



**Universidad Tecnológica  
del Norte de Guanajuato**

Organismo Público Descentralizado del Gobierno del Estado

**“Educación y progreso para la vida”**

## **Video 3**

**Alumna:**

Guerrero Lozano Miriam Jasmin

**Grupo:**

GIEV3071

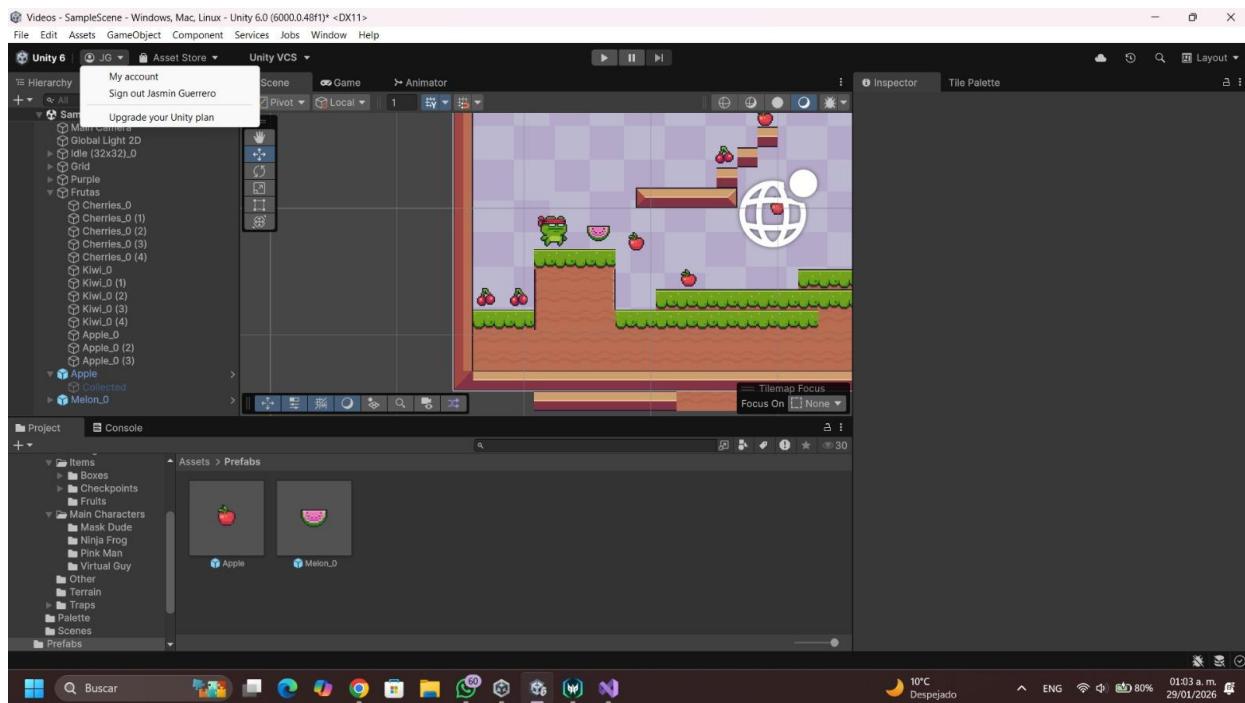
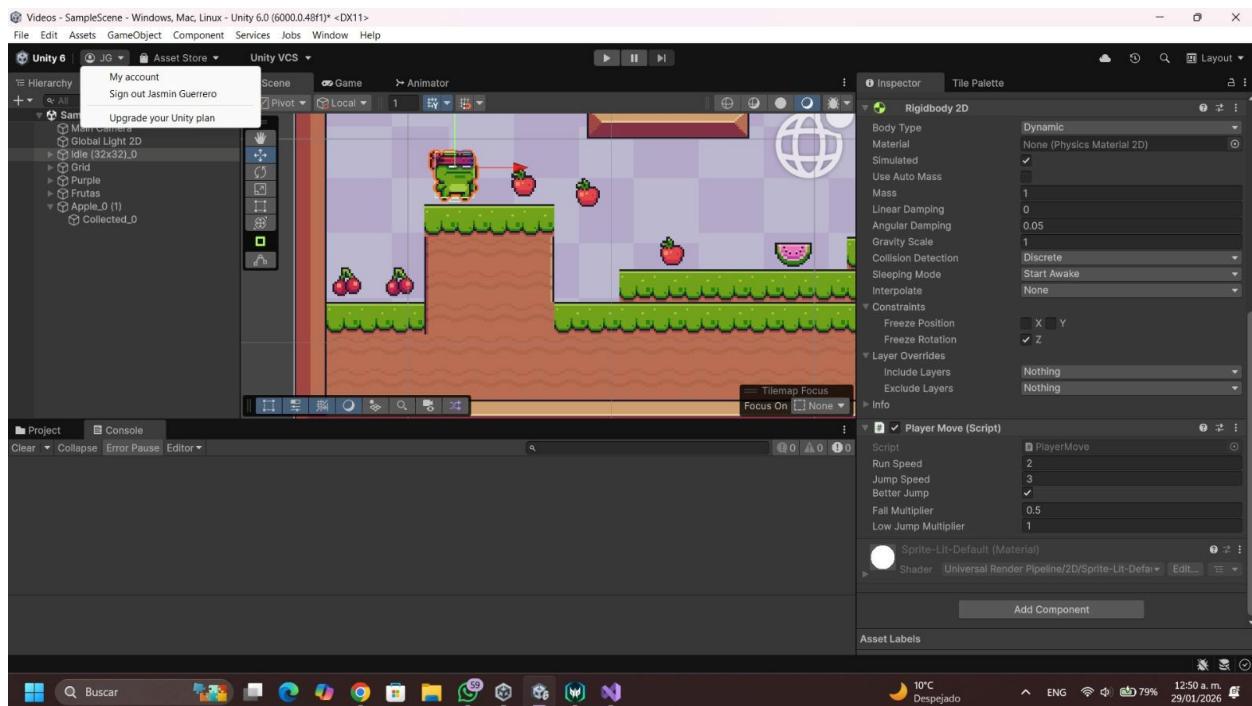
**Materia:**

Programación de Videojuegos II

**Lugar y Fecha:**

Dolores Hidalgo C.I.N

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The screenshot shows the Unity Editor interface with a C# script named `FruitCollected.cs` open in the code editor. The script contains logic for handling fruit collection:

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

public class FruitCollected : MonoBehaviour
{
    private void OnTriggerEnter2D(Collider2D collision)
    {
        if (collision.CompareTag("Player"))
        {
            GetComponent<SpriteRenderer>().enabled = false;

            if (transform.childCount > 0)
            {
                transform.GetChild(0).gameObject.SetActive(true);
            }

            Destroy(gameObject, 0.5f);

            GetComponent<Collider2D>().enabled = false;
        }
    }
}
```

The GitHub Copilot extension is active in the top right corner, showing Miriam Guerrero's profile and account status.

