

```
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4
5 /**
6  * Descripción: Script que mueve al personaje.
7  * Fecha: 14/10/2024
8  * Alumno: Miguel Ángel Hernández Solís
9  */
10
11 public class PlayerController : MonoBehaviour
12 {
13     public float vel = 15f;
14     public GameObject proyectil;
15
16     void Start()
17     {
18     }
19
20     void Update()
21     {
22         float x = Input.GetAxis("Horizontal");
23
24         if (transform.position.x > 25)
25         {
26             transform.position = new Vector3(25, transform.position.y, transform.position.z);
27         } else if (transform.position.x < -25)
28         {
29             transform.position = new Vector3(-25, transform.position.y, transform.position.z);
30         }
31
32         if (Input.GetKeyDown(KeyCode.Space))
33         {
34             Instantiate(proyectil, transform.position, proyectil.transform.rotation);
35         }
36
37         transform.Translate(Vector3.right * Time.deltaTime * vel * x);
38     }
39 }
```

```
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4
5 /**
6  * Descripción: Script para mover los elementos.
7  * Fecha: 14/10/2024
8  * Alumno: Miguel Ángel Hernández Solís
9  */
10
11 public class MuveaAdelante : MonoBehaviour
12 {
13     public float vel = 15f;
14
15     void Start(){}
16
17     void Update()
18     {
19         if (transform.position.z > 35)
20         {
21             Destroy(gameObject);
22         } else if (transform.position.z < -15)
23         {
24             Destroy(gameObject);
25         }
26
27         transform.Translate(Vector3.forward * Time.deltaTime * vel);
28     }
29 }
30
```

```
Users > danielloza > Documents > Unity Projects > Prototipo02 > Assets > scrips > SpawnManager.cs
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4
5 /**
6  * Descripción: Script para spawnear animales.
7  * Fecha: 14/10/2024
8  * Alumno: Miguel Ángel Hernández Solís
9  */
10
11 public class SpawnManager : MonoBehaviour
12 {
13     public GameObject[] animales;
14
15     void Start()
16     {
17         InvokeRepeating("CreateAnimal", 1, 1);
18     }
19
20     void CreateAnimal()
21     {
22         int index = Random.Range(0, 3);
23         int posX = Random.Range(-20, 20);
24
25         animales[index].transform.position = new Vector3(posX,
26             animales[index].transform.position.y,
27             animales[index].transform.position.z);
28
29         Instantiate(animales[index], animales[index].transform.position,
30             animales[index].transform.rotation);
31     }
32 }
33
```





