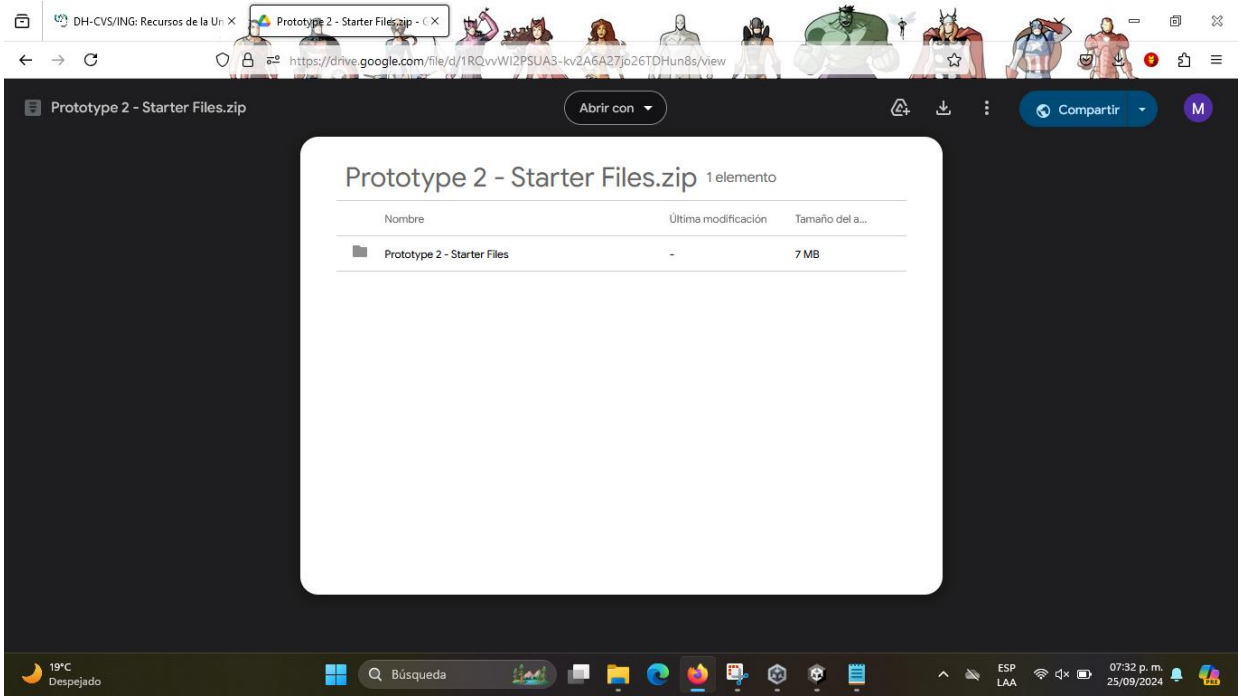
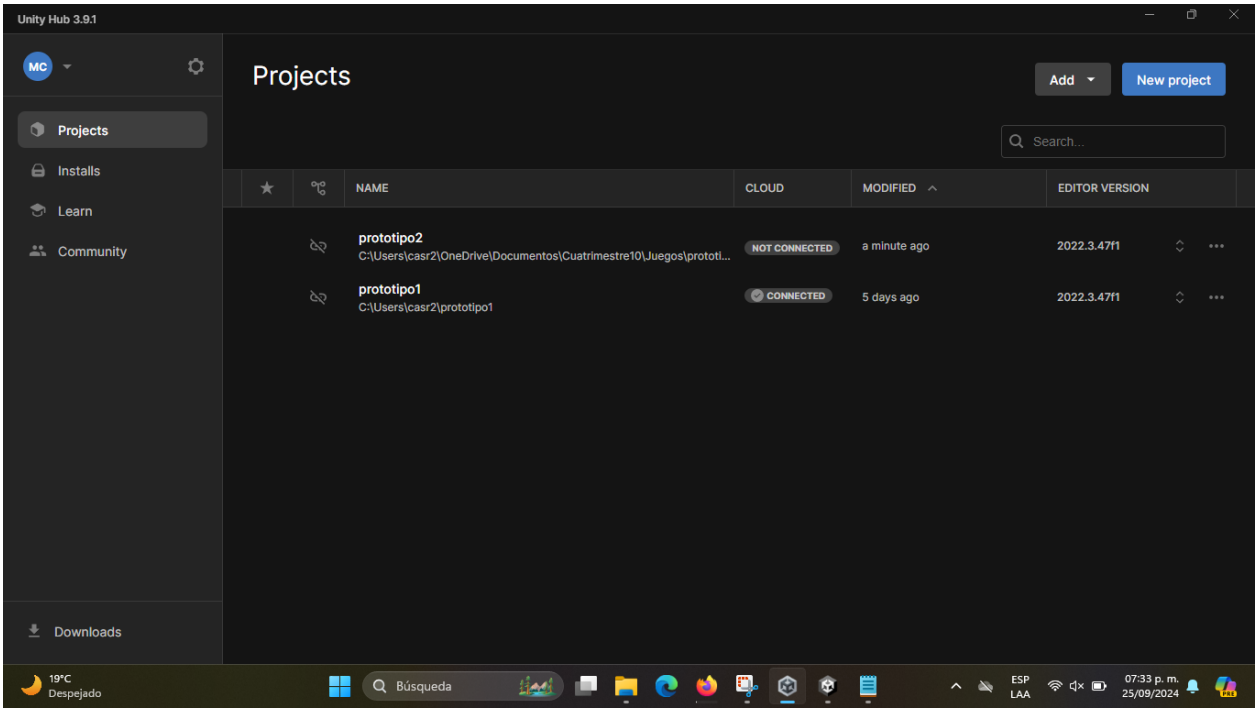
PROTOTIPO 2

Alimentar a los animales

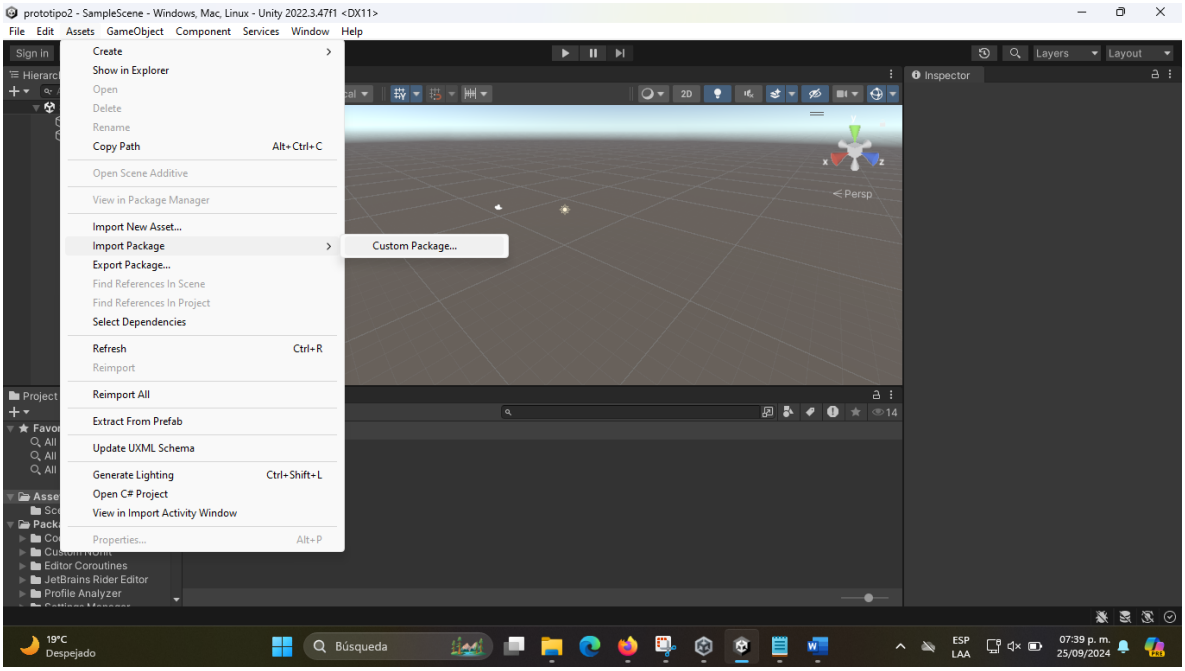
Primero se tiene que descargar el paquete proporcionado por el profesor, se descomprime y se almacena en archivos.



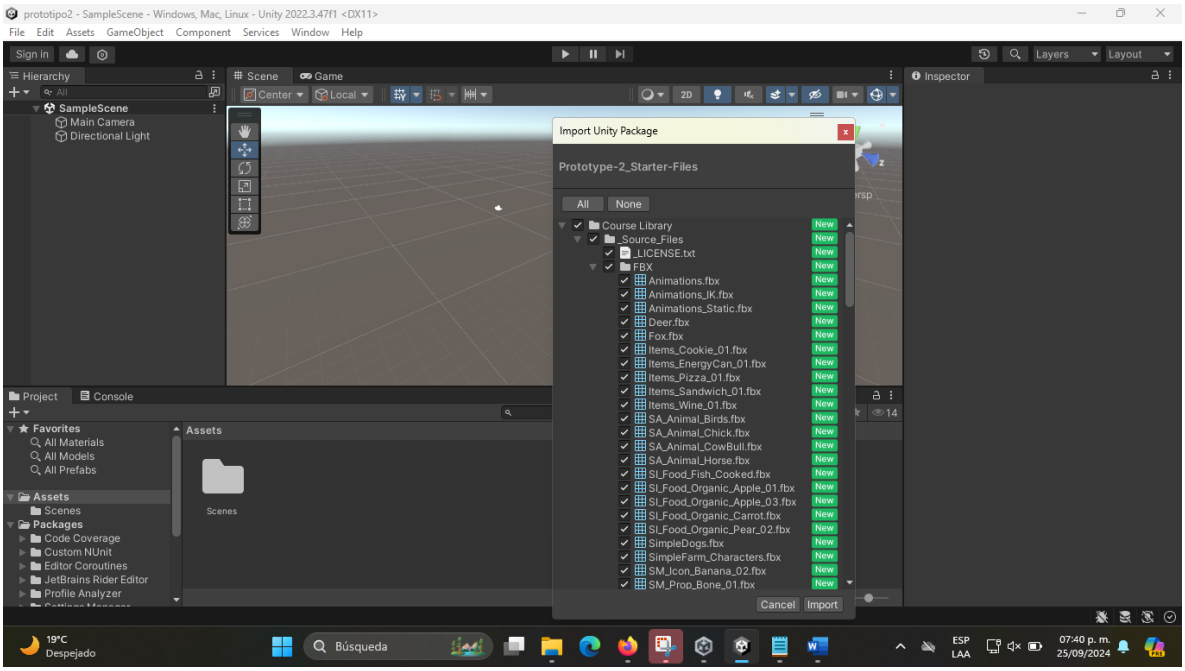
Se crea el proyecto en Unity Hub, nombrado como prototipo2



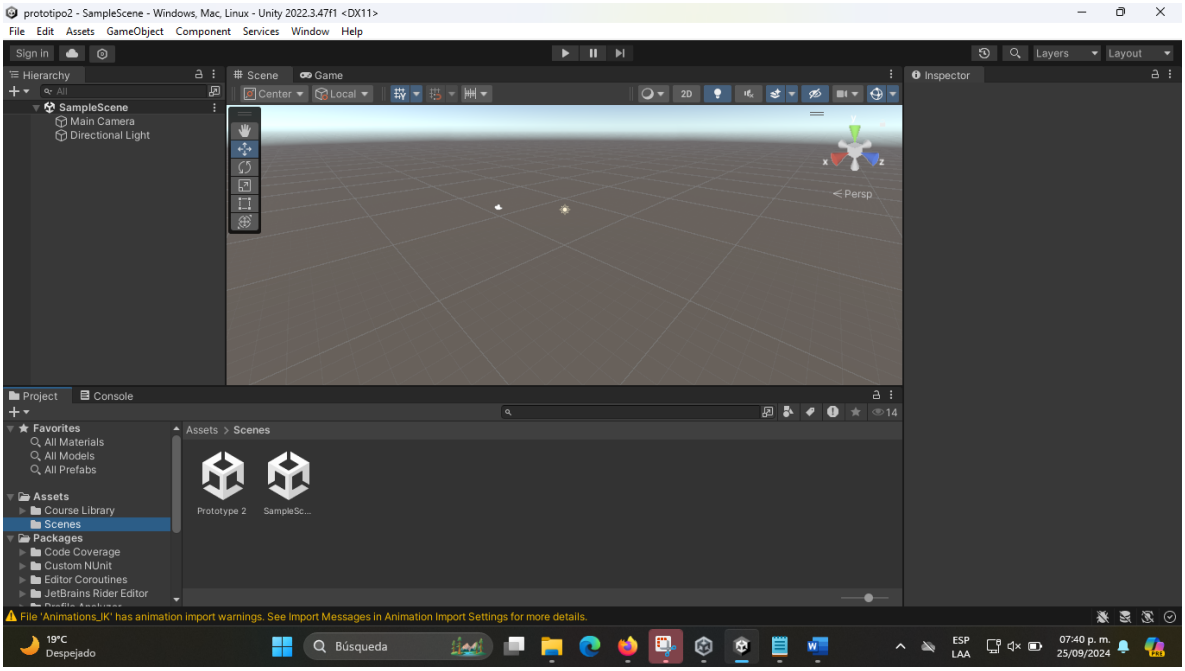
Una vez que se crea el proyecto se **importa** el paquete desde >**Assets > Import Package > Custom Package.**



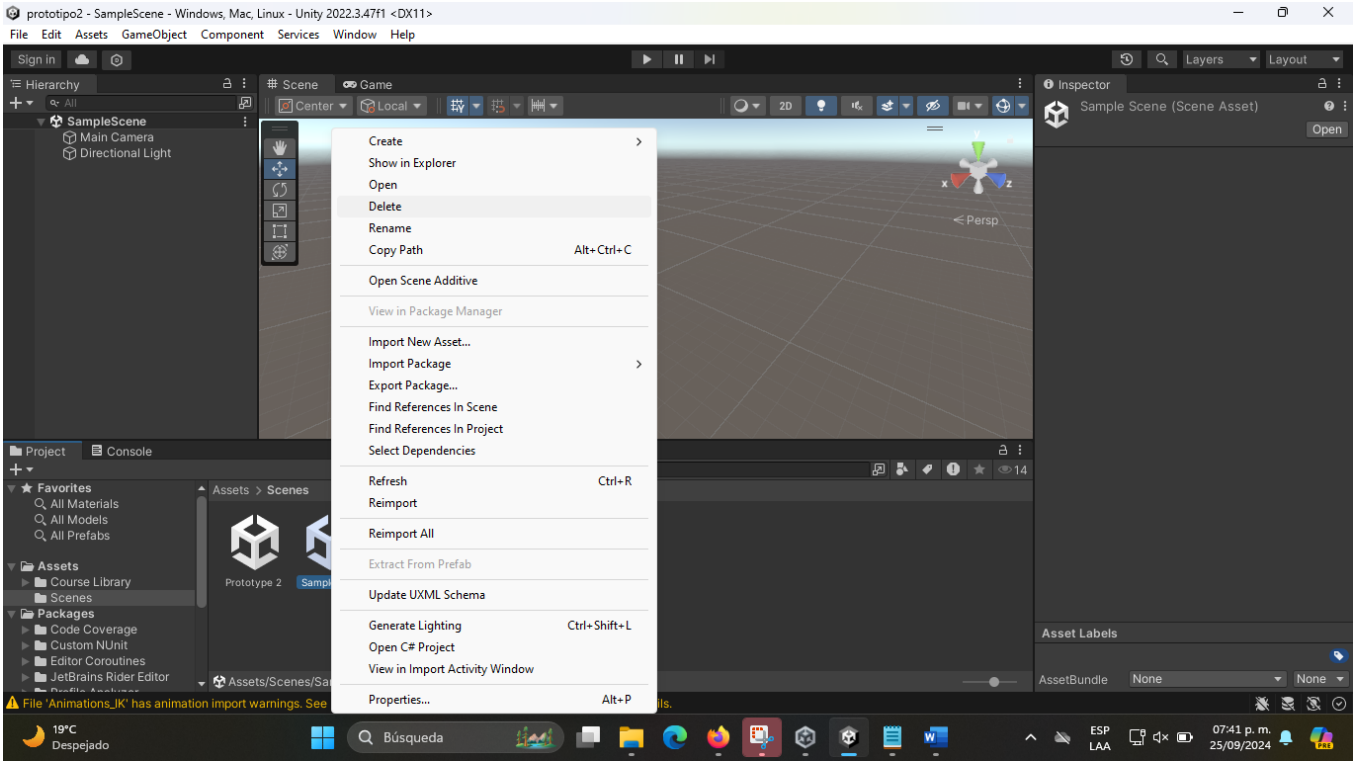
Selecciona el archivo que se descomprimió anteriormente, das clic en **Import** de la siguiente pantalla.



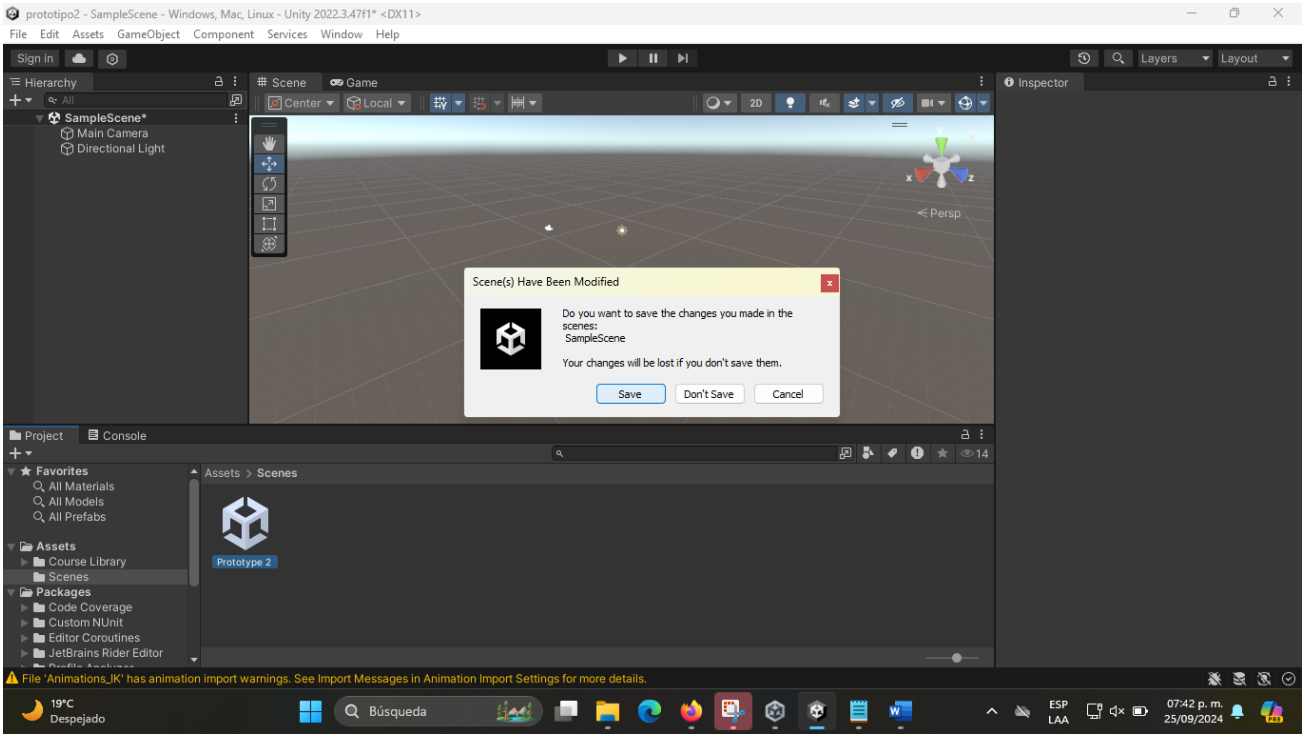
Se muestra esta contenido y posterior se eliminara el archivo **SampleScreen**



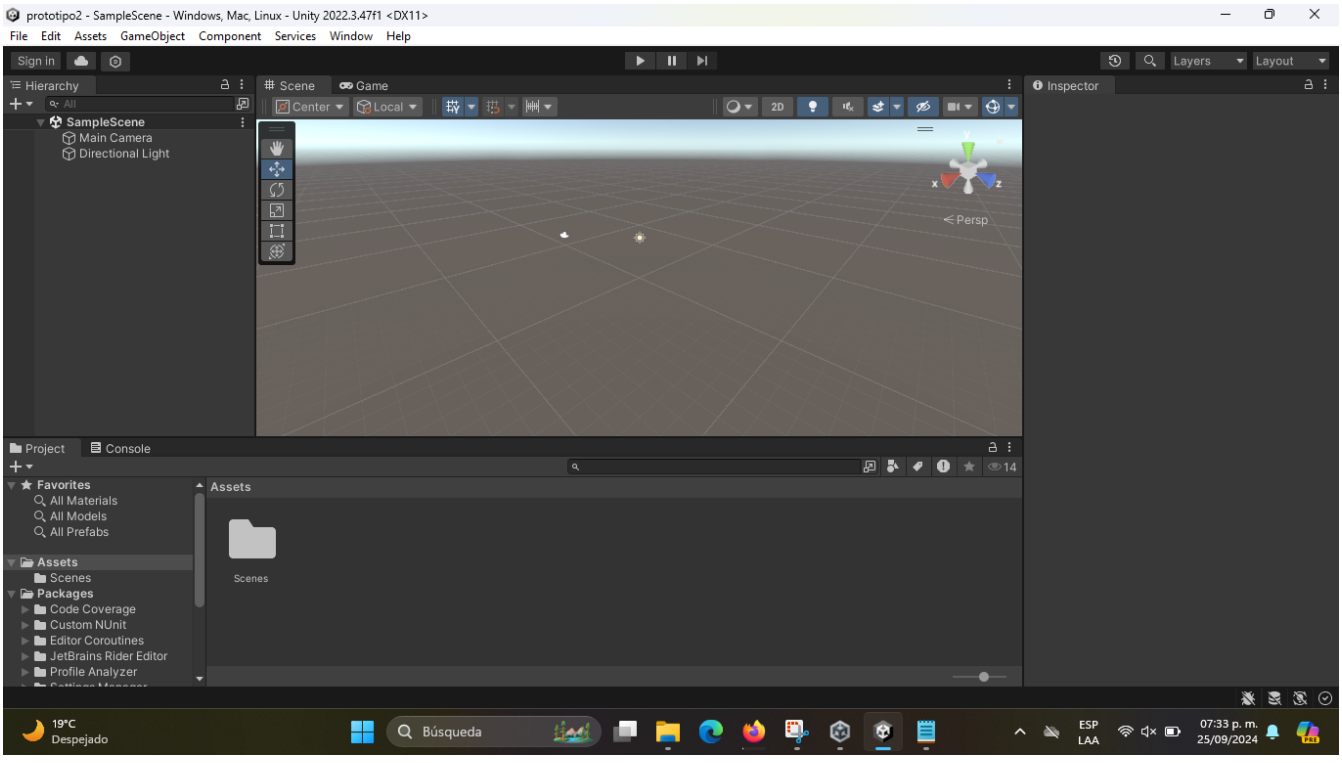
Eliminar **SampleScreen,** clic derecho sobre el paquete y dar **Delete**



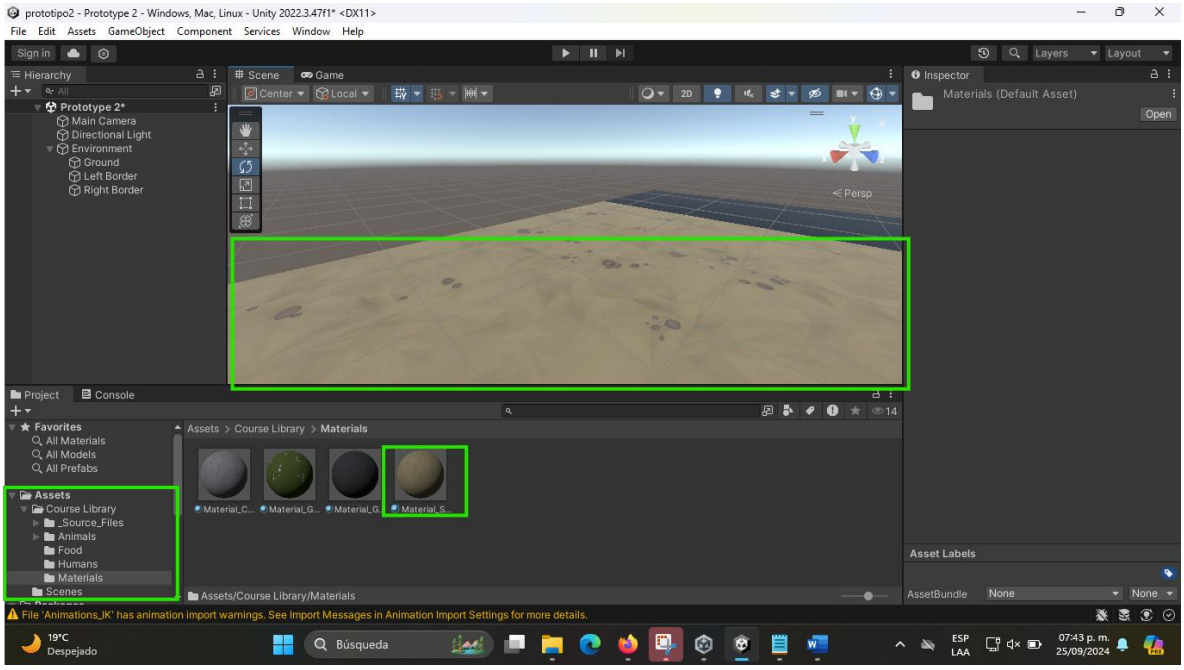
Dar clic en sabe para guardar los cambios



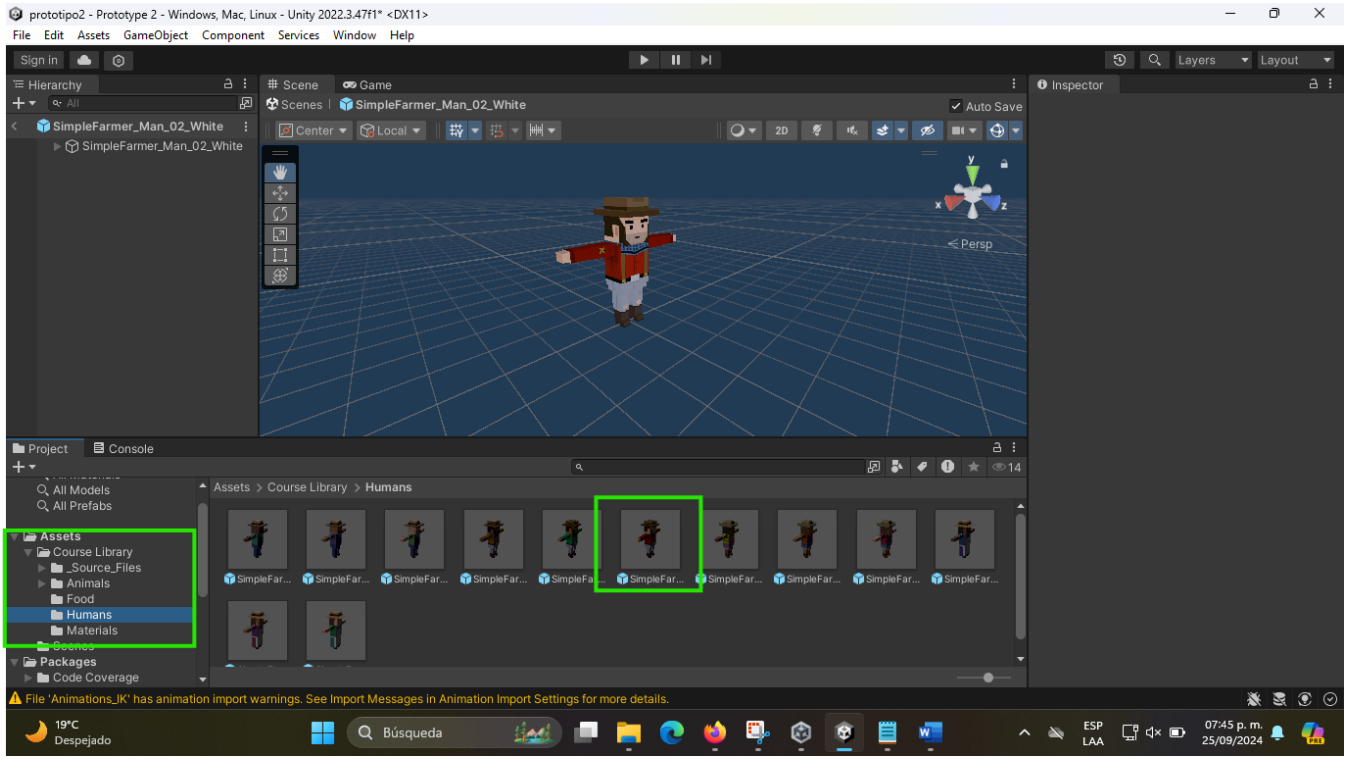
Elegir escenario desde la capeta **Assets>Scenes**



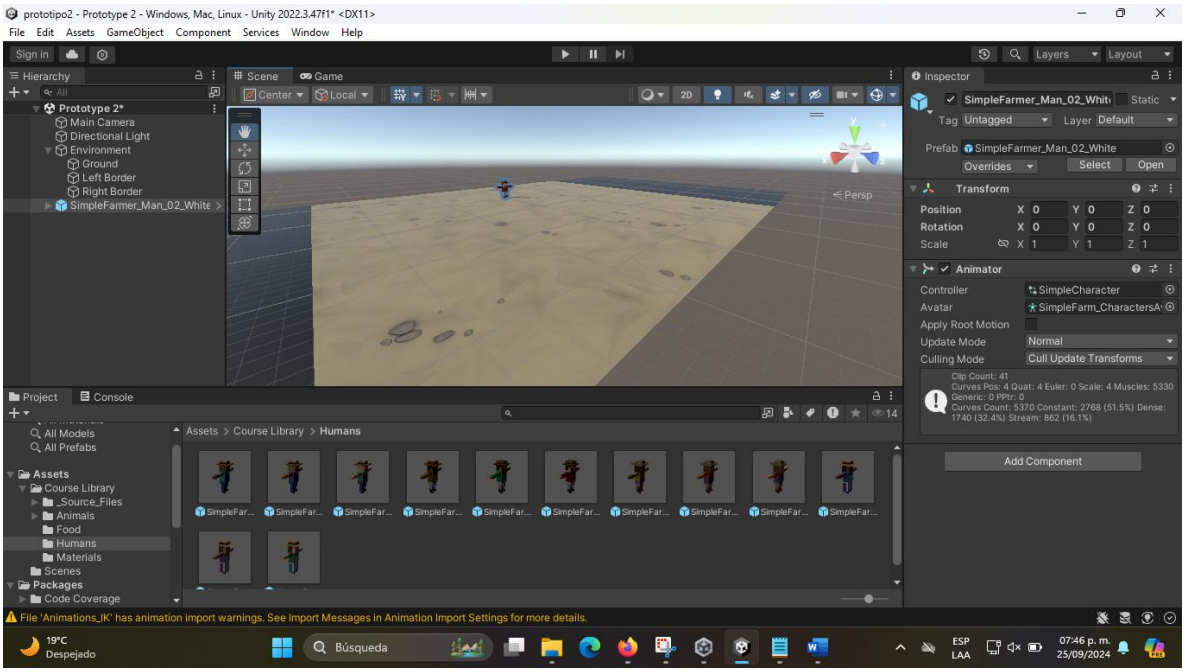
Arrastrar elemento al área izquierda de Prototype 2



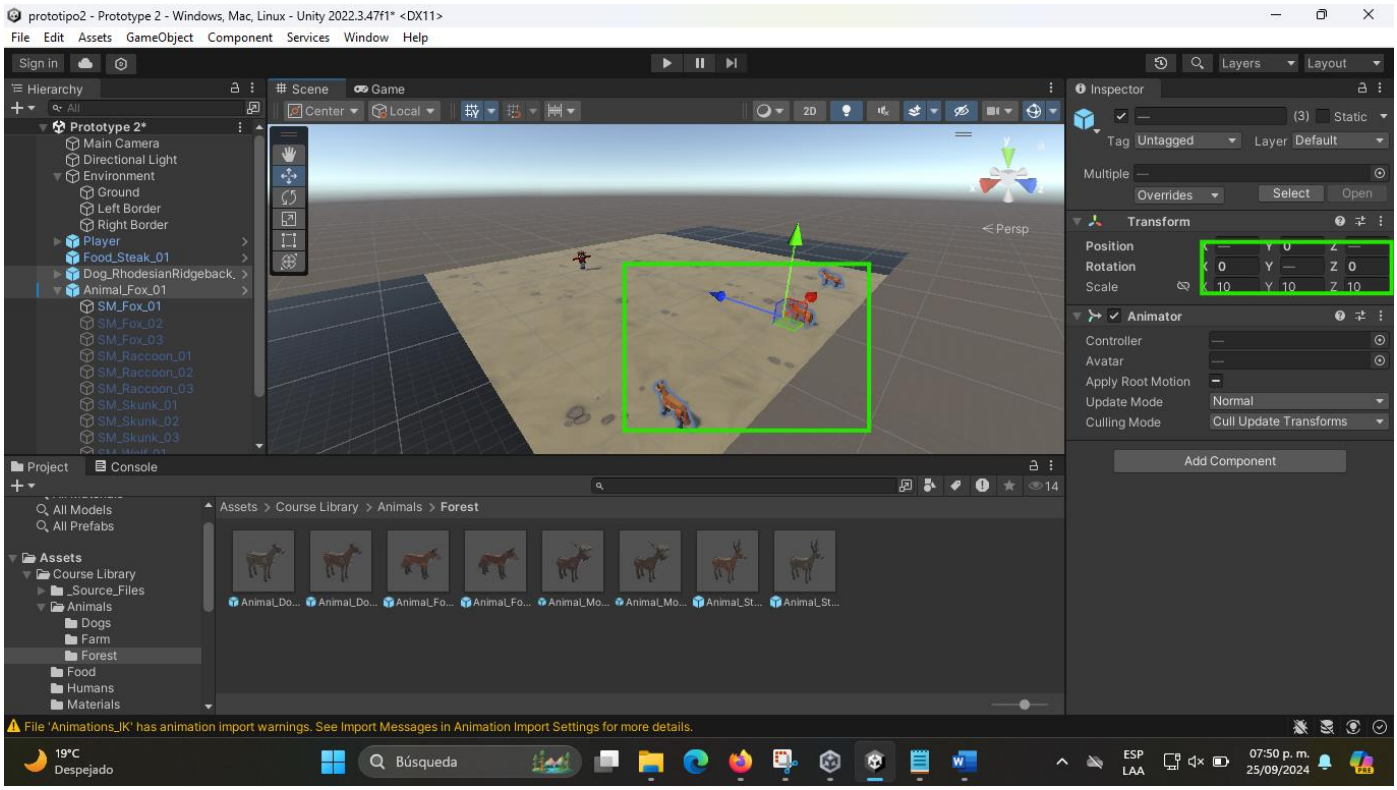
Elegir personaje, igual arrastrar elemento al área de **Prototype2**



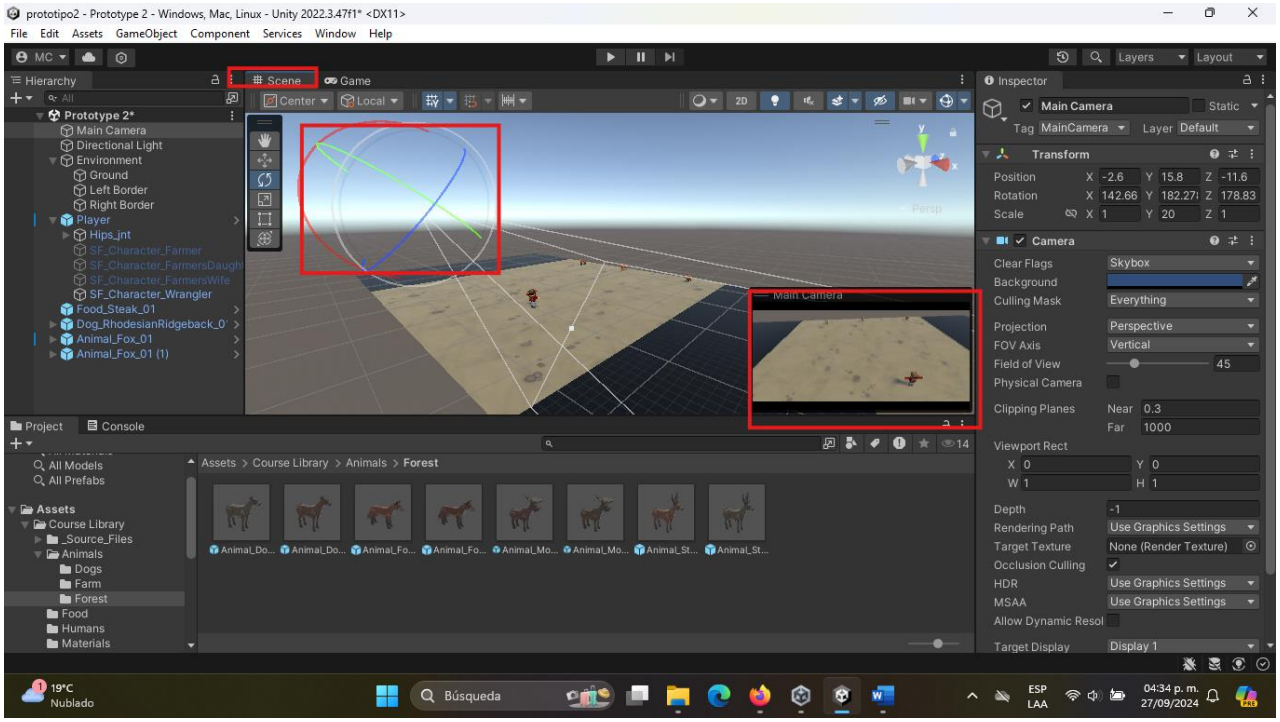
Resultado esperado



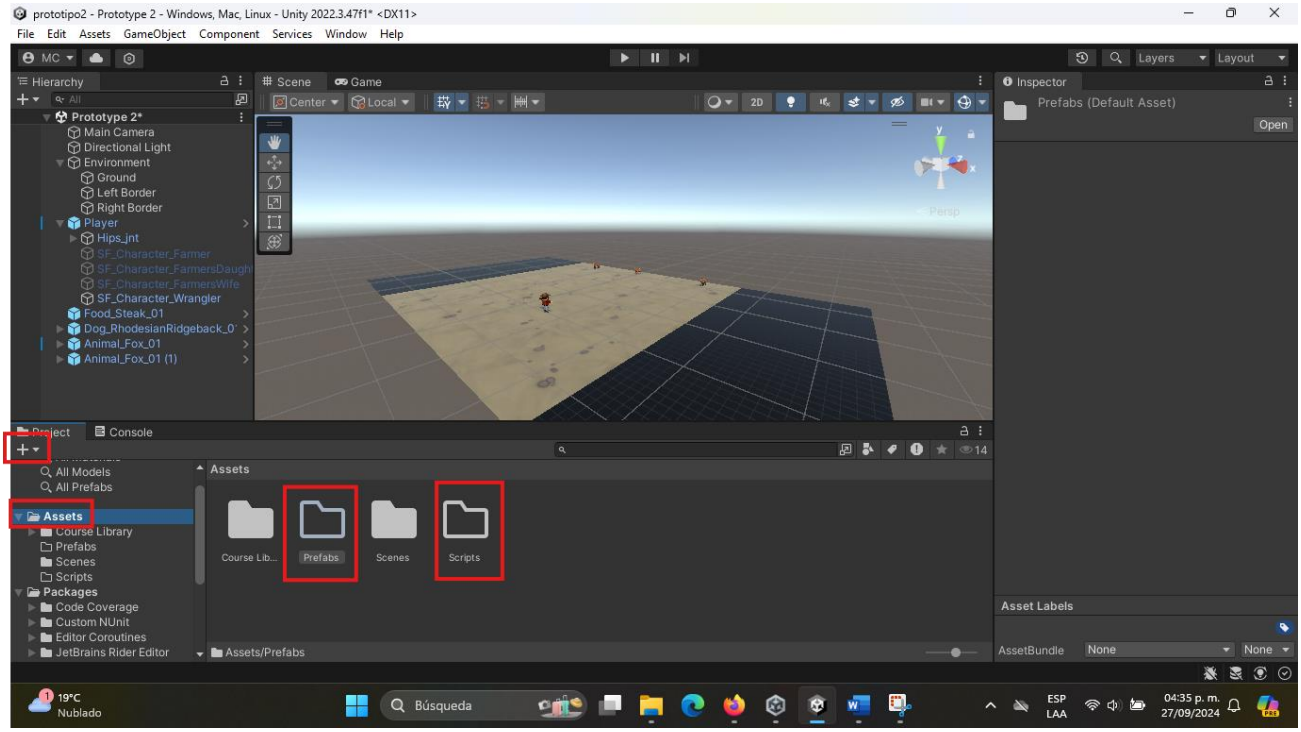
Agregar animales de la carpeta **>Assets>Animals,** arrastrar los 3 animales preferidos al área de **Prototype2**



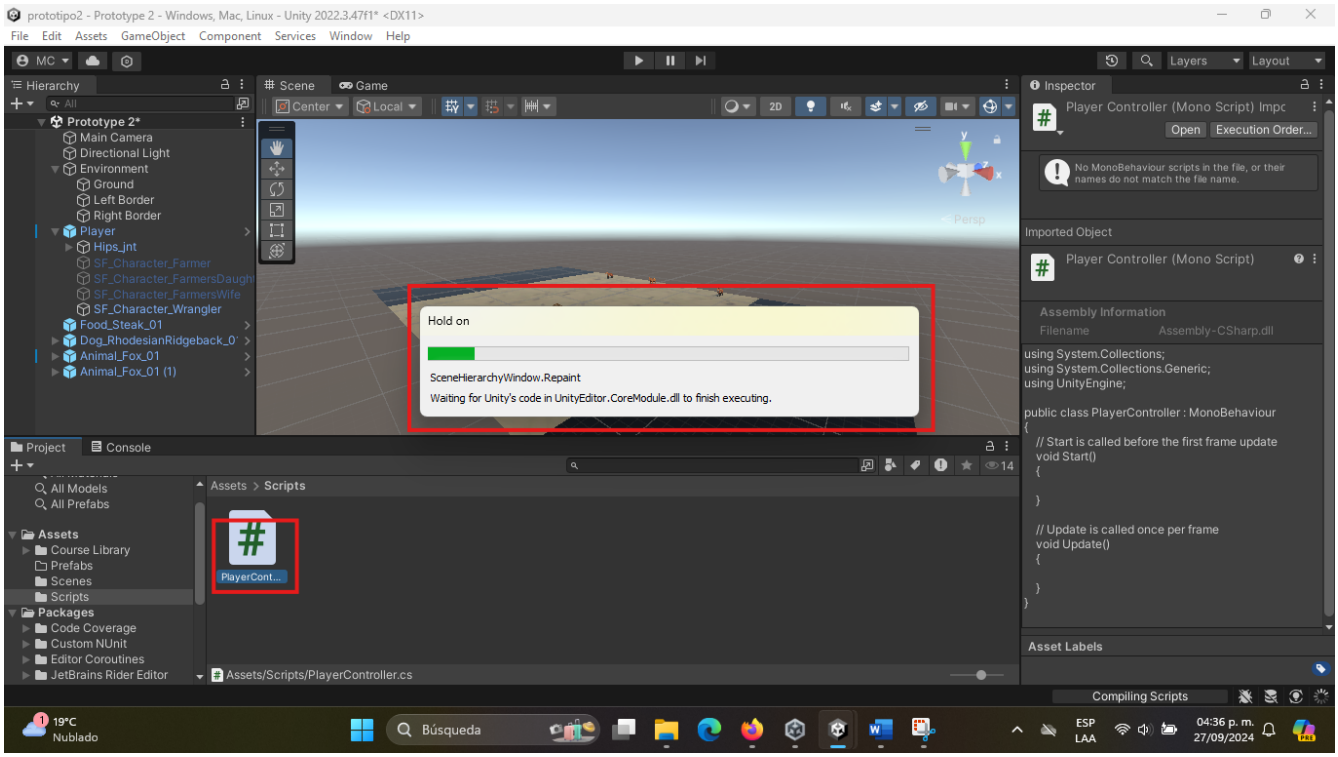
Modificar la cámara en un ángulo para visualizar todo



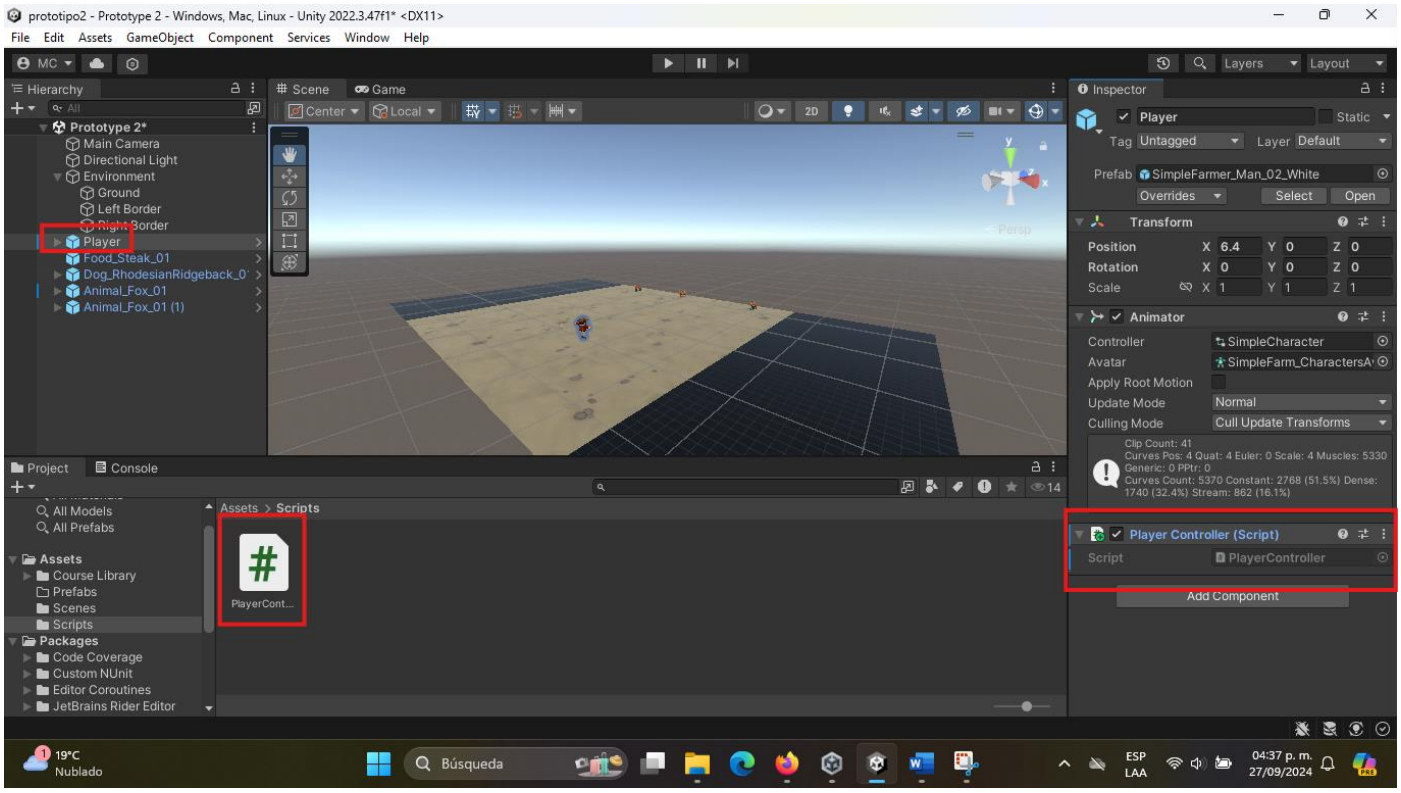
Agregar las carpetas **Prefabs** y **Scripts** en Assets



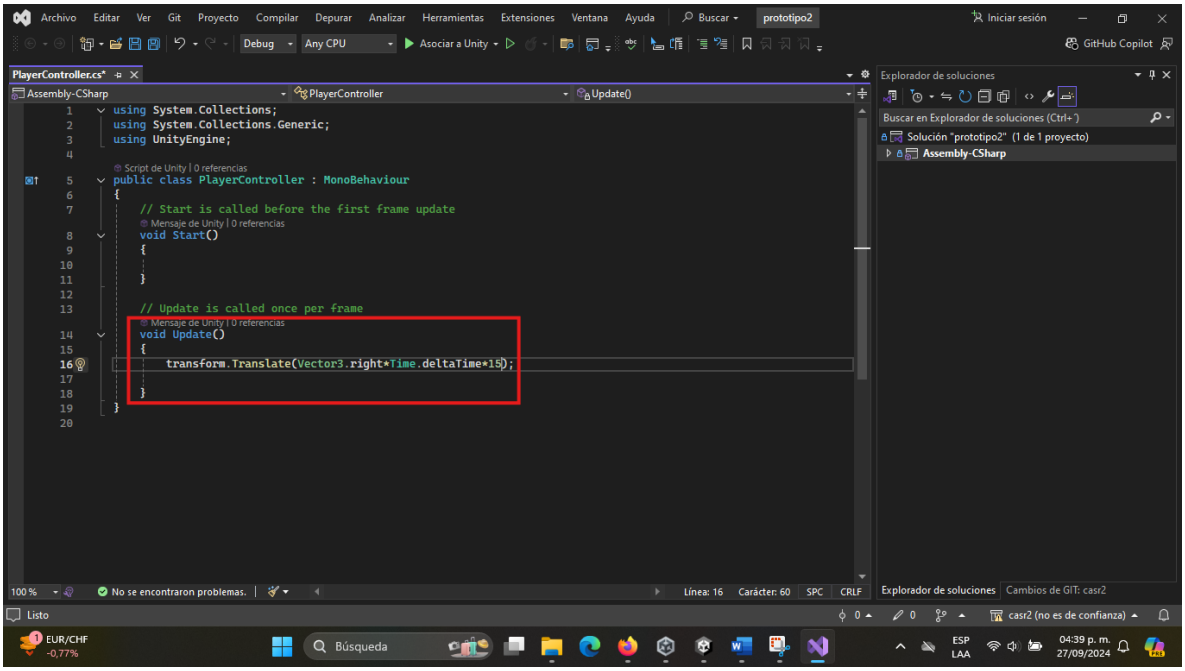
En la carpeta **Scripts,** seleccionar y dar clic en el signo **+** [agregar] y seleccionar **Script>C#**



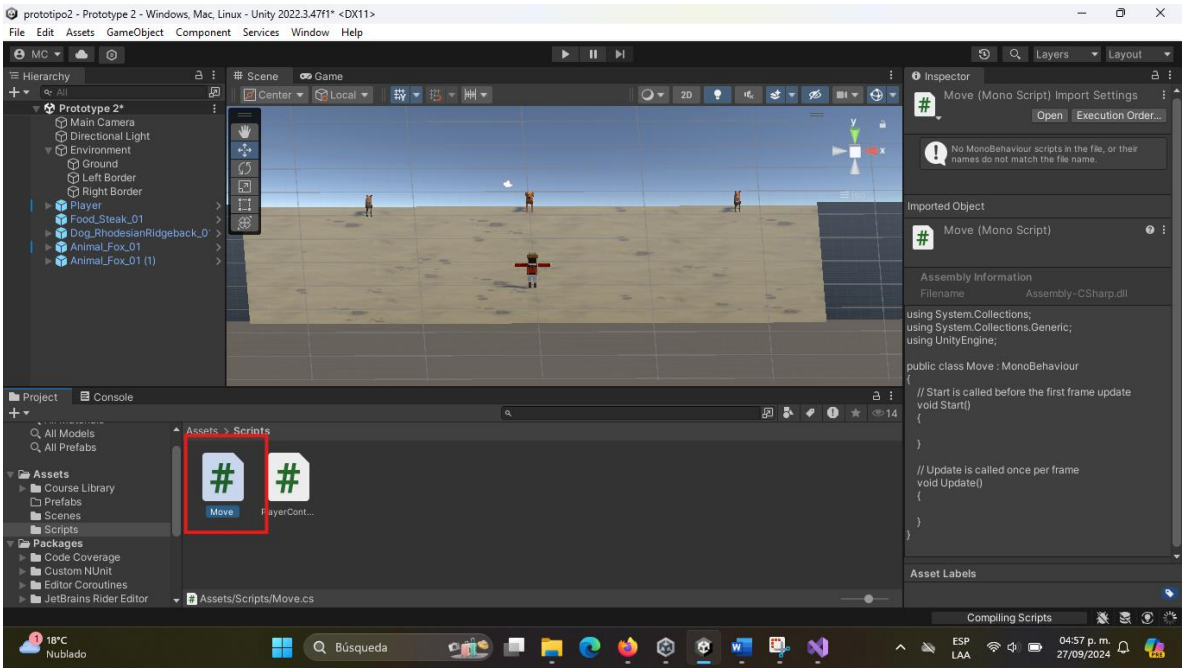
Agregar script al personaje arrastrando al nombre de Player en el área de prototype2



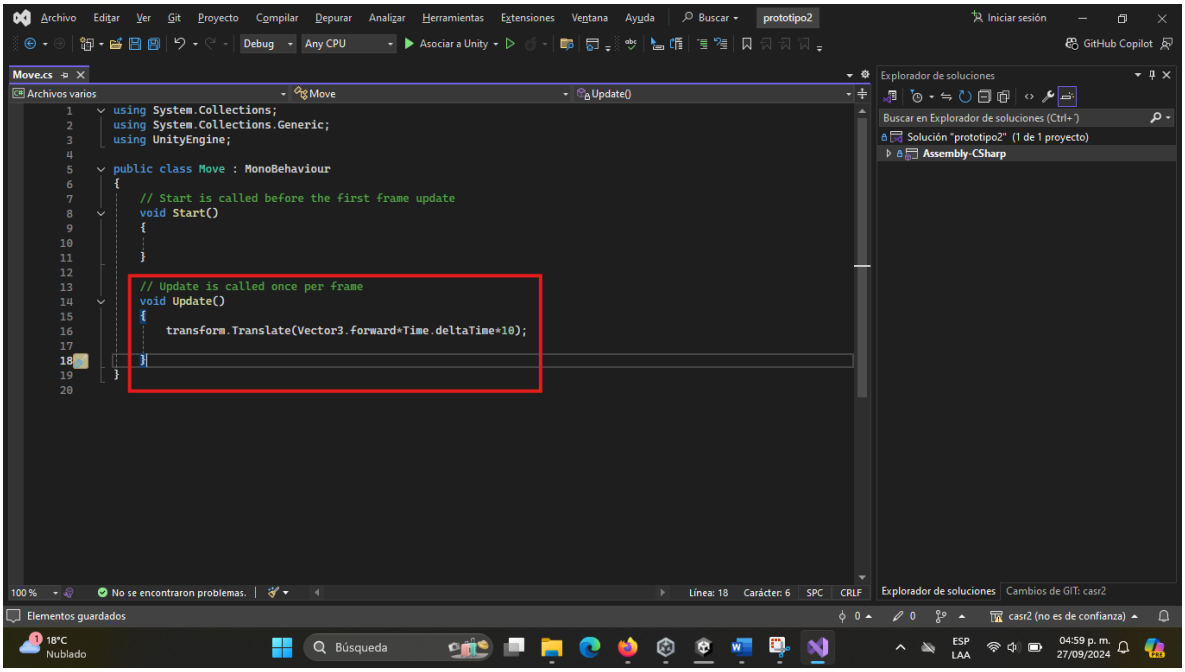
Agregar el contenido al script [tranform.Translate(Vector3.right*Time.delatTime*15)]



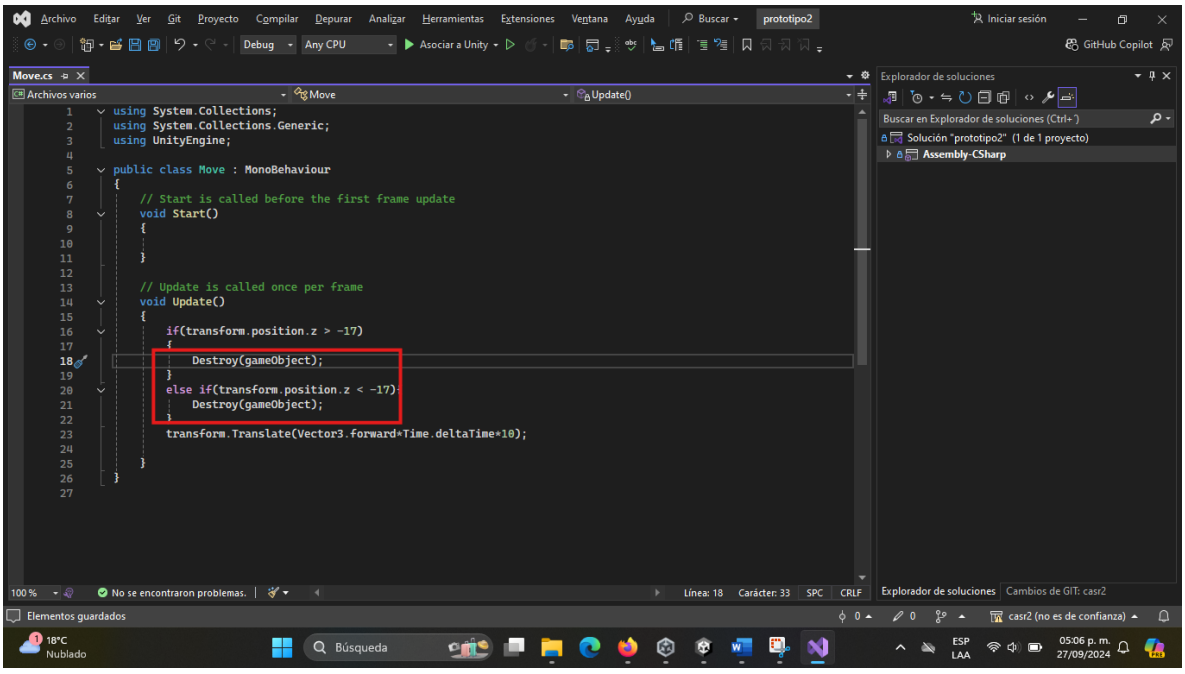
Crear el script Move de la misma forma y añadirlo a los animales y el personaje.



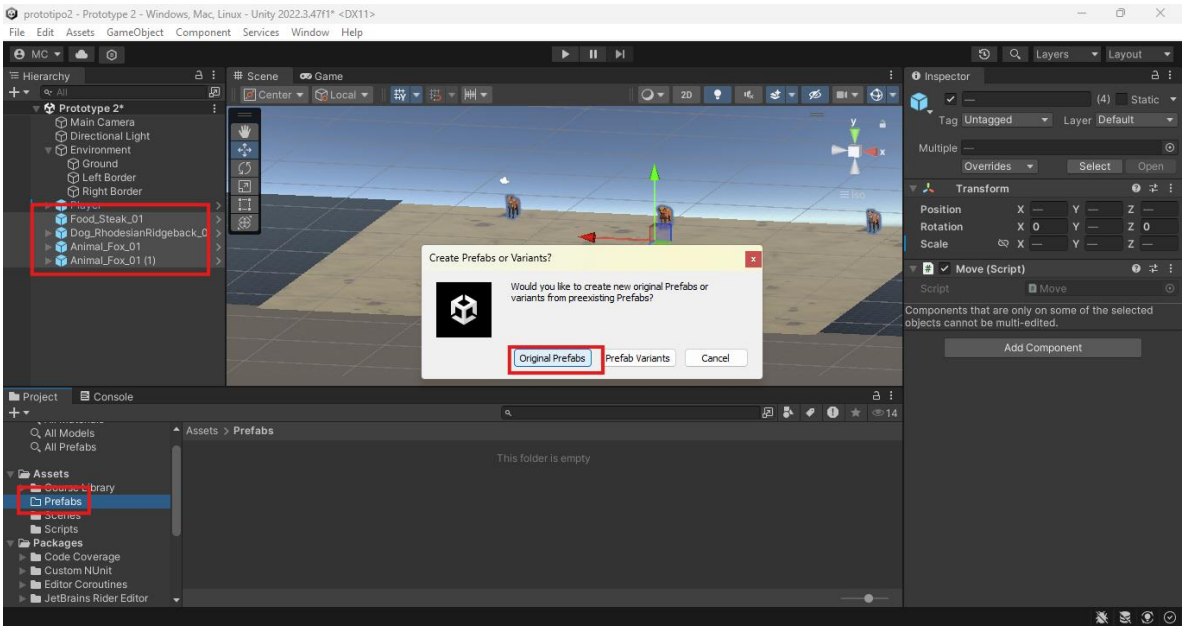
Agregar al script **Move** el siguiente código [tranform.Translate(Vector3.forward*Time.deltaTime*10);]



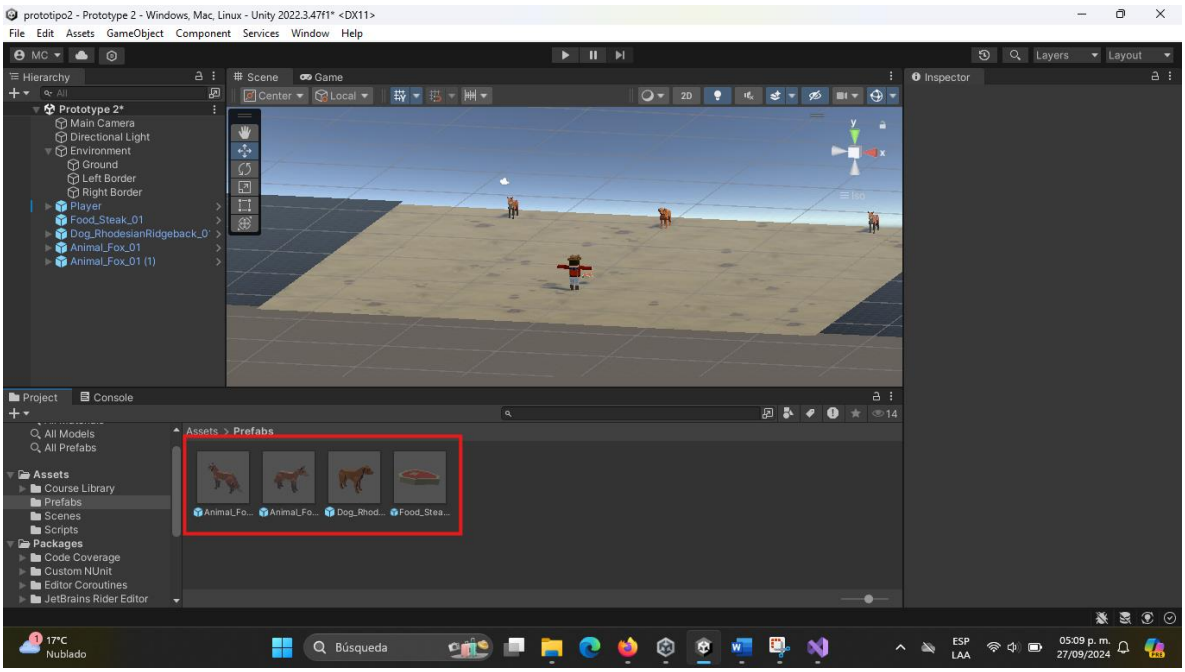
Completar con el siguiente código



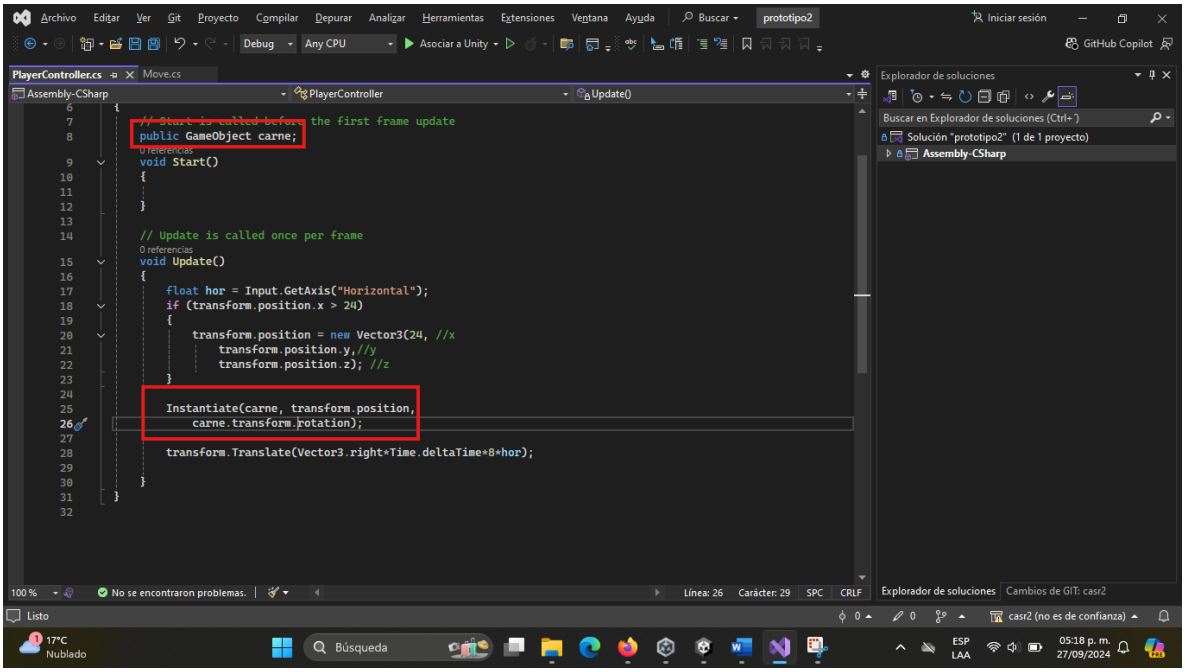
Agregar cada uno de los elementos (animales, comida y personaje) a la carpeta de **Prefabs.**



Verificar que se encuentren dentro.

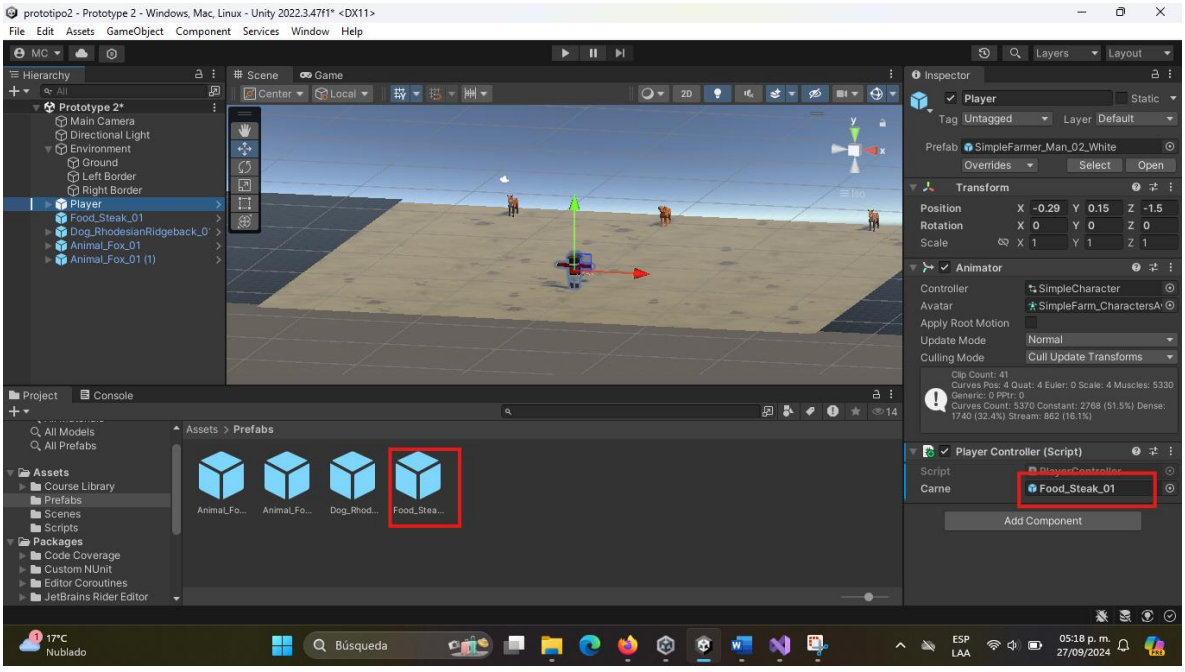


En el script **PlayerController** se agrega una variable publica y una funcionalidad para lazar la comida.

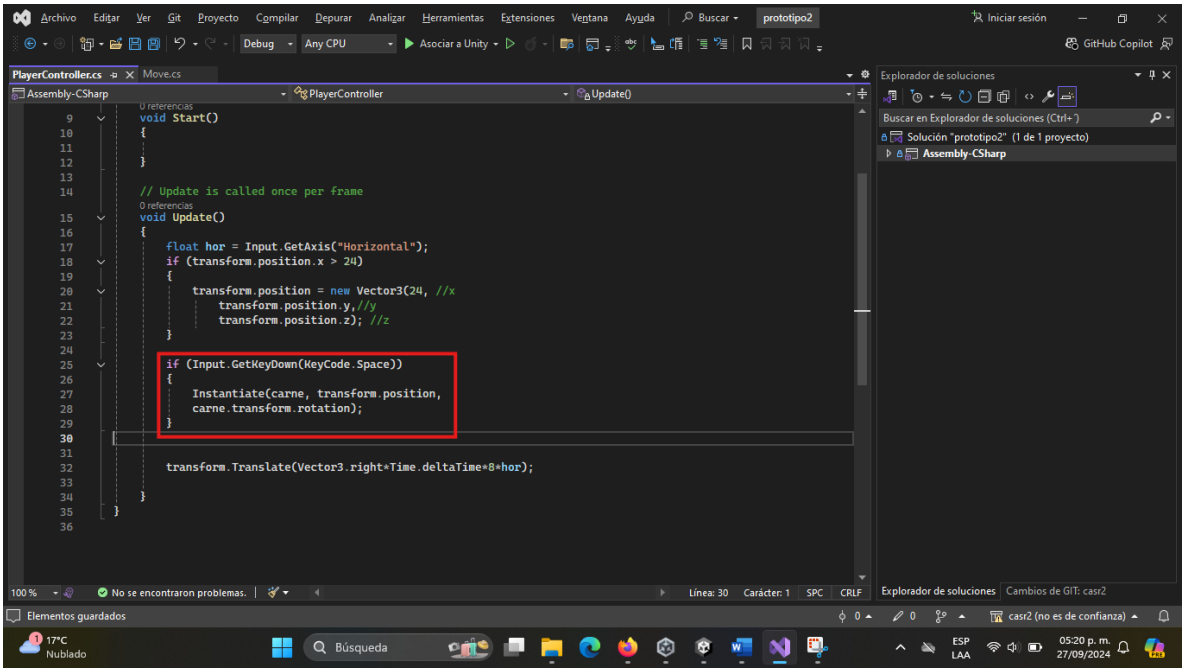


```
{
    // Start is called before the first frame update
    public GameObject carne;
    void Start()
    {

    }

    // Update is called once per frame
    void Update()
    {
        float hor = Input.GetAxis("Horizontal");
        if (transform.position.x > 24)
        {
            transform.position = new Vector3(24, //x
                transform.position.y,//y
                transform.position.z); //z
        }

        Instantiate(carne, transform.position,
            carne.transform.rotation);

        transform.Translate(Vector3.right*Time.deltaTime*8*hor);

    }
}
```

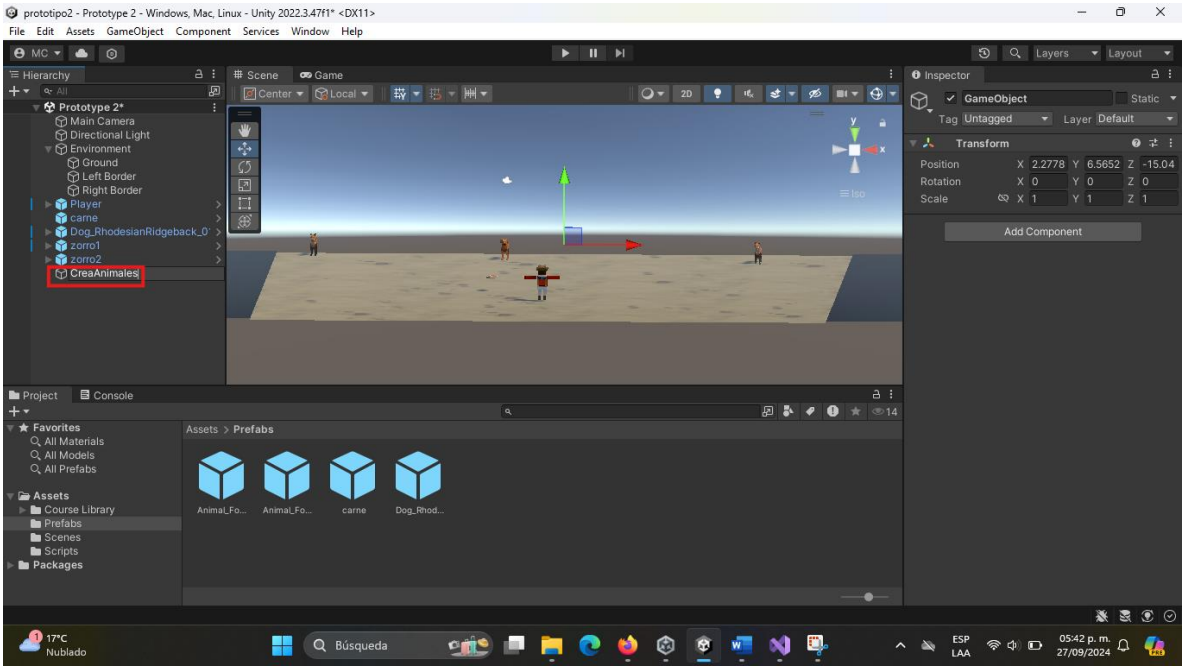
Agregamos el objeto a la carne o comida

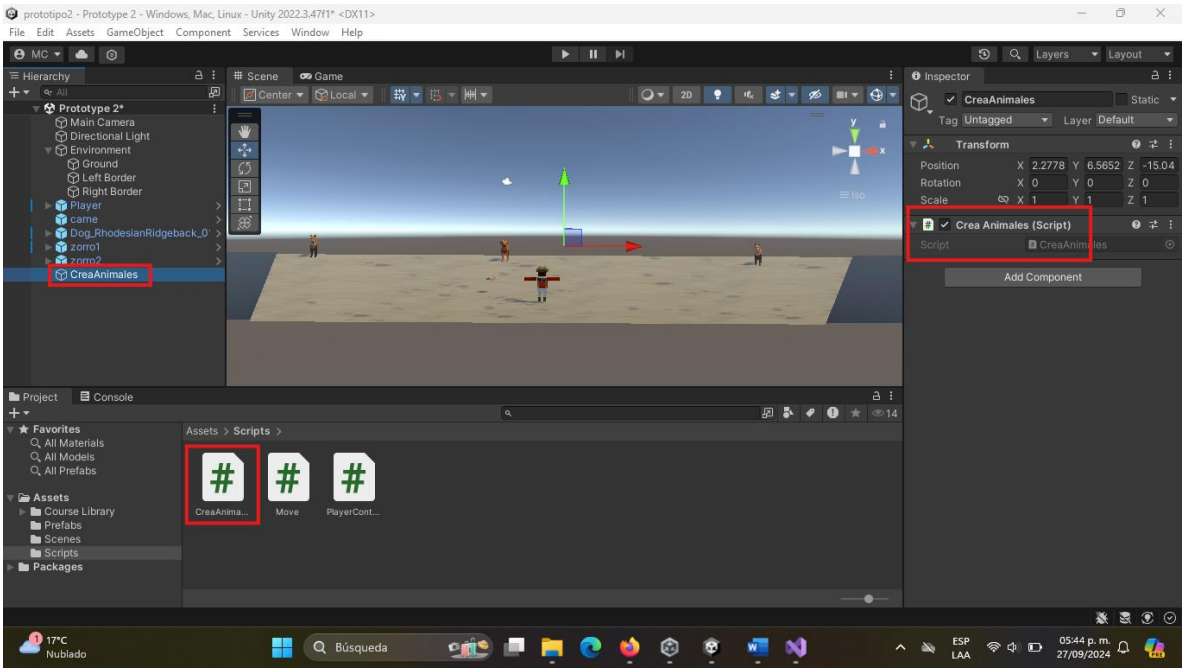


Realiza la siguiente modificación a la condición para el movimiento de la comida.

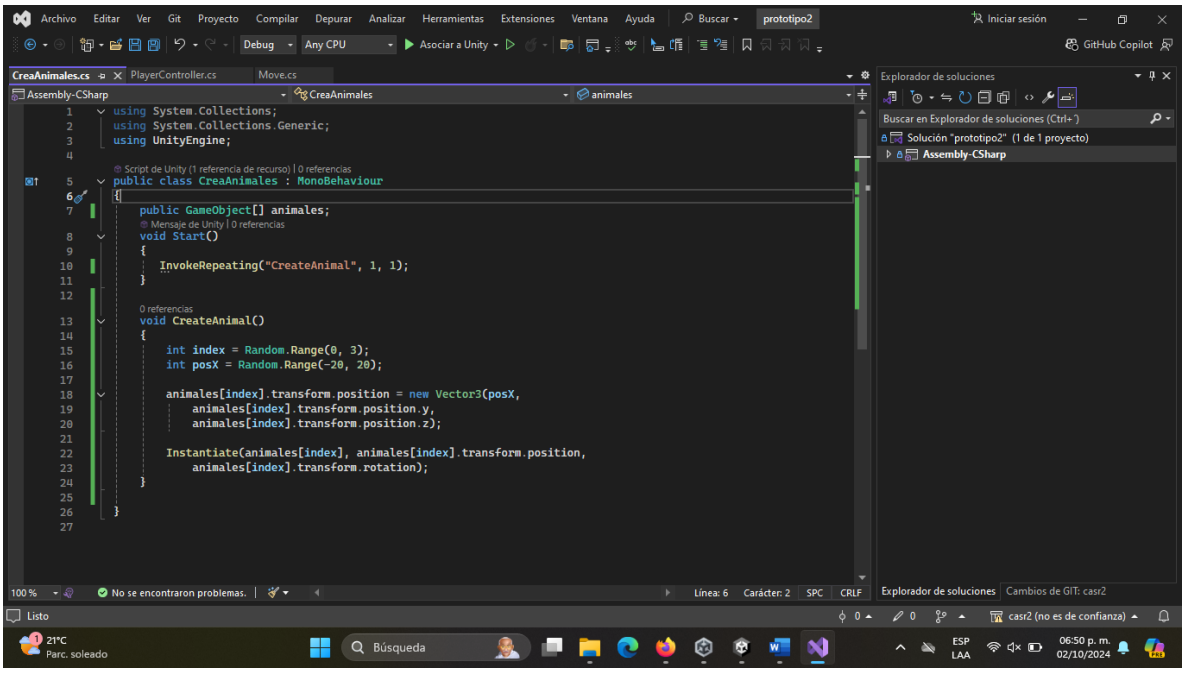


Crear objeto vacio (**CreaAnimales)** en el área de **Prototype2,** dar clic derecho y agregar un objeto vacio.

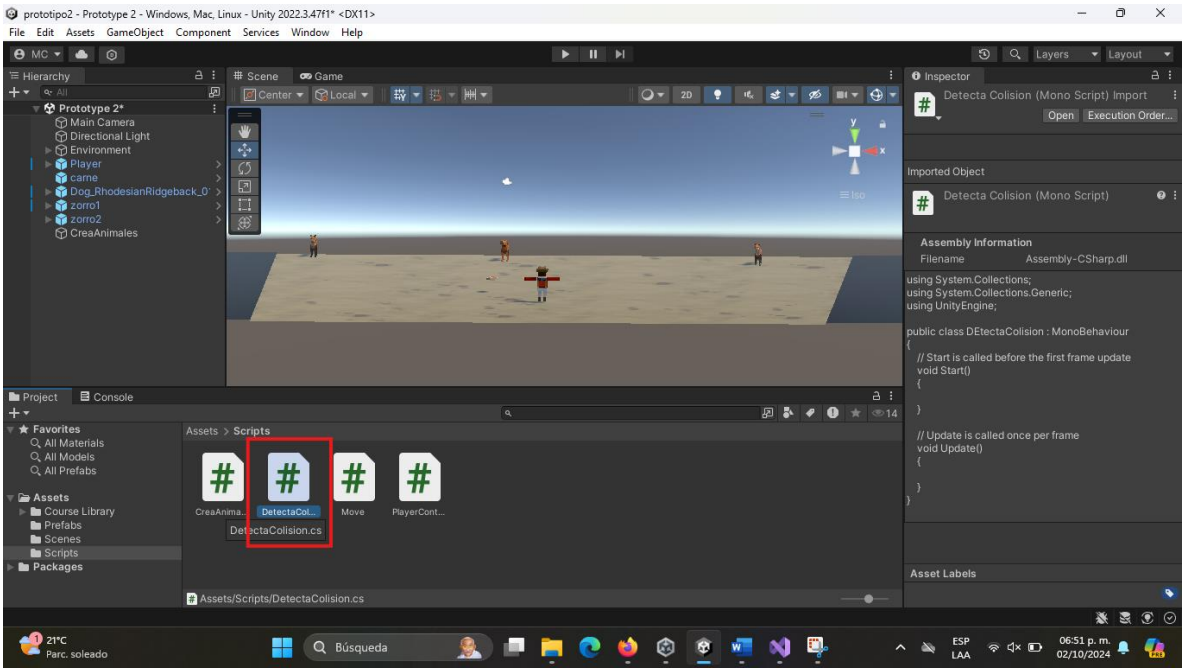




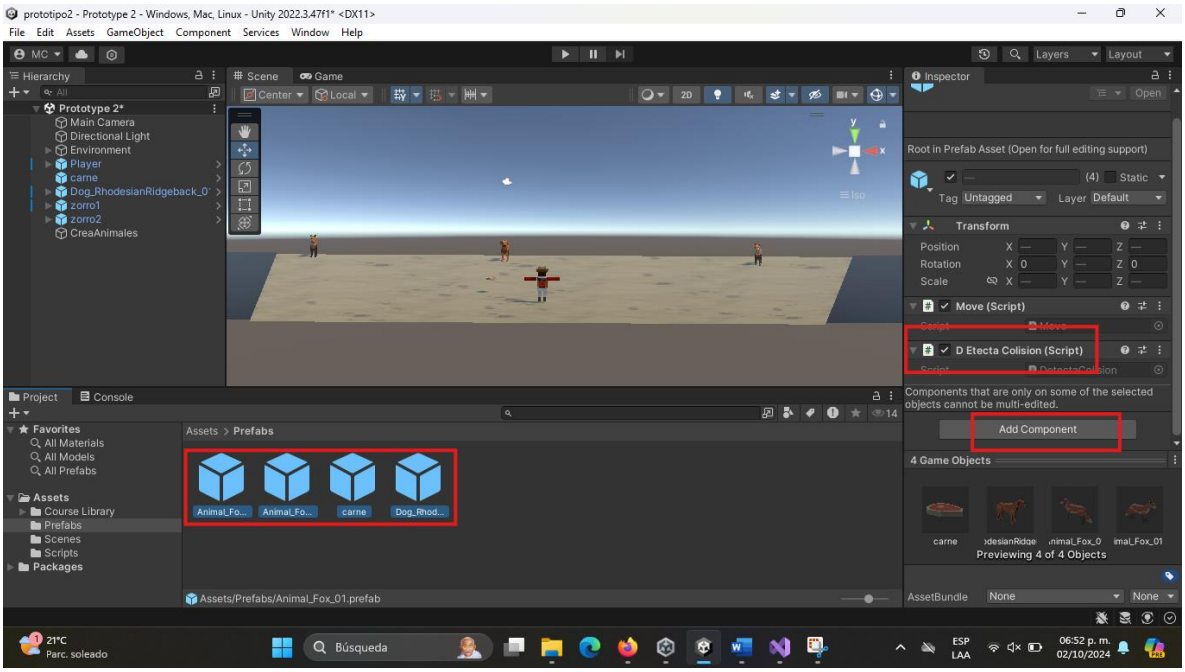
En el script **CreaAnimales** se agrega la funcionalidad para que los animales se muevan



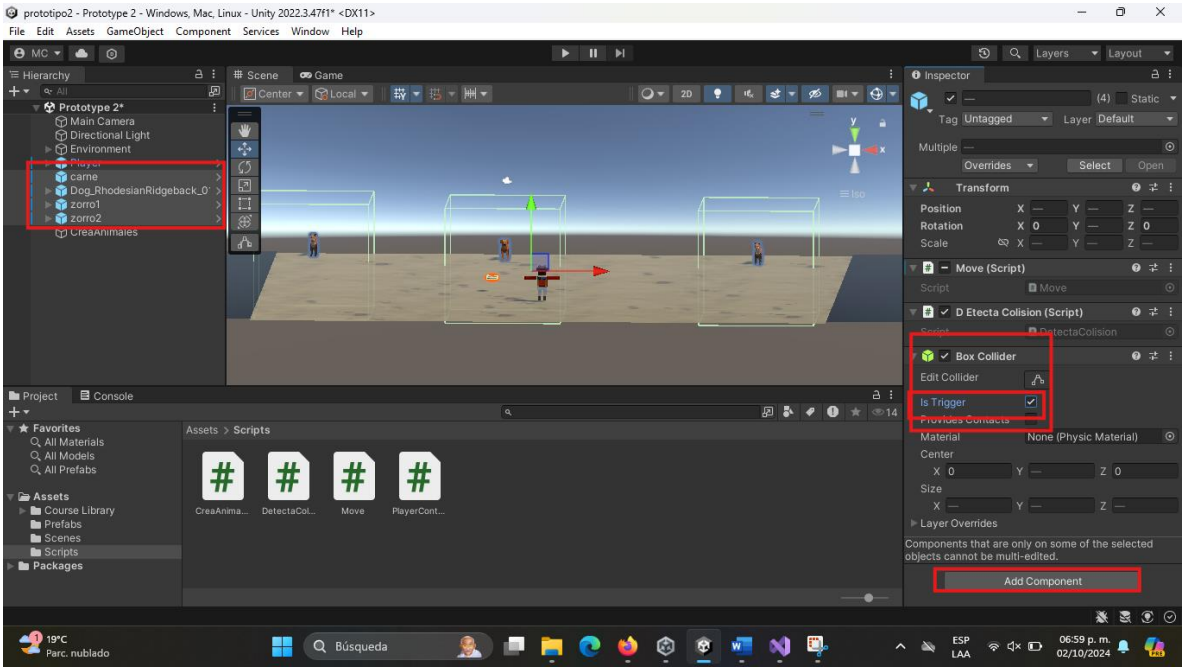
Se crea un nuevo script para destruir la comida al tocar los animales, llamado **DetectarCollision.**



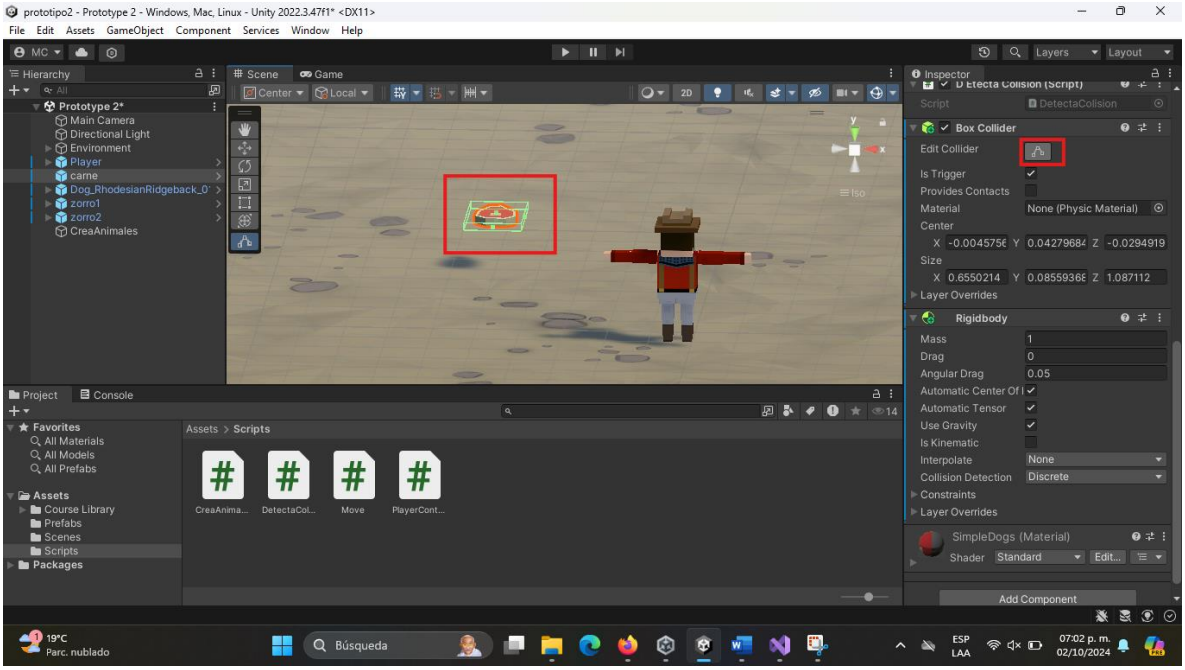
Se agrega a cada uno de los elementos del juego y el lado izquierdo se agrega un componente nuevo, clic en **AddComponent.**



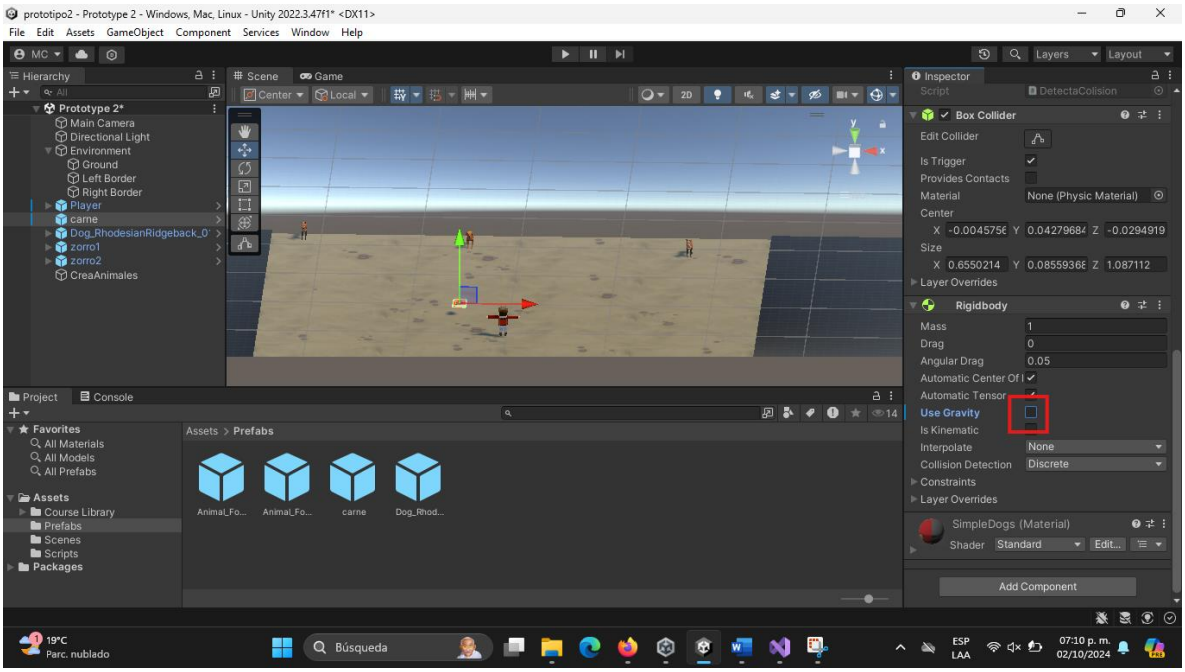
Seleccionar **Box Collider,** recuerda verificar que se agregue a los animales y la comida. (activar el **IsTriller**)



Se selecciona el icono en la imagen y se cambia las dimensiones del Box Collider para estar del tamaño del elemento (Repetir con los animales)



Seleccionar la comida para activar en el lado izquierdo el elemento **Use Gravity.**



A la carne y los animales se les agrega el **Overrides>Apply All.**