Universidad Tecnológica del Norte de Guanajuato

Organismo Público Descentralizado del Gobierno del Estado

"Educación y progreso para la vida"

Video 11

Alumna:

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Grupo:

GIEV3071

Materia:

Programación de Videojuegos II

Lugar y Fecha:

Dolores Hidalgo C.I.N

16 enero 2026

Plataform.cs DamageObject.cs EnemySpike.cs PlayerRespawn.cs CheckPoint.cs FruitManager.cs FruitCollected.cs **CheckGround.cs**

Archivos varios CheckGround OnTriggerExit2D

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

public class CheckGround : MonoBehaviour
{

    public static bool isGrounded;


    private void OnTriggerEnter2D(Collider2D collision)
    {
        if (collision.CompareTag("Ground"))
        {
            isGrounded = true;
        }
    }

    private void OnTriggerExit2D(Collider2D collision)
    {
        if (collision.CompareTag("Ground"))
        {
            isGrounded = false;
        }
    }

}
```

110 %   No se encontraron problemas.   Línea: 23 Carácter: 31 SPC CRLF

Salida
Mostrar salida de:

PowerShell para desarrolladores Salida

Listo   Seleccionar repositorio

15°C Despejado   ENG 76% 11:57 p. m. 11/02/2026

Videos - Nivel2 - Windows, Mac, Linux - Unity 6.0 (6000.0.48f1)* <DX11>

File Edit Assets GameObject Component Services Jobs Window Help

Unity 6   JG   Asset Store   Unity VCS   Layout

My account
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Scene
Layers Param
Name
Jump
Falling
Run
DoubleJu

Pixel Adventure 1/Assets/Main Characters/Virtual Guy/Animations/idle (32x32)_0 (1).controller

Game Animation
Preview   0
idle
Personaje : Sprite
Add Property
Dopesheet Curves

Hierarchy
Nivel2*
Grid
Grid (1)
Main Camera
Personaje
FruitManager
Backtound
Checkpoint (
Canvas
EventSystem
Plataformé

Console
Clear Collapse 0

Project
Assets > Pixel Adventure 1 > Assets > Main C

Favorites
Assets
Animations
Desafio
Materials
Pixel Adventure 1
Assets
Animations
Background
Items
Boxes
Checkpoints
Checkpoint
End
Start
Fruits
Main Characters
Mask Dude
Ninja Frog
AnimationsPe
Pink Man
Animations
Materials
Virtual Guy
Animations
Other
Terrain
Traps
Arrow
Blocks
Falling Platform
Fan
Fire
Platforms
Rock Head
Sand Mud Ice
Saw
Spike Head
Spiked Ball
Spikes

DoubleJump   Fall   Hit

Idle (32x32)...   Idlen   Jump

Jumpp

Assets/Pixel Adventure 1/Asset

Inspector
Base Layer
Add Behaviour

Asset Labels

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