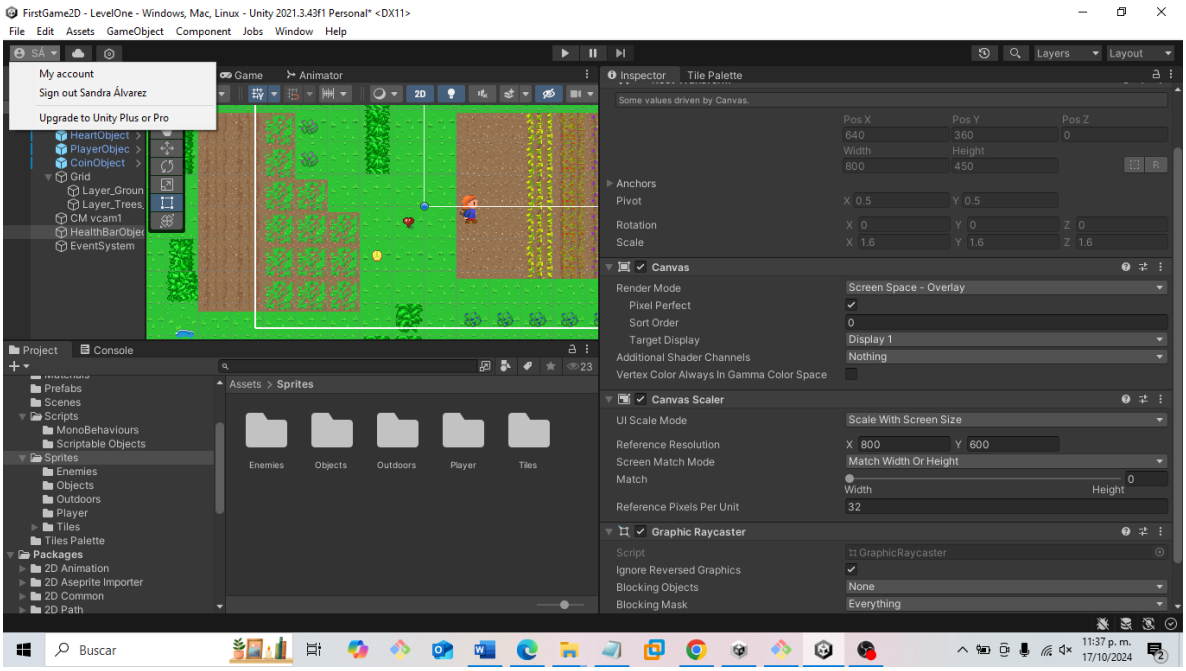
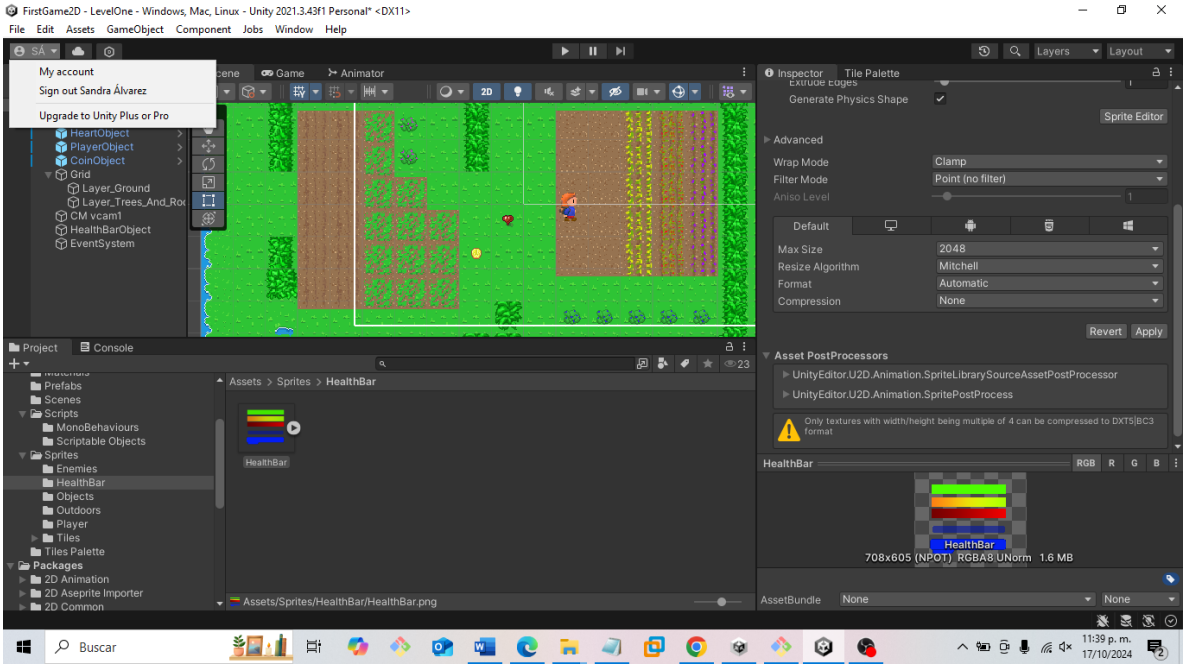
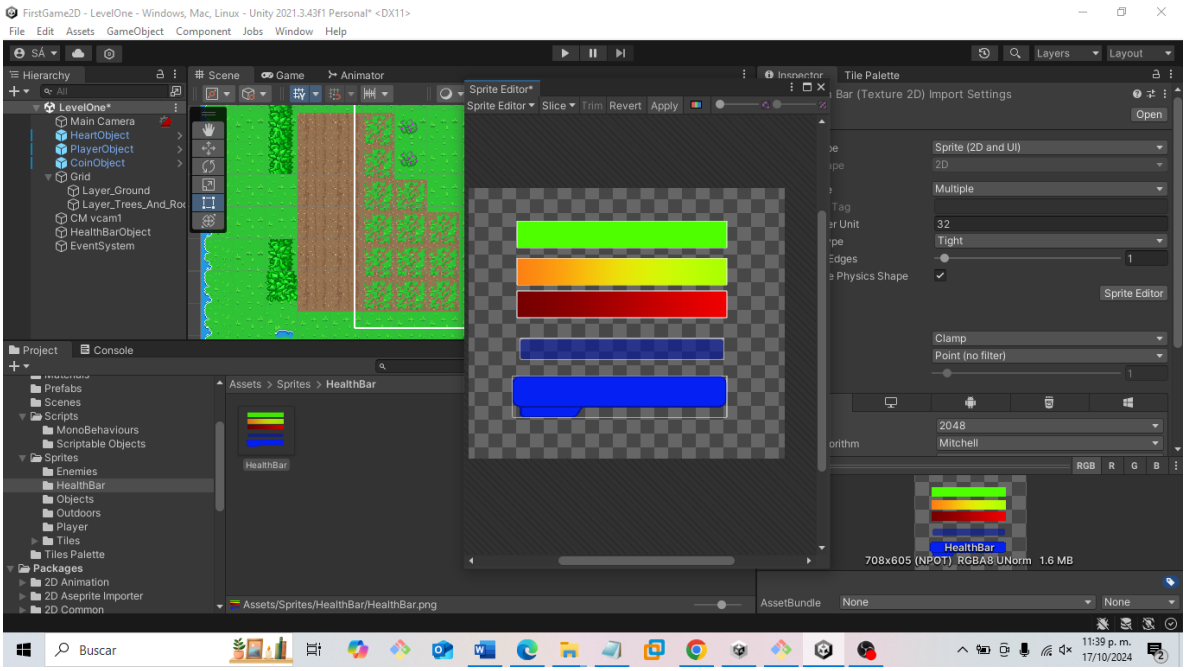
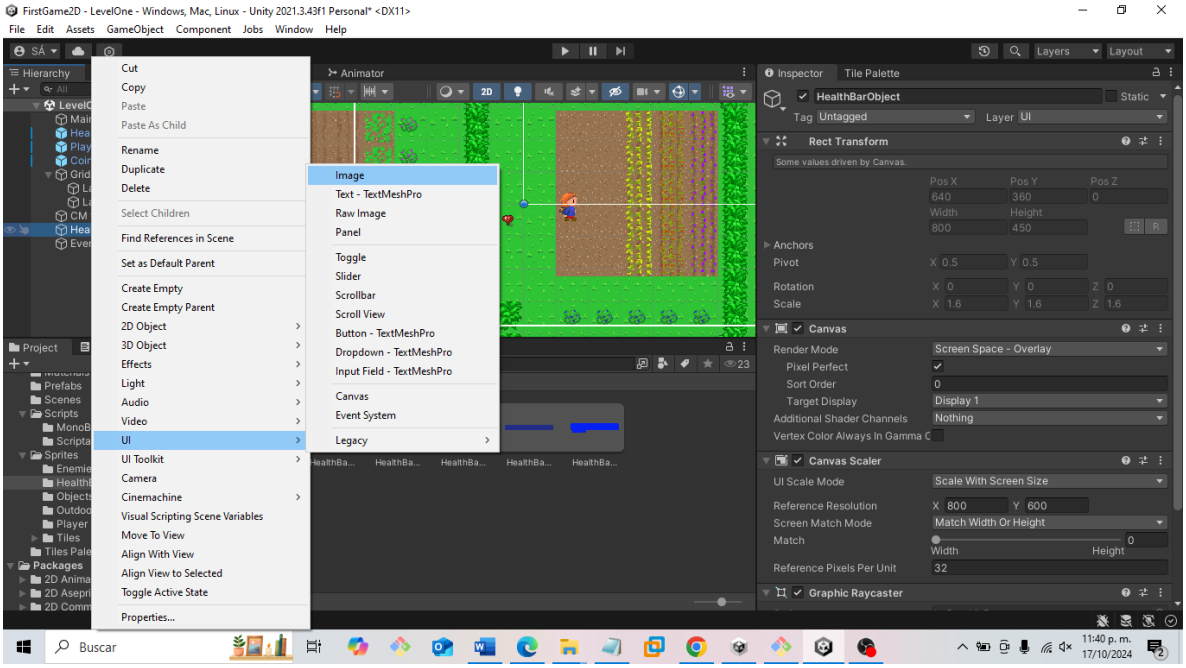
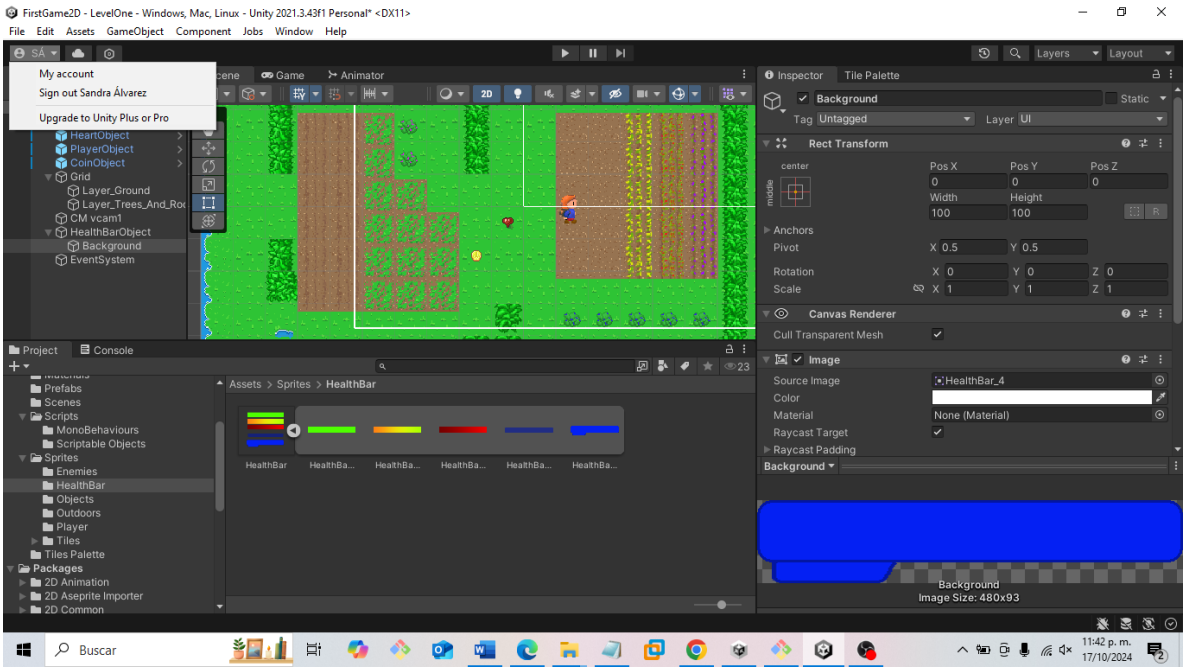
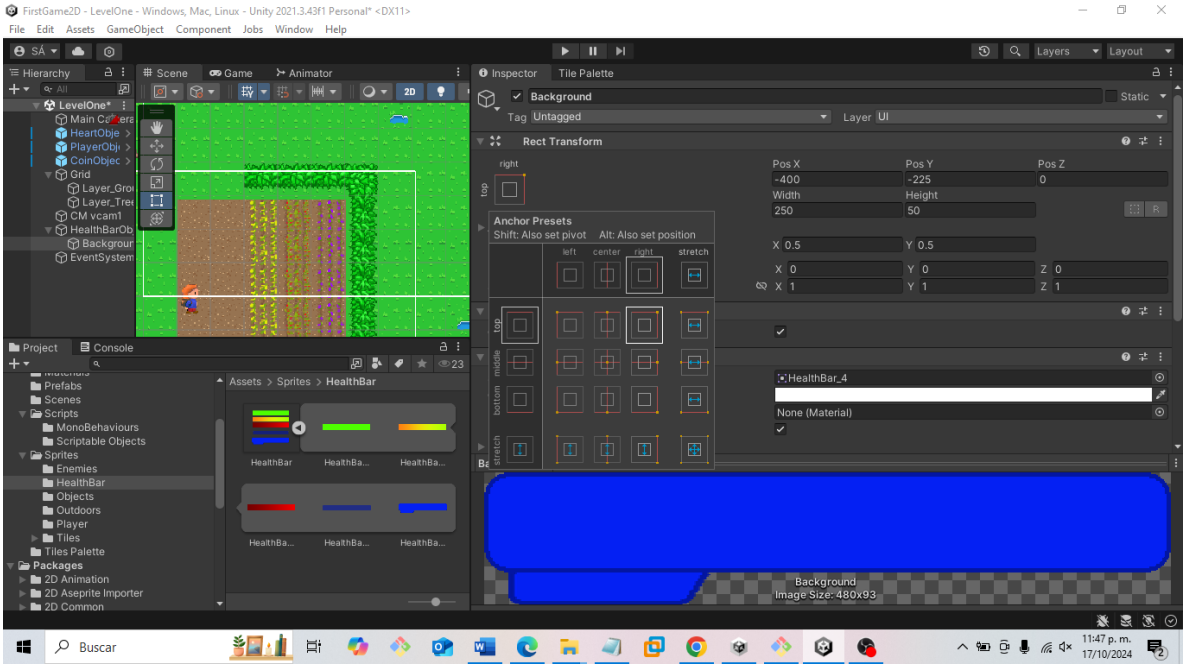

FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2021.3.43f1 Personal* <DX11>
File Edit Assets GameObject Component Jobs Window Help
My account
Sign out Sandra Álvarez
Upgrade to Unity Plus or Pro
Game
Animator
Inspector
Tile Palette
Some values driven by Canvas.
Canvas
Render Mode
Screen Space - Overlay
Canvas Scaler
UI Scale Mode
Scale With Screen Size
Reference Resolution
Screen Match Mode
Match Width Or Height
Graphic Raycaster
Project
Console
Assets > Sprites
Enemies
Objects
Outdoors
Player
Tiles

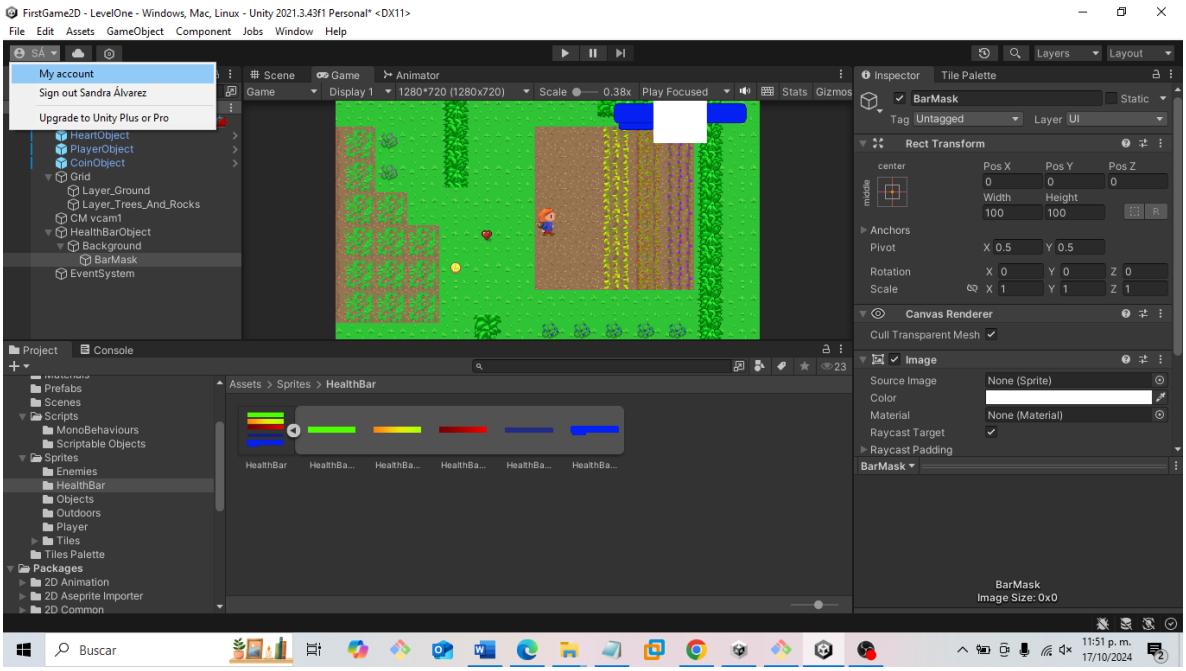

FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2021.3.43f1 Personal* <DX11>
File Edit Assets GameObject Component Jobs Window Help
My account
Sign out Sandra Álvarez
Upgrade to Unity Plus or Pro
Game
Animator
Inspector
Tile Palette
Generate Physics Shape
Sprite Editor
Advanced
Wrap Mode
Clamp
Filter Mode
Point (no filter)
Default
Max Size
2048
Resize Algorithm
Mitchell
Format
Automatic
Compression
None
Revert
Apply
Asset PostProcessors
UnityEditor.U2D.Animation.SpriteLibrarySourceAssetPostProcessor
UnityEditor.U2D.Animation.SpritePostProcess
Only textures with width/height being multiple of 4 can be compressed to DXT5|BC3 format
HealthBar
708x605 (NPOT) RGBA8 UNorm 1.6 MB
Project
Console
Assets > Sprites > HealthBar
Assets/Sprites/HealthBar/HealthBar.png

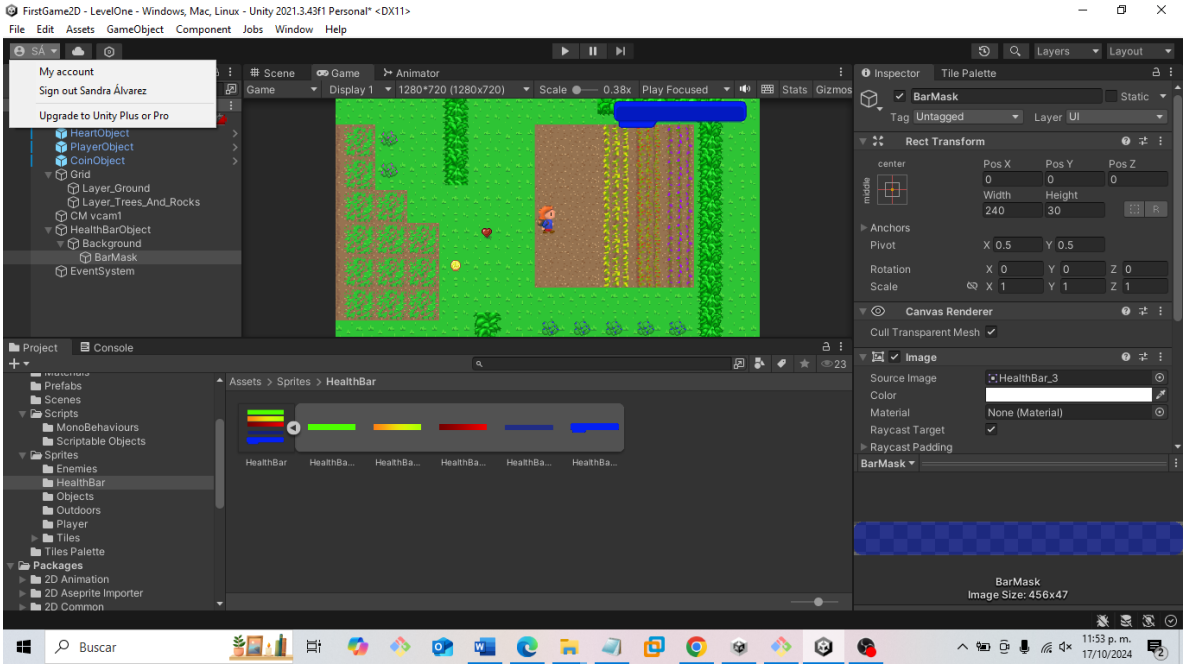

FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2021.3.43f1 Personal* <DX11>
File Edit Assets GameObject Component Jobs Window Help
Hierarchy
Scene
Game
Animator
Sprite Editor*
Inspector
Tile Palette
LevelOne*
Main Camera
HeartObject
PlayerObject
CoinObject
Grid
Layer_Ground
CM vcam1
HealthBarObject
EventSystem
Project
Console
Prefabs
Scenes
Scripts
MonoBehaviours
Scriptable Objects
Sprites
Enemies
HealthBar
Objects
Outdoors
Player
Tiles
Tiles Palette
Packages
2D Animation
2D Aseprite Importer
2D Common
Assets > Sprites > HealthBar
Assets/Sprites/HealthBar/HealthBar.png
Sprite (2D and UI)
Multiple
Tight
Clamp
Point (no filter)
Mitchell
708x605 (NPOT) RGBA8 UNorm 1.6 MB
AssetBundle
None
Buscar
11:39 p. m.
17/10/2024

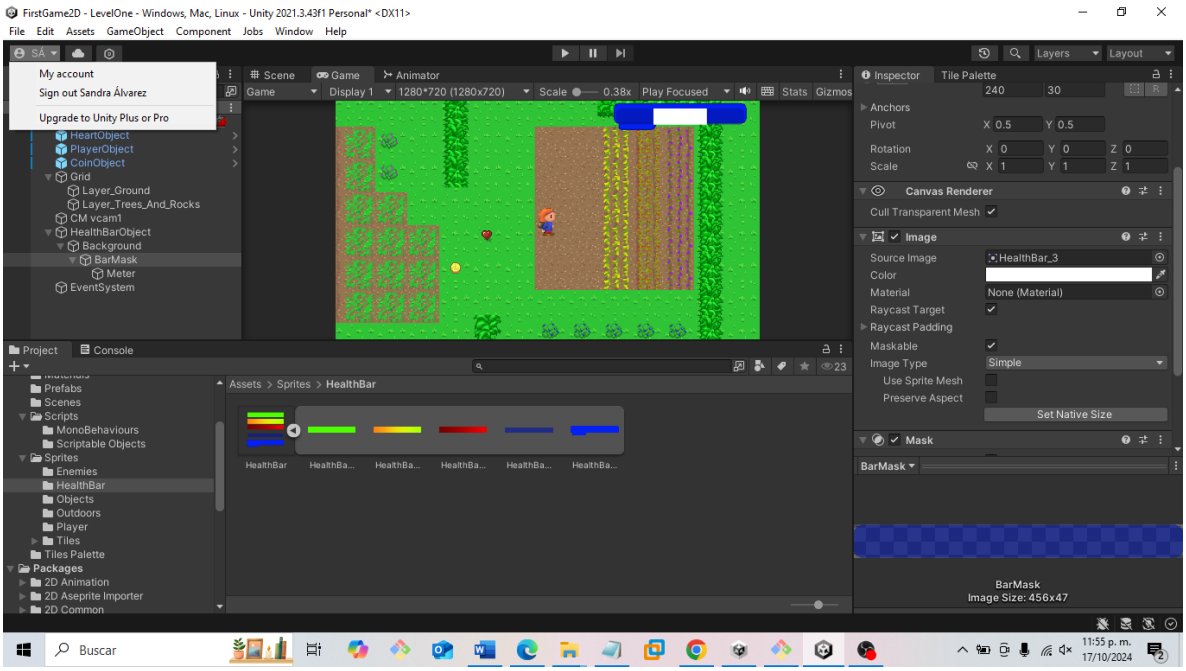

FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2021.3.43f1 Personal* <DX11>
File Edit Assets GameObject Component Jobs Window Help
Cut
Copy
Paste
Paste As Child
Rename
Duplicate
Delete
Select Children
Find References in Scene
Set as Default Parent
Create Empty
Create Empty Parent
2D Object
3D Object
Effects
Light
Audio
Video
UI
UI Toolkit
Camera
Cinemachine
Visual Scripting Scene Variables
Move To View
Align With View
Align View to Selected
Toggle Active State
Properties...
Image
Text - TextMeshPro
Raw Image
Panel
Toggle
Slider
Scrollbar
Scroll View
Button - TextMeshPro
Dropdown - TextMeshPro
Input Field - TextMeshPro
Canvas
Event System
Legacy
HealthBarObject
Tag Untagged
Layer UI
Rect Transform
Canvas
Render Mode Screen Space - Overlay
Canvas Scaler
UI Scale Mode Scale With Screen Size
Reference Resolution X 800 Y 600
Screen Match Mode Match Width Or Height
Graphic Raycaster
Buscar
11:40 p. m.
17/10/2024

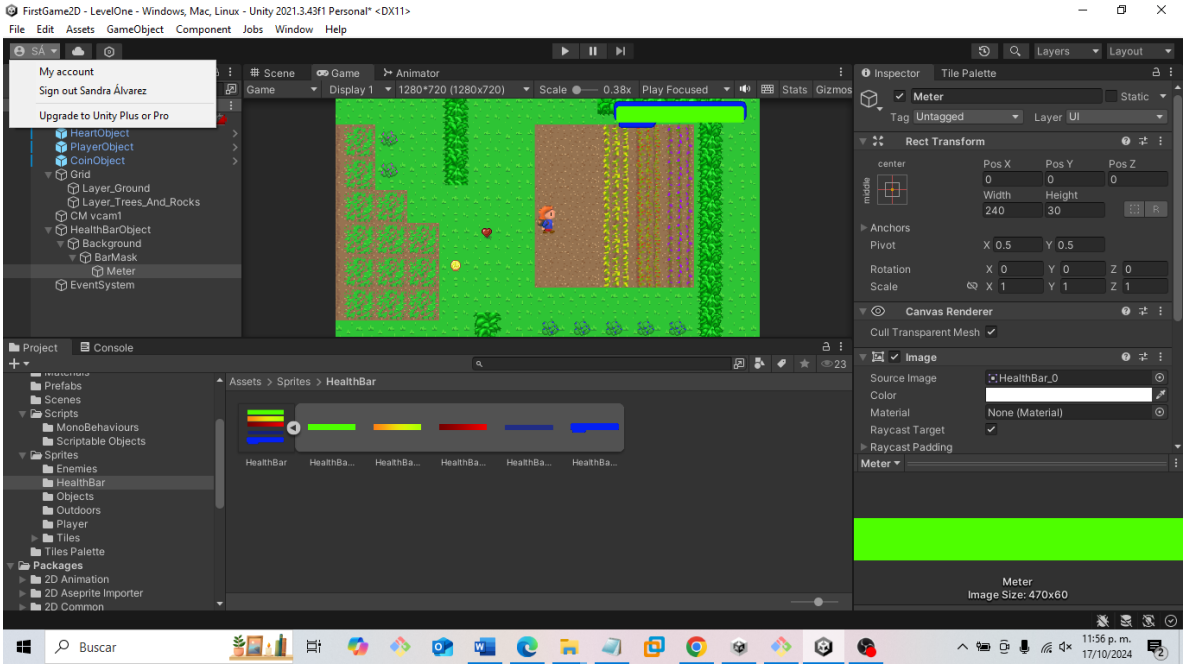

FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2021.3.43f1 Personal* <DX11>
File Edit Assets GameObject Component Jobs Window Help
My account
Sign out Sandra Álvarez
Upgrade to Unity Plus or Pro
Scene
Game
Animator
Inspector
Tile Palette
Background
Static
Tag Untagged
Layer UI
Rect Transform
Pos X
Pos Y
Pos Z
Width
Height
Anchors
Pivot
Rotation
Scale
Canvas Renderer
Cull Transparent Mesh
Image
Source Image
HealthBar_4
Color
Material
None (Material)
Raycast Target
Raycast Padding
Background
Image Size: 480x93
Project
Console
Assets > Sprites > HealthBar
Prefabs
Scenes
Scripts
MonoBehaviours
Scriptable Objects
Sprites
Enemies
HealthBar
Objects
Outdoors
Player
Tiles
Tiles Palette
Packages
2D Animation
2D Aseprite Importer
2D Common
HeartObject
PlayerObject
CoinObject
Grid
Layer_Ground
CM vcam1
HealthBarObject
EventSystem
Buscar
11:42 p. m.
17/10/2024

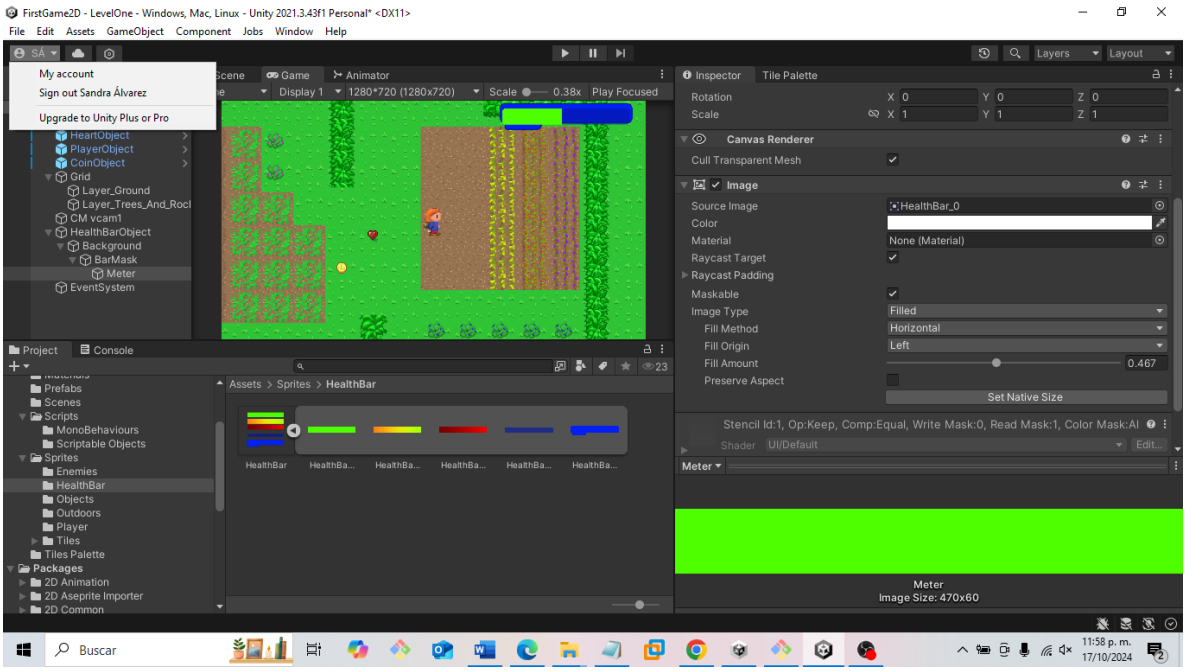

FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2021.3.43f1 Personal* <DX11>
File Edit Assets GameObject Component Jobs Window Help
Hierarchy
Scene
Game
Animator
Inspector
Tile Palette
LevelOne*
Background
Static
Tag Untagged
Layer UI
Rect Transform
Pos X
Pos Y
Pos Z
-400
-225
Width
Height
250
50
Anchor Presets
Shift: Also set pivot
Alt: Also set position
left
center
right
stretch
HealthBar_4
None (Material)
Background
Image Size: 480x93
Project
Console
Assets > Sprites > HealthBar
Buscar
11:47 p. m.
17/10/2024

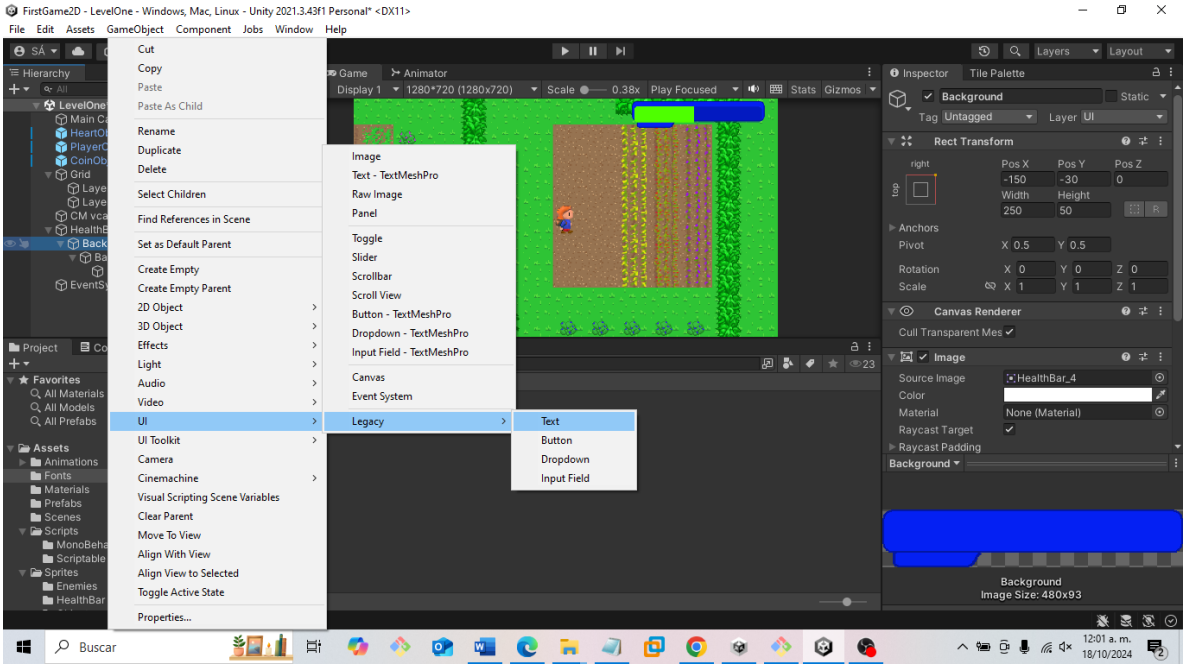

FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2021.3.43f1 Personal* <DX11>
File Edit Assets GameObject Component Jobs Window Help
My account
Sign out Sandra Álvarez
Upgrade to Unity Plus or Pro
HeartObject
PlayerObject
CoinObject
Grid
Layer_Ground
Layer_Trees_And_Rocks
CM vcam1
HealthBarObject
Background
BarMask
EventSystem
Scene
Game
Animator
Display 1
1280*720 (1280x720)
Scale
0.38x
Play Focused
Stats
Gizmos
Inspector
Tile Palette
Rect Transform
Canvas Renderer
Cull Transparent Mesh
Image
Source Image
None (Sprite)
Color
Material
None (Material)
Raycast Target
Raycast Padding
BarMask
Image Size: 0x0
Project
Console
Assets > Sprites > HealthBar
Prefabs
Scenes
Scripts
MonoBehaviours
Scriptable Objects
Sprites
Enemies
HealthBar
Objects
Outdoors
Player
Tiles
Tiles Palette
Packages
2D Animation
2D Aseprite Importer
2D Common
Buscar
11:51 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
HeartObject
PlayerObject
CoinObject
Grid
Layer_Ground
Layer_Trees_And_Rocks
CM vcam1
HealthBarObject
Background
BarMask
EventSystem
Scene
Game
Animator
Display 1
1280*720 (1280x720)
Scale
0.38x
Play Focused
Stats
Gizmos
Inspector
Tile Palette
Rect Transform
Canvas Renderer
Cull Transparent Mesh
Image
Source Image
HealthBar_3
Color
Material
None (Material)
Raycast Target
Raycast Padding
BarMask
Image Size: 456x47
Project
Console
Assets > Sprites > HealthBar
Prefabs
Scenes
Scripts
MonoBehaviours
Scriptable Objects
Sprites
Enemies
HealthBar
Objects
Outdoors
Player
Tiles
Tiles Palette
Packages
2D Animation
2D Aseprite Importer
2D Common
Buscar
11:53 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
HealthBarObject
Background
BarMask
Meter
EventSystem
Scene
Game
Animator
Inspector
Tile Palette
Canvas Renderer
Image
Source Image
HealthBar_3
Mask
BarMask
Project
Console
Assets > Sprites > HealthBar
BarMask
Image Size: 456x47
Buscar
11:55 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
Meter
Rect Transform
Image
Source Image
HealthBar_0
Assets > Sprites > HealthBar
Meter
Image Size: 470x60
Buscar
11:56 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
Inspector
Tile Palette
Canvas Renderer
Image
Source Image
HealthBar_0
Material
None (Material)
Image Type
Filled
Fill Method
Horizontal
Fill Origin
Left
Fill Amount
0.467
Set Native Size
Meter
Image Size: 470x60
Assets > Sprites > HealthBar


FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2021.3.43f1 Personal* <DX11>
File Edit Assets GameObject Component Jobs Window Help
Cut
Copy
Paste
Paste As Child
Rename
Duplicate
Delete
Select Children
Find References in Scene
Set as Default Parent
Create Empty
Create Empty Parent
2D Object
3D Object
Effects
Light
Audio
Video
UI
UI Toolkit
Camera
Cinemachine
Visual Scripting Scene Variables
Clear Parent
Move To View
Align With View
Align View to Selected
Toggle Active State
Properties...
Image
Text - TextMeshPro
Raw Image
Panel
Toggle
Slider
Scrollbar
Scroll View
Button - TextMeshPro
Dropdown - TextMeshPro
Input Field - TextMeshPro
Canvas
Event System
Legacy
Text
Button
Dropdown
Input Field
Background
Rect Transform
Image
Source Image
HealthBar_4
Material
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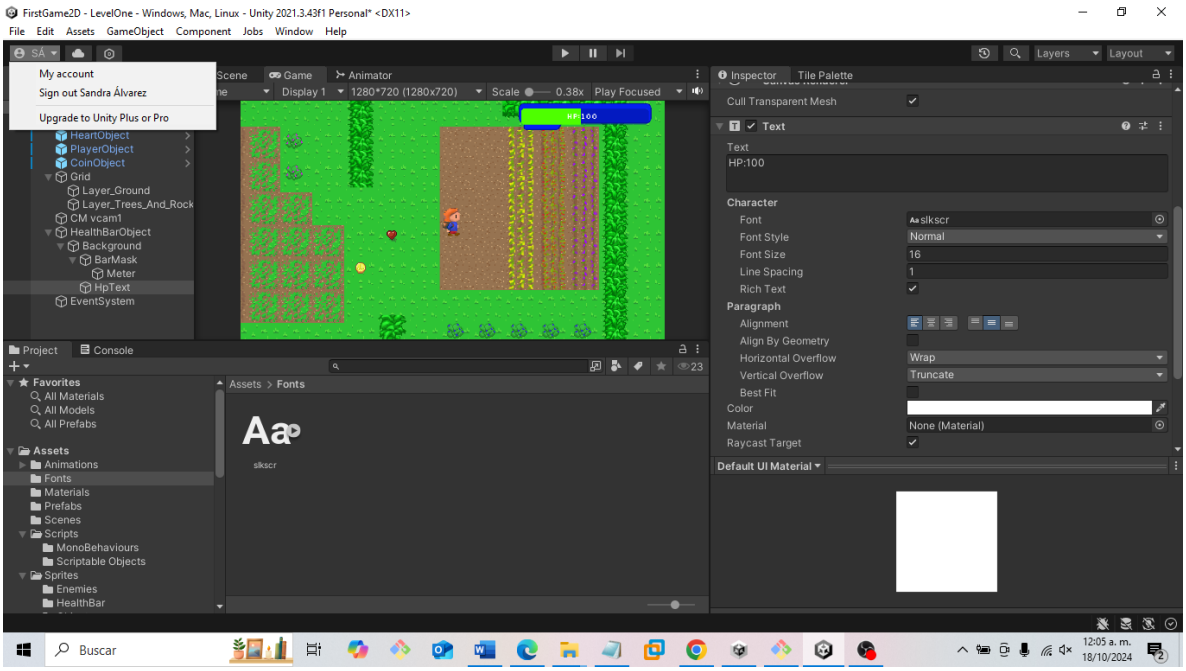
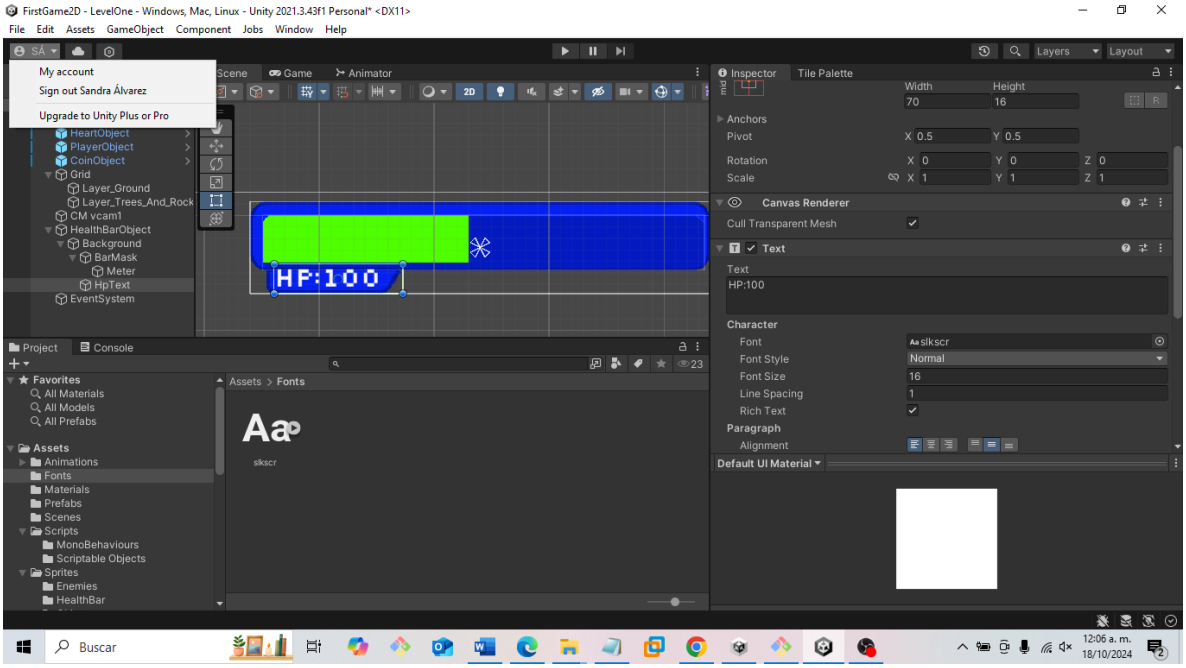
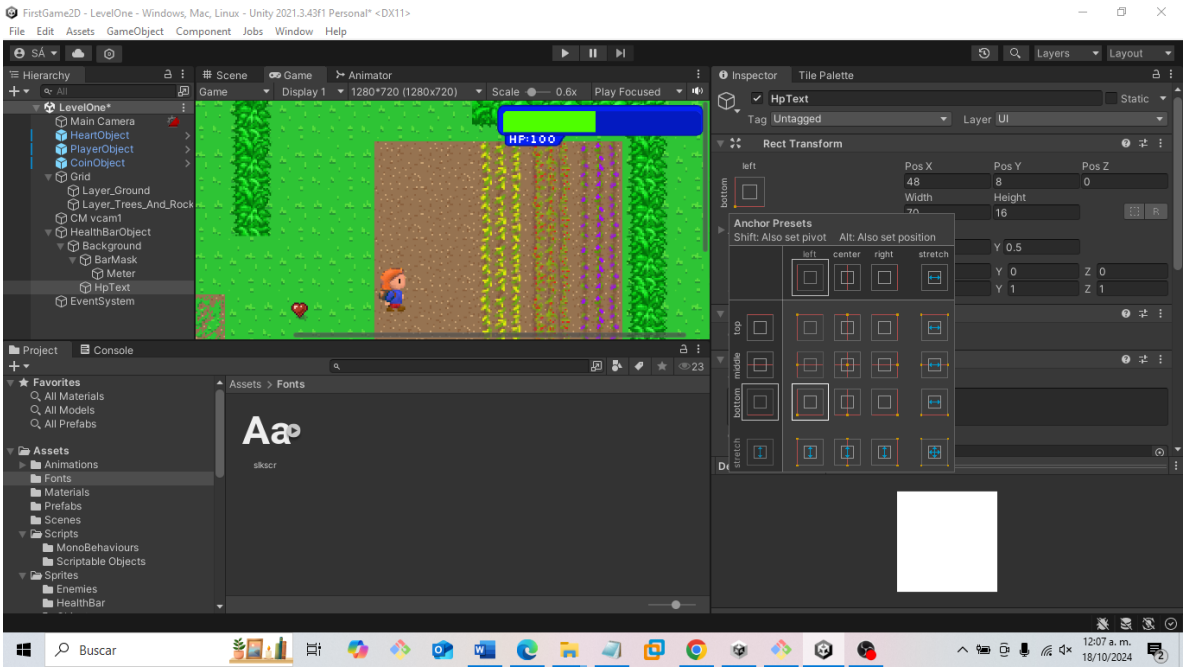
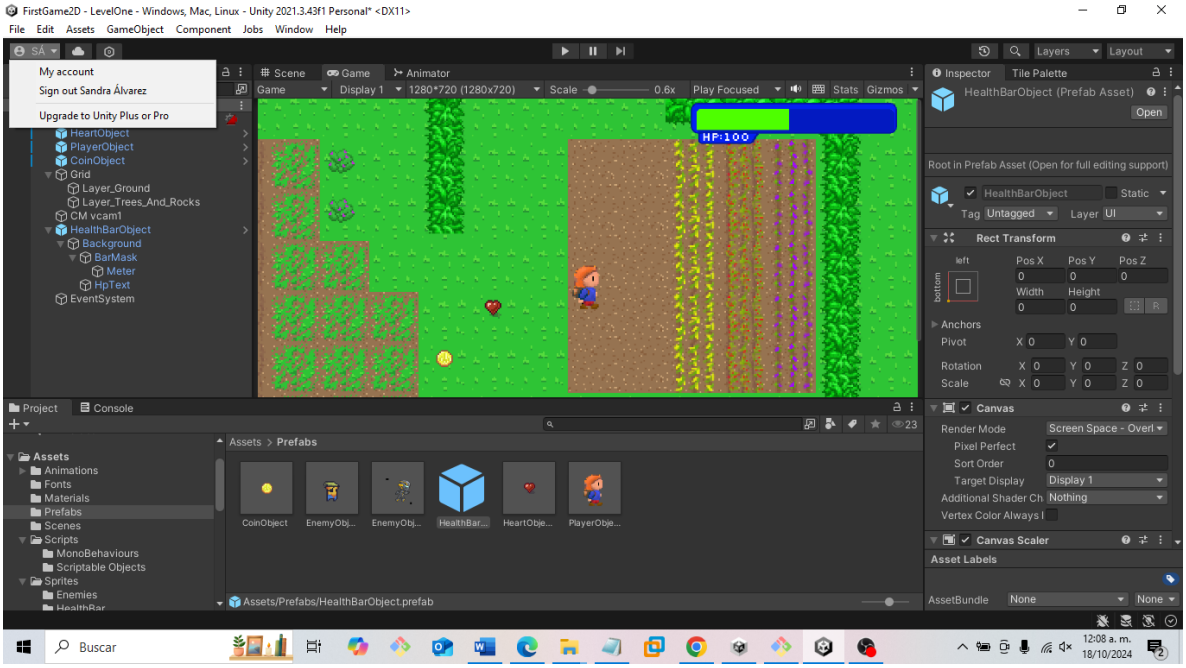
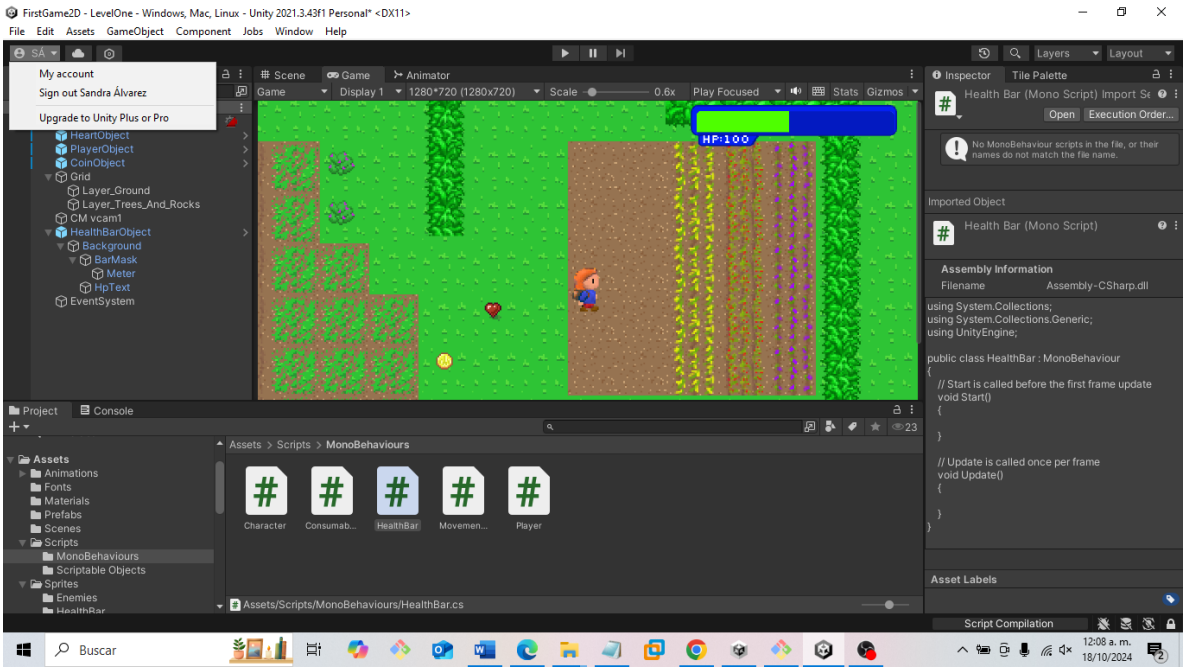
Background
Image Size: 480x93

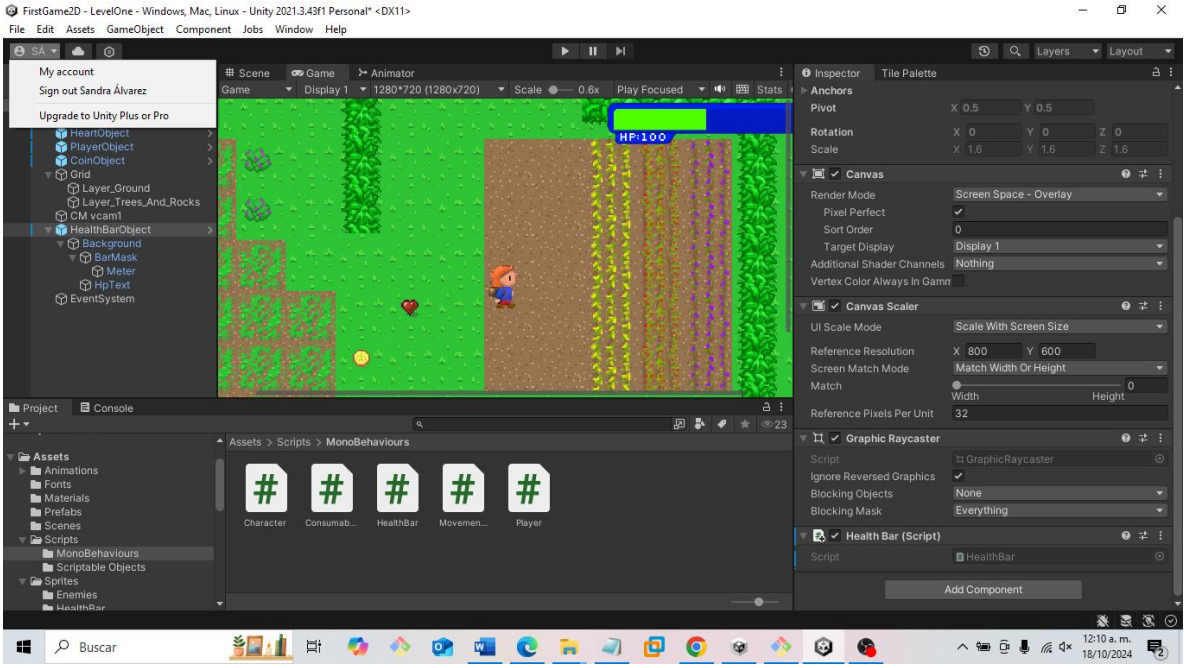

FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2021.3.43f1 Personal* <DX11>
File Edit Assets GameObject Component Jobs Window Help
My account
Sign out Sandra Álvarez
Upgrade to Unity Plus or Pro
HeartObject
PlayerObject
CoinObject
Grid
Layer_Ground
Layer_Trees_And_Rock
CM vcam1
HealthBarObject
Background
BarMask
Meter
HpText
EventSystem
Scene
Game
Animator
Display 1
1280*720 (1280x720)
Scale
0.38x
Play Focused
HP:100
Inspector
Tile Palette
Cull Transparent Mesh
Text
HP:100
Character
Font
slkscr
Font Style
Normal
Font Size
16
Line Spacing
1
Rich Text
Paragraph
Alignment
Align By Geometry
Horizontal Overflow
Wrap
Vertical Overflow
Truncate
Best Fit
Color
Material
None (Material)
Raycast Target
Default UI Material
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Animations
Fonts
Materials
Prefabs
Scenes
Scripts
MonoBehaviours
Scriptable Objects
Sprites
Enemies
HealthBar
Assets > Fonts
Aa
slkscr
Buscar
12:05 a. m.
18/10/2024

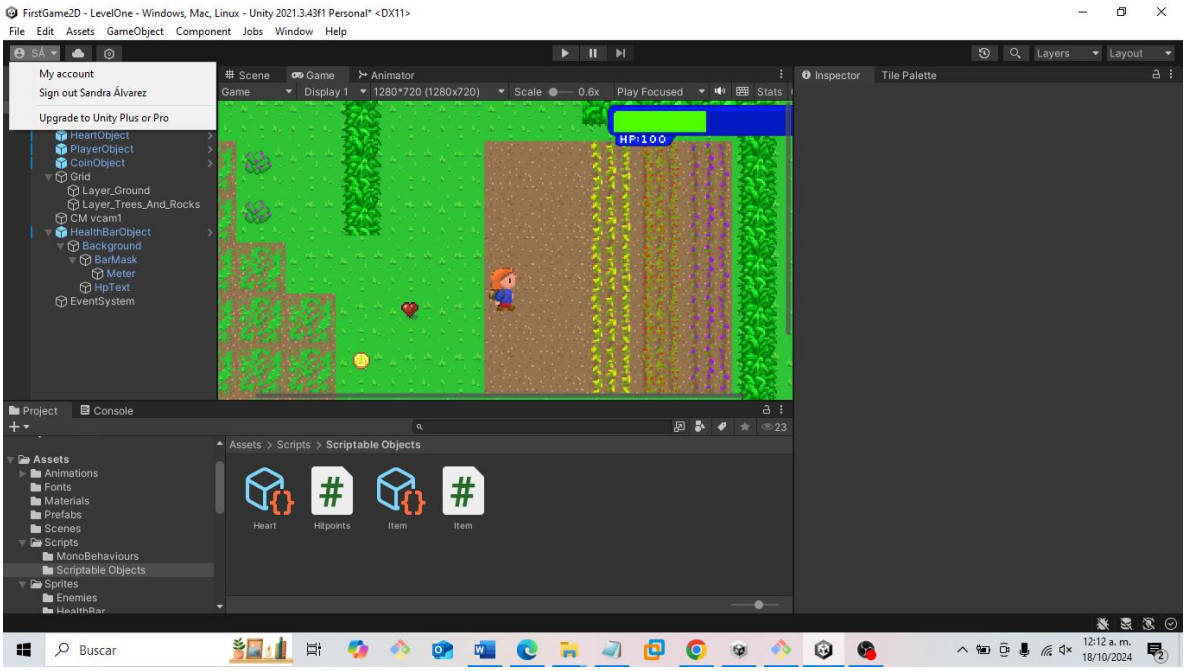

FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2021.3.43f1 Personal* <DX11>
File Edit Assets GameObject Component Jobs Window Help
My account
Sign out Sandra Álvarez
Upgrade to Unity Plus or Pro
HeartObject
PlayerObject
CoinObject
Grid
Layer_Ground
Layer_Trees_And_Rock
CM vcam1
HealthBarObject
Background
BarMask
Meter
HpText
EventSystem
Scene
Game
Animator
2D
HP:100
Inspector
Tile Palette
Width
70
Height
16
Anchors
Pivot
X 0.5
Y 0.5
Rotation
Scale
Canvas Renderer
Cull Transparent Mesh
Text
HP:100
Character
Font
slkscr
Font Style
Normal
Font Size
16
Line Spacing
1
Rich Text
Paragraph
Alignment
Default UI Material
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Animations
Fonts
Materials
Prefabs
Scenes
Scripts
MonoBehaviours
Scriptable Objects
Sprites
Enemies
HealthBar
Assets > Fonts
Aa
slkscr
Buscar
12:06 a. m.
18/10/2024

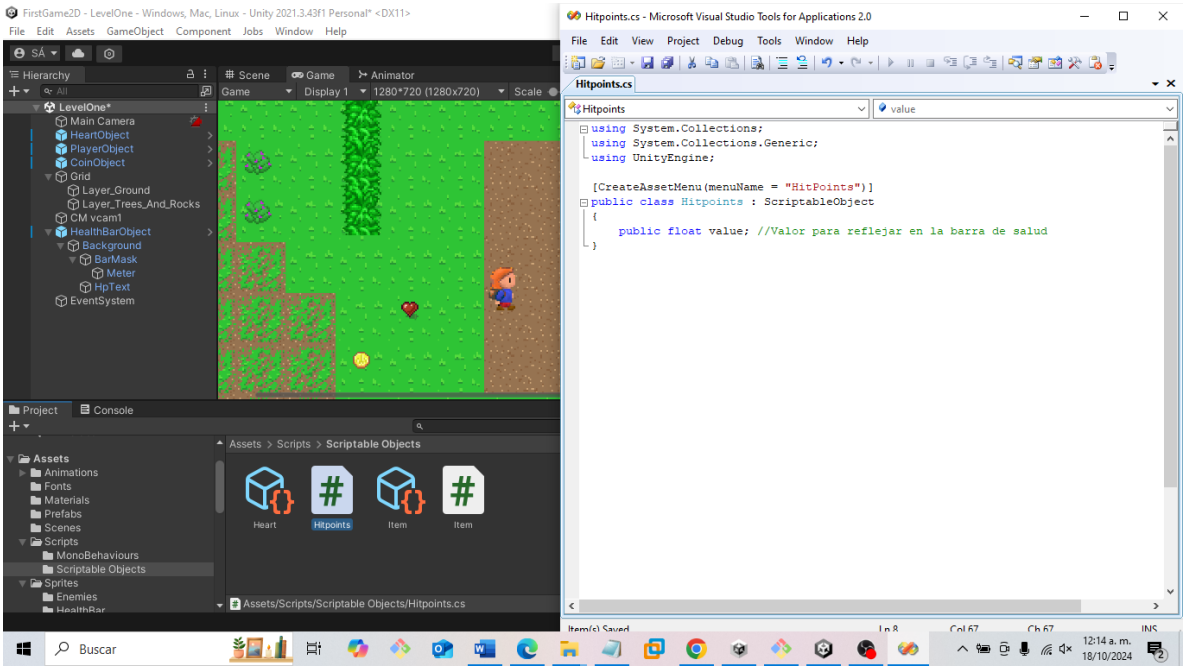

FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2021.3.43f1 Personal* <DX11>
File Edit Assets GameObject Component Jobs Window Help
Hierarchy
LevelOne*
Main Camera
HeartObject
PlayerObject
CoinObject
Grid
Layer_Ground
Layer_Trees_And_Rock
CM vcam1
HealthBarObject
Background
BarMask
Meter
HpText
EventSystem
Scene
Game
Animator
Display 1
1280*720 (1280x720)
Scale
0.6x
Play Focused
HP:100
Inspector
Tile Palette
HpText
Static
Tag Untagged
Layer UI
Rect Transform
Pos X
Pos Y
Pos Z
Width
Height
Anchor Presets
Shift: Also set pivot
Alt: Also set position
left
center
right
stretch
top
middle
bottom
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Animations
Fonts
Materials
Prefabs
Scenes
Scripts
MonoBehaviours
Scriptable Objects
Sprites
Enemies
HealthBar
Assets > Fonts
Aa
Buscar
12:07 a. m.
18/10/2024

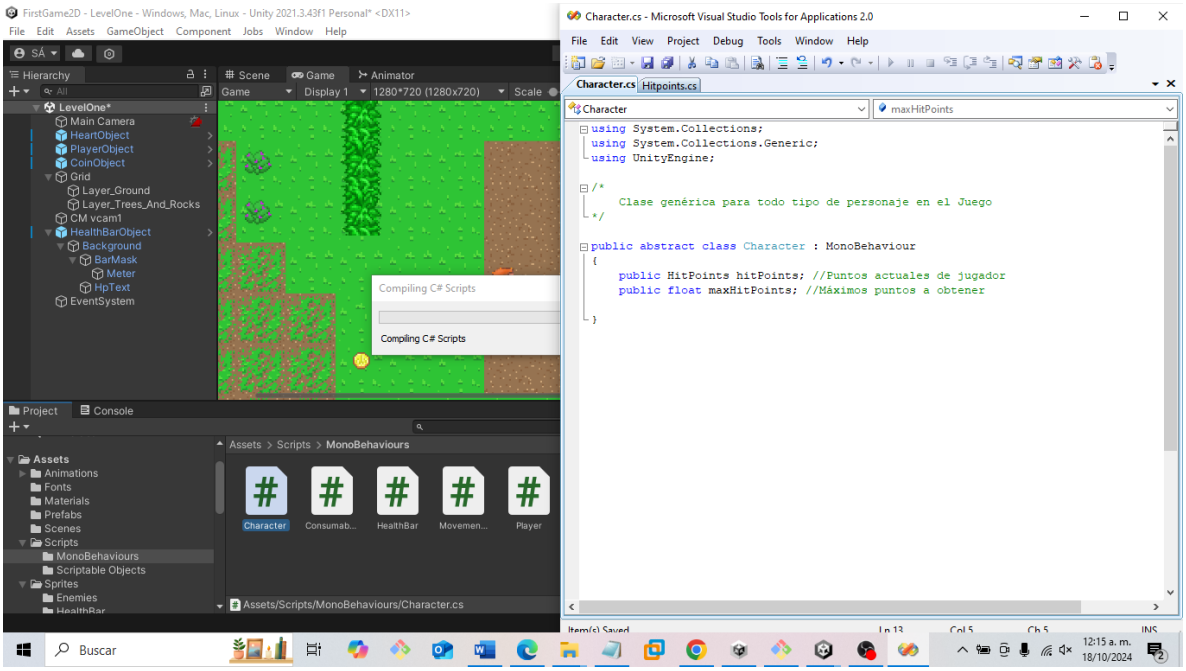

FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2021.3.43f1 Personal* <DX11>
File Edit Assets GameObject Component Jobs Window Help
My account
Sign out Sandra Álvarez
Upgrade to Unity Plus or Pro
HeartObject
PlayerObject
CoinObject
Grid
Layer_Ground
Layer_Trees_And_Rocks
CM vcam1
HealthBarObject
Background
BarMask
Meter
HpText
EventSystem
Scene
Game
Animator
Display 1
1280*720 (1280x720)
Scale
0.6x
Play Focused
Stats
Gizmos
HP:100
Inspector
Tile Palette
HealthBarObject (Prefab Asset)
Open
Root in Prefab Asset (Open for full editing support)
HealthBarObject
Static
Tag Untagged
Layer UI
Rect Transform
Pos X
Pos Y
Pos Z
Width
Height
Anchors
Pivot
Rotation
Scale
Canvas
Render Mode
Screen Space - Overl
Pixel Perfect
Sort Order
Target Display
Display 1
Additional Shader Ch
Nothing
Vertex Color Always I
Canvas Scaler
Asset Labels
AssetBundle
None
Project
Console
Assets > Prefabs
CoinObject
EnemyObj...
EnemyObj...
HealthBar...
HeartObje...
PlayerObje...
Assets/Prefabs/HealthBarObject.prefab
Buscar
12:08 a. m.
18/10/2024

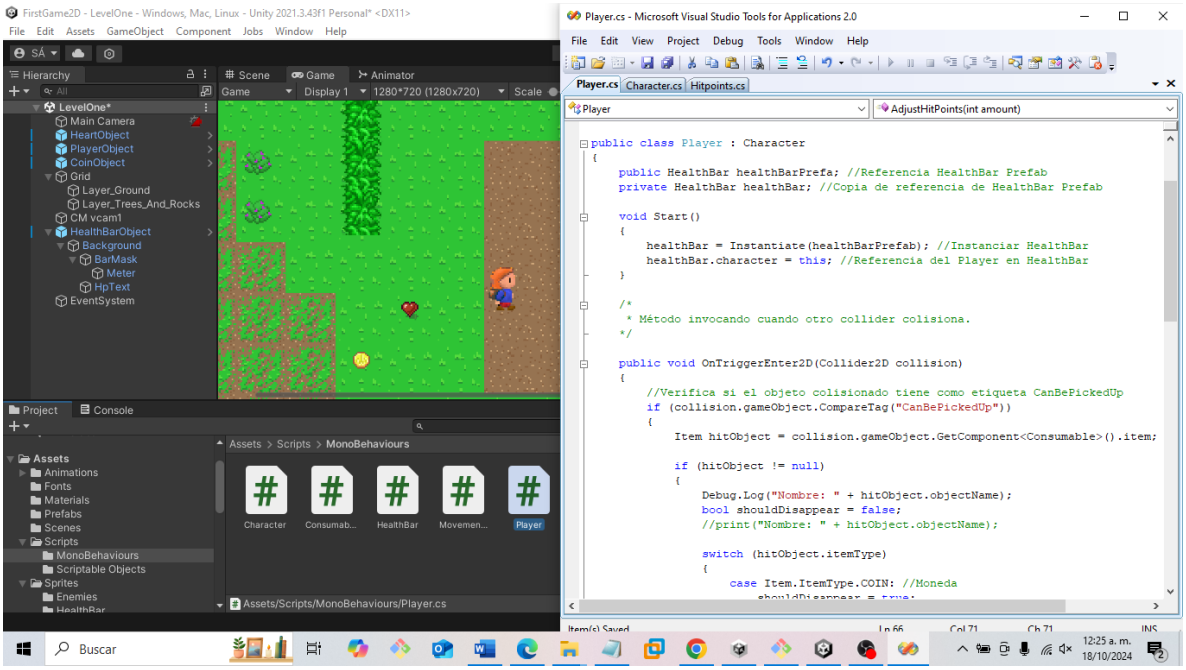

FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2021.3.43f1 Personal* <DX11>
File Edit Assets GameObject Component Jobs Window Help
My account
Sign out Sandra Álvarez
Upgrade to Unity Plus or Pro
HeartObject
PlayerObject
CoinObject
Grid
Layer_Ground
Layer_Trees_And_Rocks
CM vcam1
HealthBarObject
Background
BarMask
Meter
HpText
EventSystem
HP:100
Inspector
Tile Palette
Health Bar (Mono Script) Import Se
Open
Execution Order...
No MonoBehaviour scripts in the file, or their names do not match the file name.
Imported Object
Health Bar (Mono Script)
Assembly Information
Filename
Assembly-CSharp.dll
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
public class HealthBar : MonoBehaviour
{
// Start is called before the first frame update
void Start()
{
}
// Update is called once per frame
void Update()
{
}
}
Assets > Scripts > MonoBehaviours
Character
Consumab...
HealthBar
Movemen...
Player
Assets/Scripts/MonoBehaviours/HealthBar.cs
Asset Labels
Script Compilation
Buscar
12:08 a. m.
18/10/2024

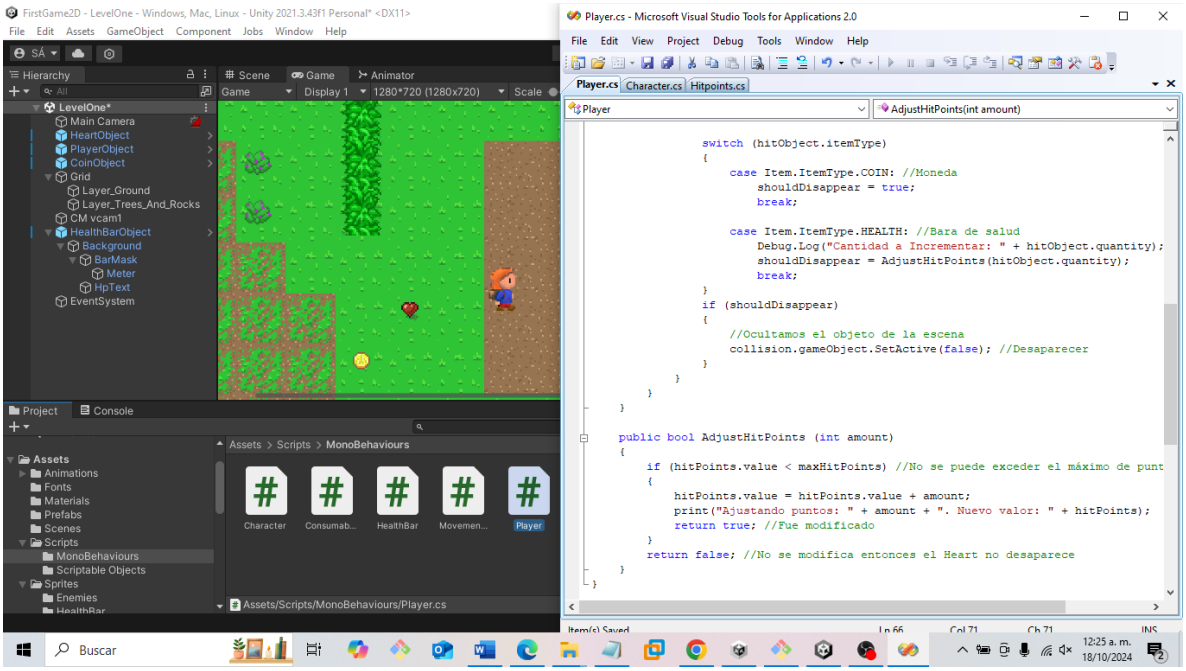

FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2021.3.43f1 Personal* <DX11>
File Edit Assets GameObject Component Jobs Window Help
My account
Sign out Sandra Álvarez
Upgrade to Unity Plus or Pro
HP:100
Inspector
Tile Palette
Anchors
Pivot
Rotation
Scale
Canvas
Render Mode
Screen Space - Overlay
Pixel Perfect
Sort Order
Target Display
Display 1
Additional Shader Channels
Nothing
Vertex Color Always In Gamm
Canvas Scaler
UI Scale Mode
Scale With Screen Size
Reference Resolution
Screen Match Mode
Match Width Or Height
Match
Width
Height
Reference Pixels Per Unit
32
Graphic Raycaster
Ignore Reversed Graphics
Blocking Objects
None
Blocking Mask
Everything
Health Bar (Script)
Script
HealthBar
Add Component
Assets > Scripts > MonoBehaviours
Character
Consumab...
HealthBar
Movemen...
Player
Buscar
12:10 a. m.
18/10/2024

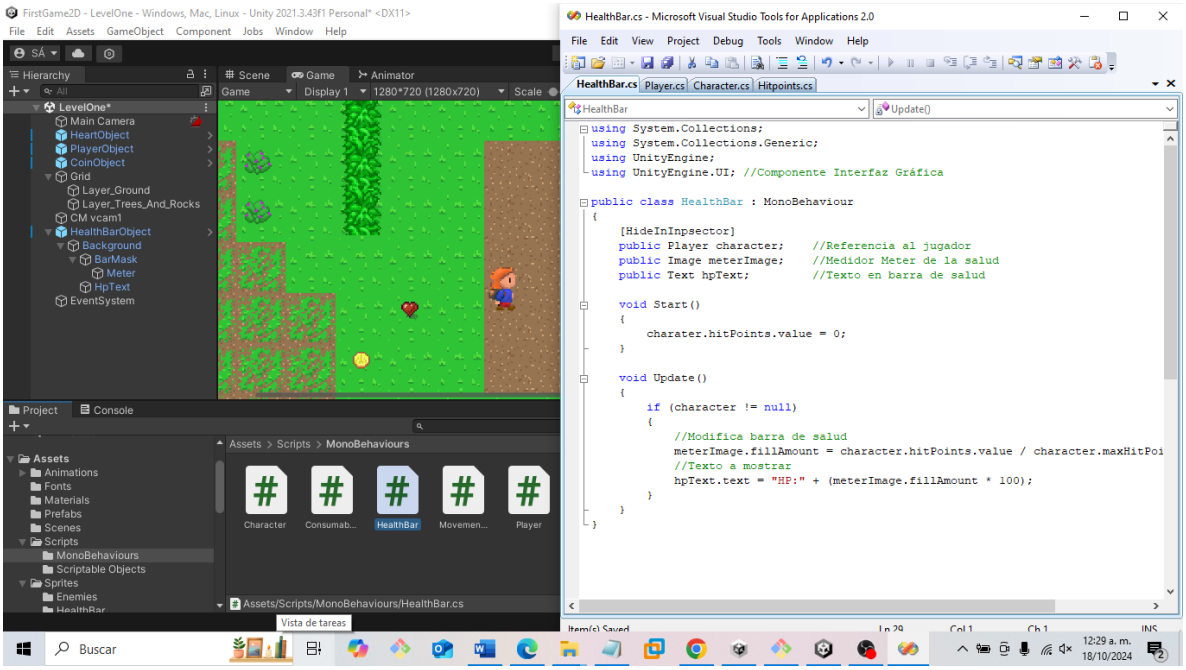

FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2021.3.43f1 Personal* <DX11>
File Edit Assets GameObject Component Jobs Window Help
My account
Sign out Sandra Álvarez
Upgrade to Unity Plus or Pro
HeartObject
PlayerObject
CoinObject
Grid
Layer_Ground
Layer_Trees_And_Rocks
CM vcam1
HealthBarObject
Background
BarMask
Meter
HpText
EventSystem
HP:100
Assets > Scripts > Scriptable Objects
Heart
Hitpoints
Item
Item
Buscar

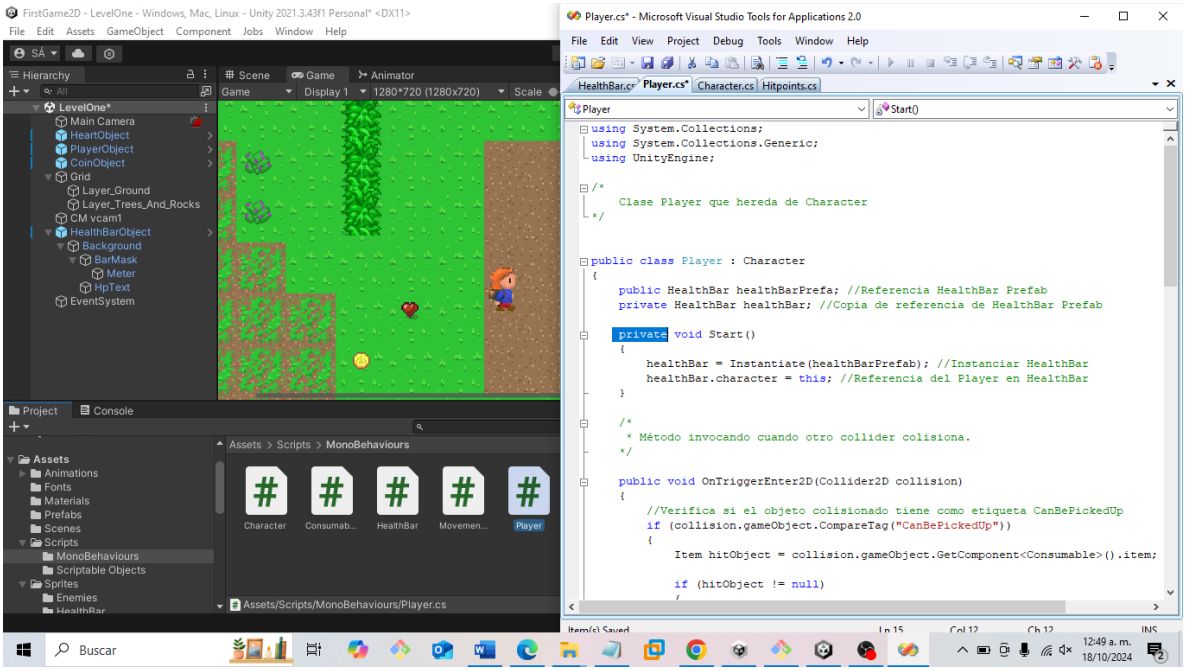

FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2021.3.43f1 Personal* <DX11>
Hitpoints.cs - Microsoft Visual Studio Tools for Applications 2.0
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
[CreateAssetMenu(menuName = "HitPoints")]
public class Hitpoints : ScriptableObject
{
public float value; //Valor para reflejar en la barra de salud
}
Assets/Scripts/Scriptable Objects/Hitpoints.cs
Buscar

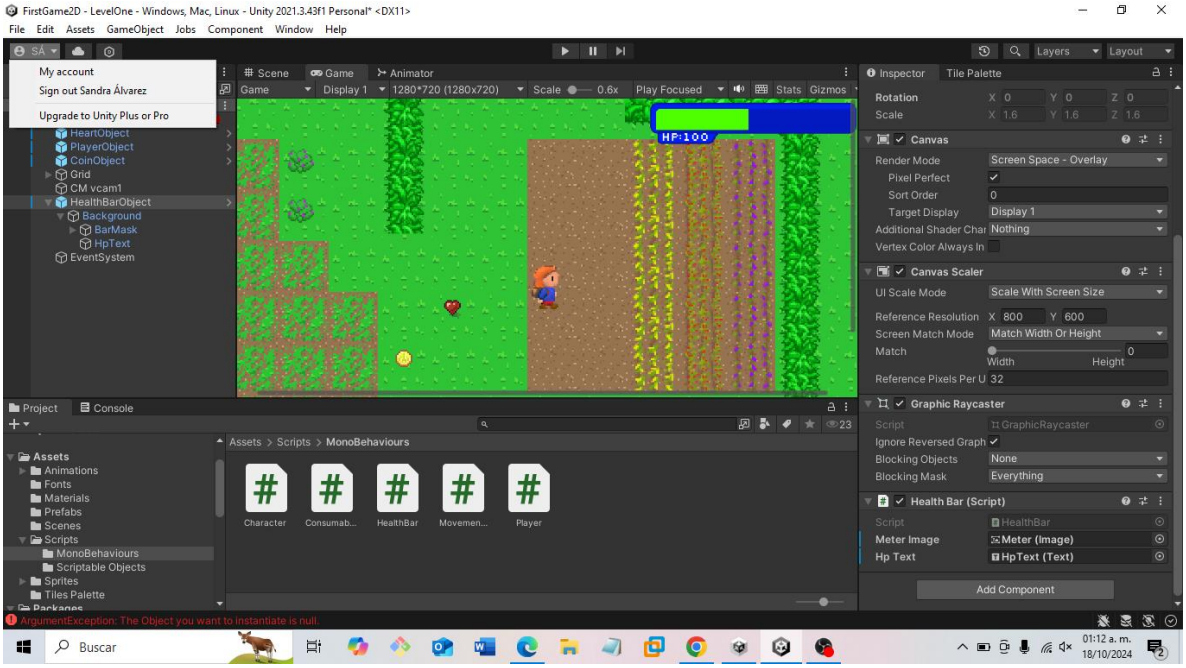

FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2021.3.43f1 Personal* <DX11>
Character.cs - Microsoft Visual Studio Tools for Applications 2.0
Character.cs
Hitpoints.cs
Character
maxHitPoints
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
/*
Clase genérica para todo tipo de personaje en el Juego
*/
public abstract class Character : MonoBehaviour
{
public HitPoints hitPoints; //Puntos actuales de jugador
public float maxHitPoints; //Máximos puntos a obtener
}
Compiling C# Scripts
Assets/Scripts/MonoBehaviours/Character.cs

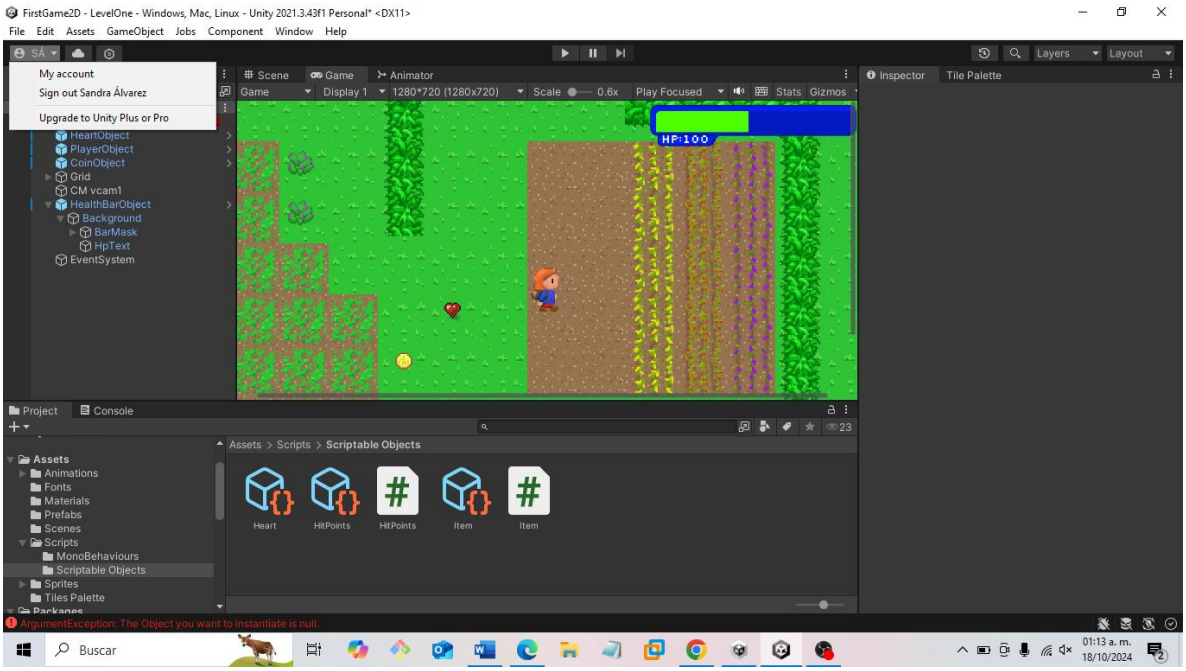

FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2021.3.43f1 Personal* <DX11>
Player.cs - Microsoft Visual Studio Tools for Applications 2.0
Player.cs
Character.cs
Hitpoints.cs
Player
AdjustHitPoints(int amount)
public class Player : Character
{
public HealthBar healthBarPrefa; //Referencia HealthBar Prefab
private HealthBar healthBar; //Copia de referencia de HealthBar Prefab
void Start()
{
healthBar = Instantiate(healthBarPrefab); //Instanciar HealthBar
healthBar.character = this; //Referencia del Player en HealthBar
}
/*
* Método invocando cuando otro collider colisiona.
*/
public 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)
{
Debug.Log("Nombre: " + hitObject.objectName);
bool shouldDisappear = false;
//print("Nombre: " + hitObject.objectName);
switch (hitObject.itemType)
{
case Item.ItemType.COIN: //Moneda
Assets/Scripts/MonoBehaviours/Player.cs

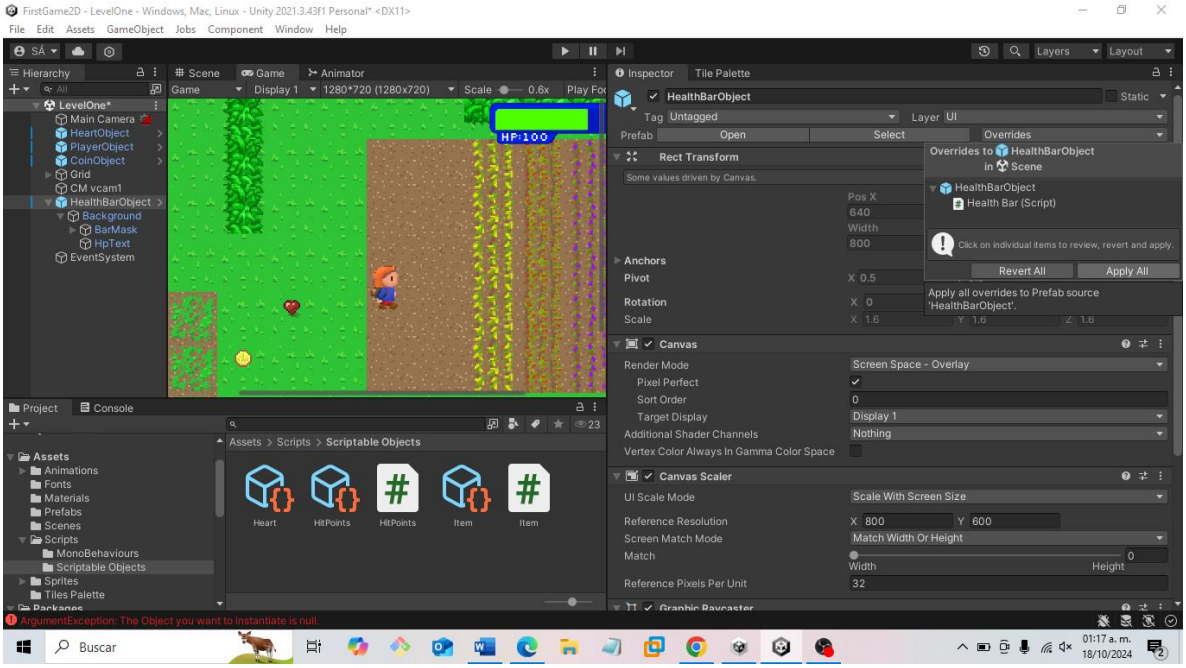

FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2021.3.43f1 Personal* <DX11>
File Edit Assets GameObject Component Jobs Window Help
Hierarchy
Scene
Game
Animator
Display 1
1280*720 (1280x720)
Scale
LevelOne*
Main Camera
HeartObject
PlayerObject
CoinObject
Grid
Layer_Ground
Layer_Trees_And_Rocks
CM vcam1
HealthBarObject
Background
BarMask
Meter
HpText
EventSystem
Project
Console
Assets > Scripts > MonoBehaviours
Assets
Animations
Fonts
Materials
Prefabs
Scenes
Scripts
MonoBehaviours
Scriptable Objects
Sprites
Enemies
Character
Consumab...
HealthBar
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
Hitpoints.cs
Player
AdjustHitPoints(int amount)
switch (hitObject.itemType)
{
case Item.ItemType.COIN: //Moneda
shouldDisappear = true;
break;
case Item.ItemType.HEALTH: //Bara de salud
Debug.Log("Cantidad a Incrementar: " + hitObject.quantity);
shouldDisappear = AdjustHitPoints(hitObject.quantity);
break;
}
if (shouldDisappear)
{
//Ocultamos el objeto de la escena
collision.gameObject.SetActive(false); //Desaparecer
}
}
}
}
public bool AdjustHitPoints (int amount)
{
if (hitPoints.value < maxHitPoints) //No se puede exceder el máximo de punt
{
hitPoints.value = hitPoints.value + amount;
print("Ajustando puntos: " + amount + ". Nuevo valor: " + hitPoints);
return true; //Fue modificado
}
return false; //No se modifica entonces el Heart no desaparece
}
}
Buscar
12:25 a. m.
18/10/2024

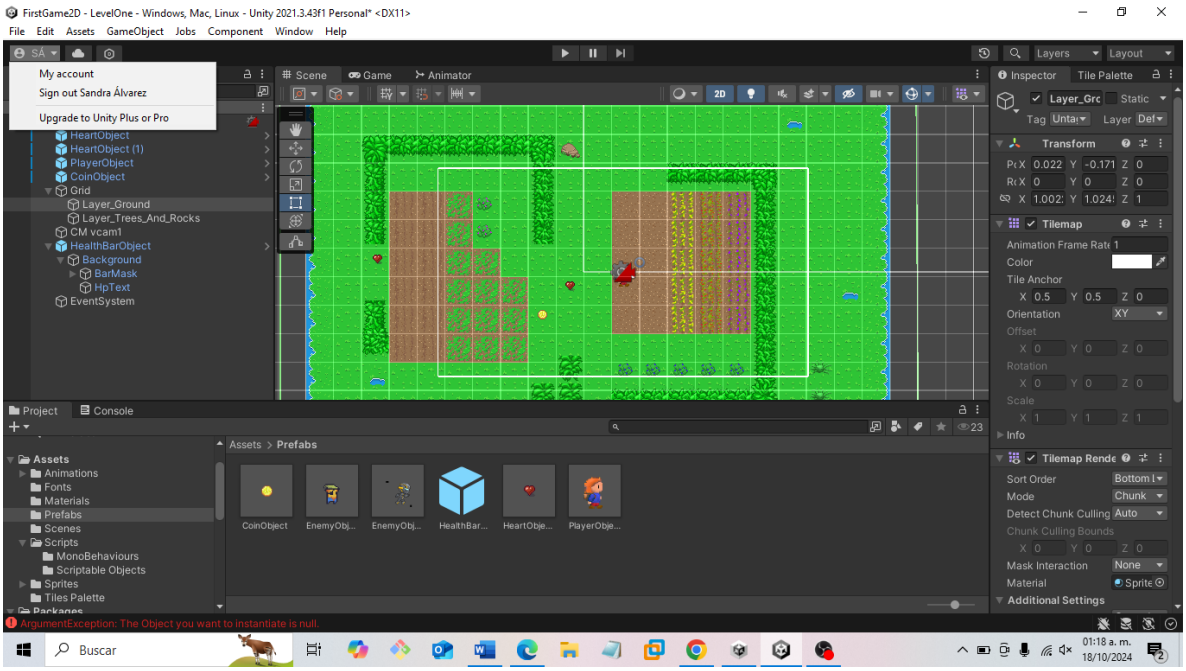

FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2021.3.43f1 Personal* <DX11>
File Edit Assets GameObject Component Jobs Window Help
Hierarchy
Scene
Game
Animator
Display 1
1280*720 (1280x720)
Scale
LevelOne*
Main Camera
HeartObject
PlayerObject
CoinObject
Grid
Layer_Ground
Layer_Trees_And_Rocks
CM vcam1
HealthBarObject
Background
BarMask
Meter
HpText
EventSystem
Project
Console
Assets > Scripts > MonoBehaviours
Assets
Animations
Fonts
Materials
Prefabs
Scenes
Scripts
MonoBehaviours
Scriptable Objects
Sprites
Enemies
Character
Consumab...
HealthBar
Movemen...
Player
Assets/Scripts/MonoBehaviours/HealthBar.cs
Vista de tareas
HealthBar.cs - Microsoft Visual Studio Tools for Applications 2.0
File Edit View Project Debug Tools Window Help
HealthBar.cs
Player.cs
Character.cs
Hitpoints.cs
HealthBar
Update()
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using UnityEngine.UI; //Componente Interfaz Gráfica
public class HealthBar : MonoBehaviour
{
[HideInInpsector]
public Player character; //Referencia al jugador
public Image meterImage; //Medidor Meter de la salud
public Text hpText; //Texto en barra de salud
void Start()
{
charater.hitPoints.value = 0;
}
void Update()
{
if (character != null)
{
//Modifica barra de salud
meterImage.fillAmount = character.hitPoints.value / character.maxHitPoi
//Texto a mostrar
hpText.text = "HP:" + (meterImage.fillAmount * 100);
}
}
}
Buscar
12:29 a. m.
18/10/2024

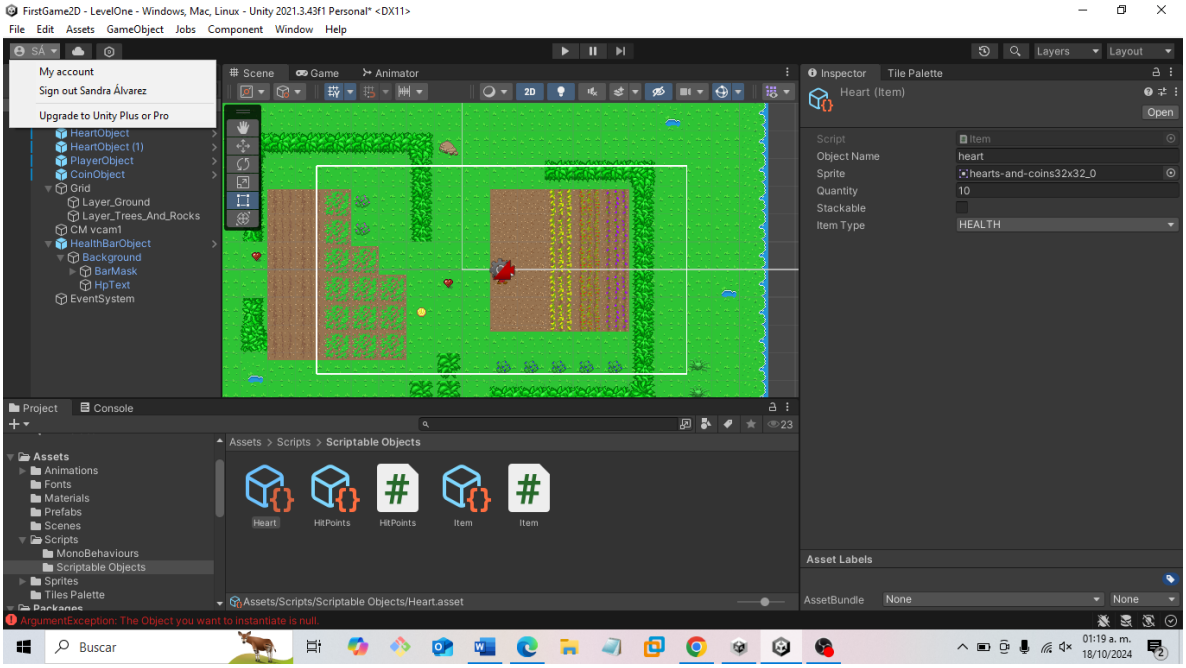

FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2021.3.43f1 Personal* <DX11>
Player.cs* - Microsoft Visual Studio Tools for Applications 2.0
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
/*
Clase Player que hereda de Character
*/
public class Player : Character
{
public HealthBar healthBarPrefa; //Referencia HealthBar Prefab
private HealthBar healthBar; //Copia de referencia de HealthBar Prefab
private void Start()
{
healthBar = Instantiate(healthBarPrefab); //Instanciar HealthBar
healthBar.character = this; //Referencia del Player en HealthBar
}
/*
* Método invocando cuando otro collider colisiona.
*/
public 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)

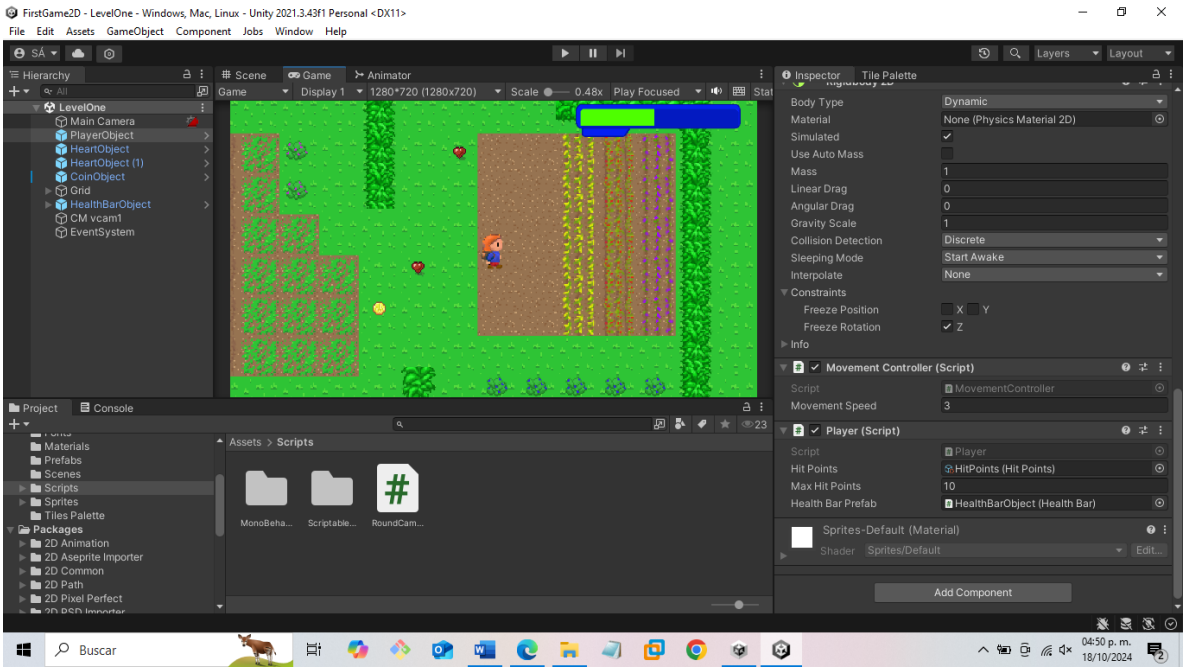

FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2021.3.43f1 Personal* <DX11>
My account
Sign out Sandra Álvarez
Upgrade to Unity Plus or Pro
HP:100
ArgumentException: The Object you want to instantiate is null.

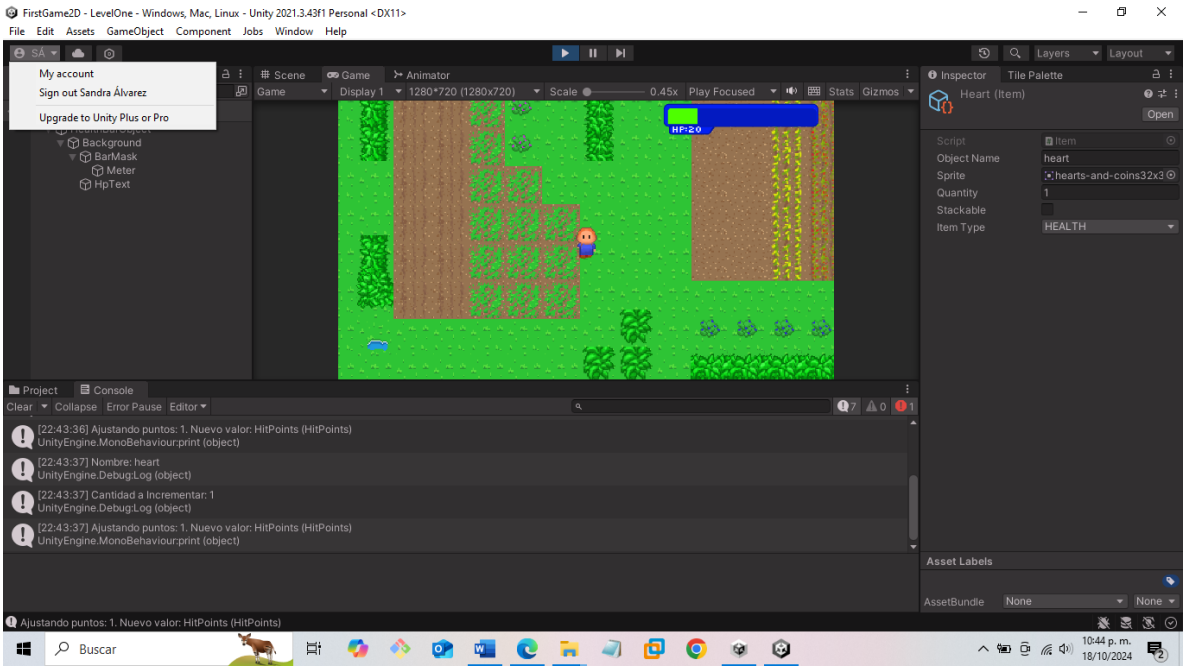

FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2021.3.43f1 Personal* <DX11>
File Edit Assets GameObject Jobs Component Window Help
My account
Sign out Sandra Álvarez
Upgrade to Unity Plus or Pro
HeartObject
PlayerObject
CoinObject
Grid
CM vcam1
HealthBarObject
Background
BarMask
HpText
EventSystem
HP:100
Assets > Scripts > Scriptable Objects
Heart
HitPoints
HitPoints
Item
Item
ArgumentException: The Object you want to instantiate is null.

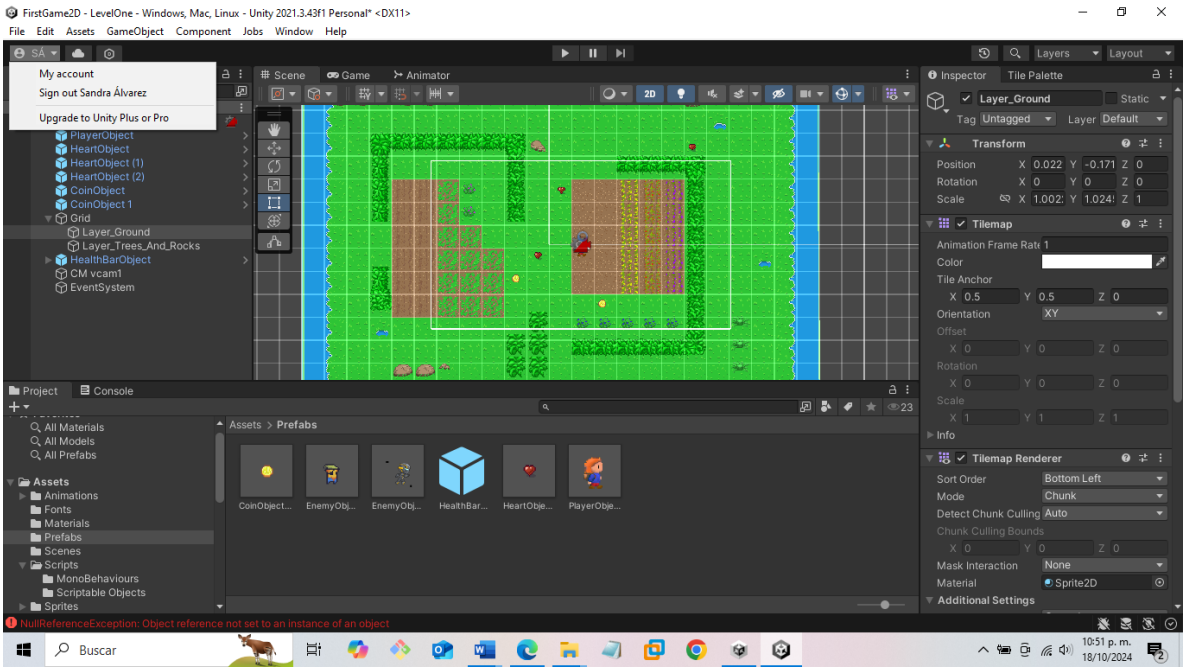

FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2021.3.43f1 Personal* <DX11>
File Edit Assets GameObject Jobs Component Window Help
HealthBarObject
Tag Untagged
Layer UI
Prefab Open Select Overrides
Rect Transform
Some values driven by Canvas.
Anchors
Pivot
Rotation
Scale
Canvas
Render Mode Screen Space - Overlay
Pixel Perfect
Sort Order 0
Target Display Display 1
Additional Shader Channels Nothing
Vertex Color Always In Gamma Color Space
Canvas Scaler
UI Scale Mode Scale With Screen Size
Reference Resolution X 800 Y 600
Screen Match Mode Match Width Or Height
Match 0
Reference Pixels Per Unit 32
Overrides to HealthBarObject in Scene
Health Bar (Script)
Click on individual items to review, revert and apply.
Revert All
Apply All
Apply all overrides to Prefab source 'HealthBarObject'.
ArgumentException: The Object you want to instantiate is null.

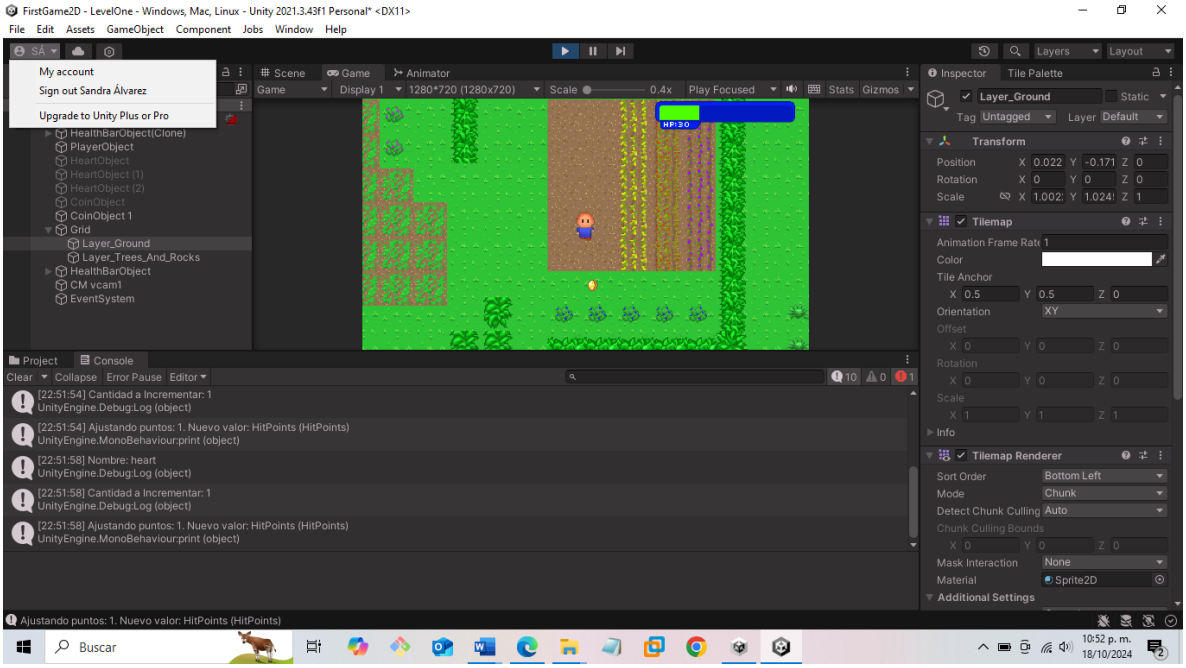

FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2021.3.43f1 Personal* <DX11>
File Edit Assets GameObject Jobs Component Window Help
My account
Sign out Sandra Álvarez
Upgrade to Unity Plus or Pro
HeartObject
HeartObject (1)
PlayerObject
CoinObject
Grid
Layer_Ground
Layer_Trees_And_Rocks
CM vcam1
HealthBarObject
Background
BarMask
HpText
EventSystem
Scene
Game
Animator
Inspector
Tile Palette
Transform
Tilemap
Project
Console
Assets > Prefabs
Assets
Animations
Fonts
Materials
Prefabs
Scenes
Scripts
MonoBehaviours
Scriptable Objects
Sprites
Tiles Palette
ArgumentException: The Object you want to instantiate is null.
Buscar
01:18 a. m.
18/10/2024


FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2021.3.43f1 Personal* <DX11>
File Edit Assets GameObject Jobs Component Window Help
My account
Sign out Sandra Álvarez
Upgrade to Unity Plus or Pro
Scene
Game
Animator
Inspector
Tile Palette
Heart (Item)
Open
Script
Item
Object Name
heart
Sprite
hearts-and-coins32x32_0
Quantity
10
Stackable
Item Type
HEALTH
Project
Console
Assets > Scripts > Scriptable Objects
Heart
HitPoints
HitPoints
Item
Item
Assets/Scripts/Scriptable Objects/Heart.asset
Asset Labels
AssetBundle
None
None
ArgumentException: The Object you want to instantiate is null.
Buscar
01:19 a. m.
18/10/2024


FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2021.3.43f1 Personal <DX11>
File Edit Assets GameObject Component Jobs Window Help
Hierarchy
LevelOne
Main Camera
PlayerObject
HeartObject
HeartObject (1)
CoinObject
Grid
HealthBarObject
CM vcam1
EventSystem
Scene
Game
Animator
Display 1
1280*720 (1280x720)
Scale
0.48x
Play Focused
Inspector
Tile Palette
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
Freeze Rotation
Info
Movement Controller (Script)
Script
MovementController
Movement Speed
3
Player (Script)
Hit Points
HitPoints (Hit Points)
Max Hit Points
10
Health Bar Prefab
HealthBarObject (Health Bar)
Sprites-Default (Material)
Shader
Sprites/Default
Add Component
Project
Console
Assets > Scripts
Materials
Prefabs
Scenes
Scripts
Sprites
Tiles Palette
Packages
2D Animation
2D Aseprite Importer
2D Common
2D Path
2D Pixel Perfect
MonoBeha...
Scriptable...
RoundCam...
Buscar
04:50 p. m.
18/10/2024


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
Background
BarMask
Meter
HpText
Scene
Game
Animator
Display 1
1280*720 (1280x720)
Scale
0.45x
Play Focused
Stats
Gizmos
HP:20
Inspector
Tile Palette
Heart (Item)
Open
Script
Item
Object Name
heart
Sprite
hearts-and-coins32x3
Quantity
1
Stackable
Item Type
HEALTH
Project
Console
Clear
Collapse
Error Pause
Editor
[22:43:36] Ajustando puntos: 1. Nuevo valor: HitPoints (HitPoints)
UnityEngine.MonoBehaviour:print (object)
[22:43:37] Nombre: heart
UnityEngine.Debug:Log (object)
[22:43:37] Cantidad a Incrementar: 1
UnityEngine.Debug:Log (object)
[22:43:37] Ajustando puntos: 1. Nuevo valor: HitPoints (HitPoints)
UnityEngine.MonoBehaviour:print (object)
Asset Labels
AssetBundle
None
Ajustando puntos: 1. Nuevo valor: HitPoints (HitPoints)
Buscar
10:44 p. m.
18/10/2024


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
Layer_Ground
Transform
Tilemap
Tilemap Renderer
Project
Console
Assets > Prefabs
NullReferenceException: Object reference not set to an instance of an object


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
[22:51:54] Cantidad a Incrementar: 1
UnityEngine.Debug:Log (object)
[22:51:54] Ajustando puntos: 1. Nuevo valor: HitPoints (HitPoints)
UnityEngine.MonoBehaviour:print (object)
[22:51:58] Nombre: heart
UnityEngine.Debug:Log (object)
[22:51:58] Cantidad a Incrementar: 1
UnityEngine.Debug:Log (object)
[22:51:58] Ajustando puntos: 1. Nuevo valor: HitPoints (HitPoints)
UnityEngine.MonoBehaviour:print (object)
Ajustando puntos: 1. Nuevo valor: HitPoints (HitPoints)