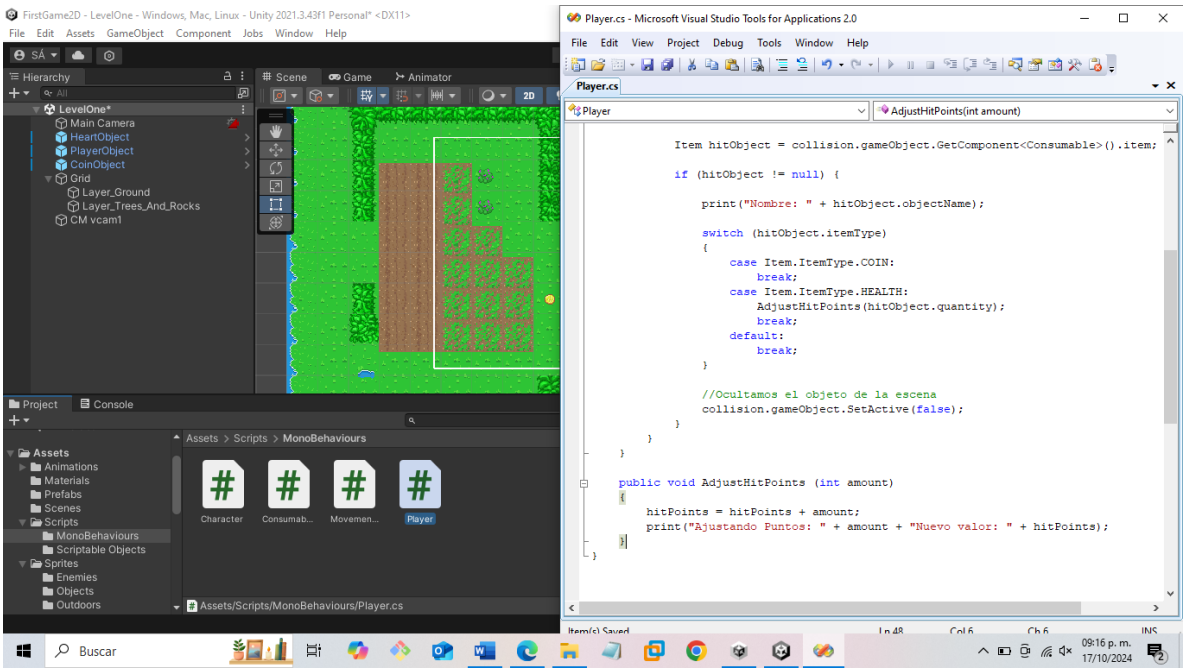

FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2021.3.43f1 Personal* <DX11>
File Edit Assets GameObject Component Jobs Window Help
My account
Sign out Sandra Álvarez
Upgrade to Unity Plus or Pro
Scene
Game
Animator
Inspector
Tile Palette
HeartObject (Prefab Asset)
Open
Root in Prefab Asset (Open for full editing support)
HeartObject
Static
Tag CanBePickedUp
Layer Consumables
Transform
Position
Rotation
Scale
Sprite Renderer
Sprite hearts-and-coins32x32_0
Color
Flip
Draw Mode Simple
Mask Interaction None
Sprite Sort Point Center
Material Sprites-Default
Project
Console
Assets > Prefabs
Assets
Animations
Materials
Prefabs
Scenes
Scripts
MonoBehaviours
Scriptable Objects
Sprites
Enemies
Objects
Outdoors
CoinObject
EnemyObj...
HeartObje...
PlayerObje...
Assets/Prefabs/HeartObject.prefab
AssetBundle None
Nombre: coin
Buscar
08:58 p. m.
17/10/2024

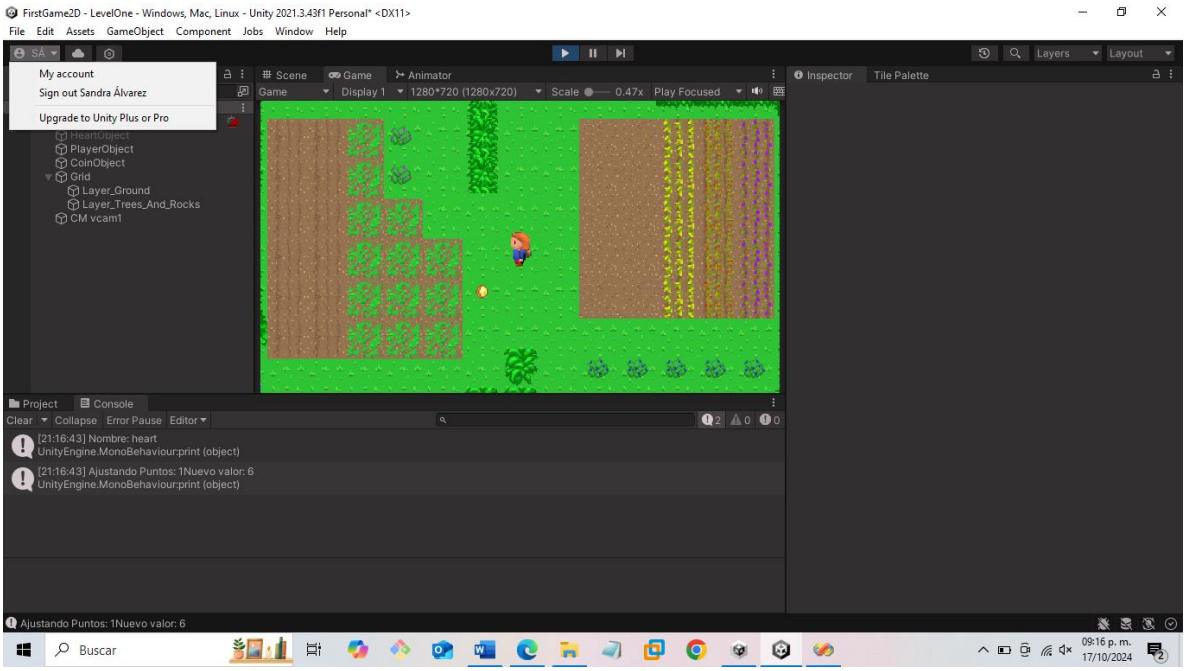

FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2021.3.43f1 Personal* <DX11>
File Edit Assets GameObject Component Jobs Window Help
My account
Sign out Sandra Álvarez
Upgrade to Unity Plus or Pro
HeartObject
PlayerObject
CoinObject
Grid
Layer_Ground
Layer_Trees_And_Rocks
CM vcam1
Polygon Collider 2D
Edit Collider
Material None (Physics Material 2D)
Is Trigger
Used By Effector
Used By Composite
Auto Tiling
Offset
Points
Info
Consumable (Script)
Script Consumable
Item None (Item)
Sprites-Default (Material)
Shader Sprites/Default
Add Component
Prefabs
Scenes
Scripts
MonoBehaviours
Scriptable Objects
Sprites
Enemies
Objects
Outdoors
Player
Tiles
Tiles Palette
Packages
Assets/Prefabs/HeartObject.prefab
AssetBundle None
Nombre: coin
Buscar
09:03 p. m.
17/10/2024


FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2021.3.43f1 Personal* <DX11>
File Edit Assets GameObject Component Jobs Window Help
My account
Sign out Sandra Álvarez
Upgrade to Unity Plus or Pro
HeartObject
PlayerObject
CoinObject
Grid
Layer_Ground
Layer_Trees_And_Rocks
CM vcam1
Scene
Game
Animator
Inspector
Tile Palette
Heart (Item)
Open
Script
Item
Object Name
heart
Sprite
hearts-and-coins32x32_0
Quantity
1
Stackable
Item Type
HEALTH
Project
Console
Assets > Scripts > Scriptable Objects
Assets
Animations
Materials
Prefabs
Scenes
Scripts
MonoBehaviours
Scriptable Objects
Sprites
Enemies
Objects
Outdoors
Heart
Item
Item
Assets/Scripts/Scriptable Objects/Heart.asset
Asset Labels
AssetBundle
None
None
Nombre: coin
Buscar
09:05 p. m.
17/10/2024


FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2021.3.43f1 Personal* <DX11>
File Edit Assets GameObject Component Jobs Window Help
My account
Sign out Sandra Álvarez
Upgrade to Unity Plus or Pro
HeartObject
PlayerObject
CoinObject
Grid
Layer_Ground
Layer_Trees_And_Rocks
CM vcam1
Scene
Game
Animator
Inspector
Tile Palette
Order in Layer
0
Animator
Controller
HeartObject
Avatar
None (Avatar)
Apply Root Motion
Update Mode
Normal
Culling Mode
Always Animate
Clip Count: 1
Curves Pos: 0 Quat: 0 Euler: 0 Scale: 0 Muscles: 0 Generic: 0 PPtr: 1
Curves Count: 1 Constant: 0 (0.0%) Dense: 0 (0.0%) Stream: 1 (100.0%)
Polygon Collider 2D
Edit Collider
Material
None (Physics Material 2D)
Is Trigger
Used By Effector
Used By Composite
Auto Tiling
Offset
X 0
Y 0
Points
Info
Consumable (Script)
Script
Consumable
Item
Heart (Item)
Sprites-Default (Material)
Shader
Sprites/Default
Edit...
Add Component
Project
Console
Assets > Scripts > Scriptable Objects
Assets
Animations
Materials
Prefabs
Scenes
Scripts
MonoBehaviours
Scriptable Objects
Sprites
Enemies
Objects
Outdoors
Heart
Item
Item
Nombre: coin
Buscar
09:06 p. m.
17/10/2024


FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2021.3.43f1 Personal* <DX11>
File Edit Assets GameObject Component Jobs Window Help
My account
Sign out Sandra Álvarez
Upgrade to Unity Plus or Pro
HeartObject
PlayerObject
CoinObject
Grid
Layer_Ground
Layer_Trees_And_Rocks
CM vcam1
Scene
Game
Animator
Inspector
Tile Palette
Animator
Controller
HeartObject
Avatar
None (Avatar)
Apply Root Motion
Update Mode
Normal
Culling Mode
Always Animate
Polygon Collider 2D
Edit Collider
Material
None (Physics Material 2D)
Is Trigger
Used By Effector
Used By Composite
Auto Tiling
Offset
Points
Info
Consumable (Script)
Script
Consumable
Item
Heart (Item)
Sprites-Default (Material)
Shader
Sprites/Default
Add Component
Project
Console
[21:07:05] Nombre: heart
UnityEngine.MonoBehaviour:print (object)
Nombre: heart
Buscar
09:07 p. m.
17/10/2024


FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2021.3.43f1 Personal* <DX11>
File Edit Assets GameObject Component Jobs Window Help
Hierarchy
LevelOne*
Main Camera
HeartObject
PlayerObject
CoinObject
Grid
Layer_Ground
Layer_Trees_And_Rocks
CM vcam1
Scene
Game
Animator
Project
Console
Assets > Scripts > MonoBehaviours
Assets
Animations
Materials
Prefabs
Scenes
Scripts
MonoBehaviours
Scriptable Objects
Sprites
Enemies
Objects
Outdoors
Character
Consumab...
Movemen...
Player
Assets/Scripts/MonoBehaviours/Player.cs
Buscar
09:16 p. m.
17/10/2024
Player.cs - Microsoft Visual Studio Tools for Applications 2.0
File Edit View Project Debug Tools Window Help
Player.cs
Player
AdjustHitPoints(int amount)
Item hitObject = collision.gameObject.GetComponent<Consumable>().item;
if (hitObject != null) {
print("Nombre: " + hitObject.objectName);
switch (hitObject.itemType)
{
case Item.ItemType.COIN:
break;
case Item.ItemType.HEALTH:
AdjustHitPoints(hitObject.quantity);
break;
default:
break;
}
//Ocultamos el objeto de la escena
collision.gameObject.SetActive(false);
}
}
}
public void AdjustHitPoints (int amount)
{
hitPoints = hitPoints + amount;
print("Ajustando Puntos: " + amount + "Nuevo valor: " + hitPoints);
}
}
Item(s) Saved
Ln 48
Col 6
Ch 6
INS


FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2021.3.43f1 Personal* <DX11>
File Edit Assets GameObject Component Jobs Window Help
My account
Sign out Sandra Álvarez
Upgrade to Unity Plus or Pro
Scene
Game
Animator
Inspector
Tile Palette
Display 1
1280*720 (1280x720)
Scale
0.47x
Play Focused
HeartObject
PlayerObject
CoinObject
Grid
Layer_Ground
Layer_Trees_And_Rocks
CM vcam1
Project
Console
Clear
Collapse
Error Pause
Editor
[21:16:43] Nombre: heart
UnityEngine.MonoBehaviour:print (object)
[21:16:43] Ajustando Puntos: 1Nuevo valor: 6
UnityEngine.MonoBehaviour:print (object)
Ajustando Puntos: 1Nuevo valor: 6
Buscar
09:16 p. m.
17/10/2024