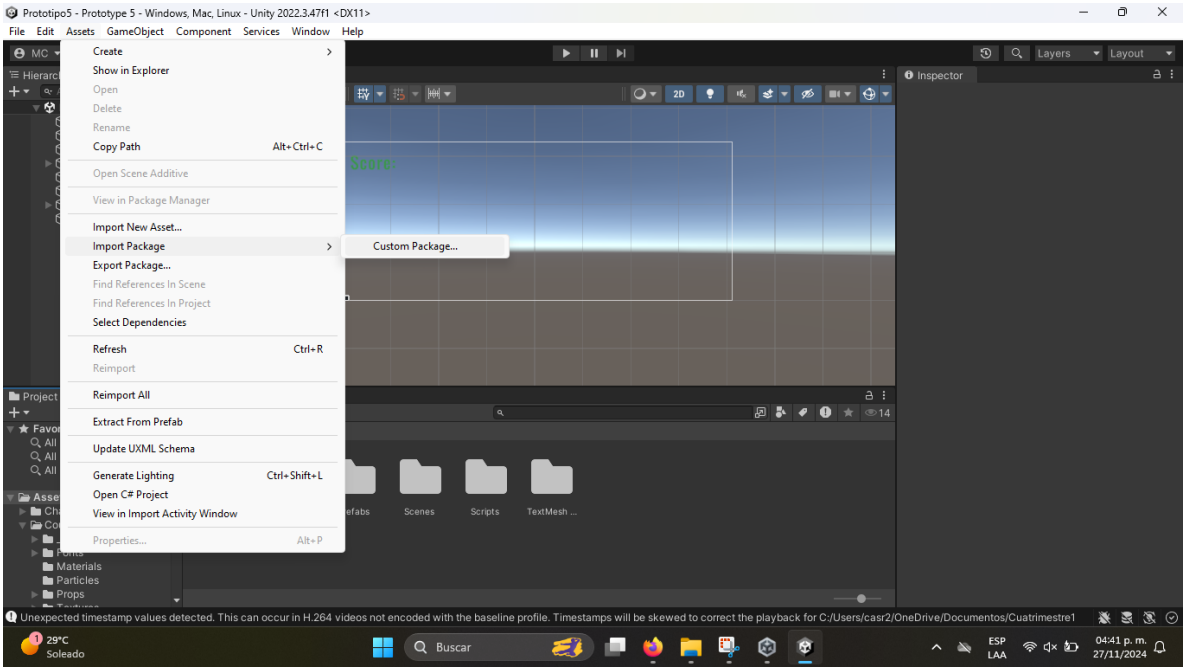
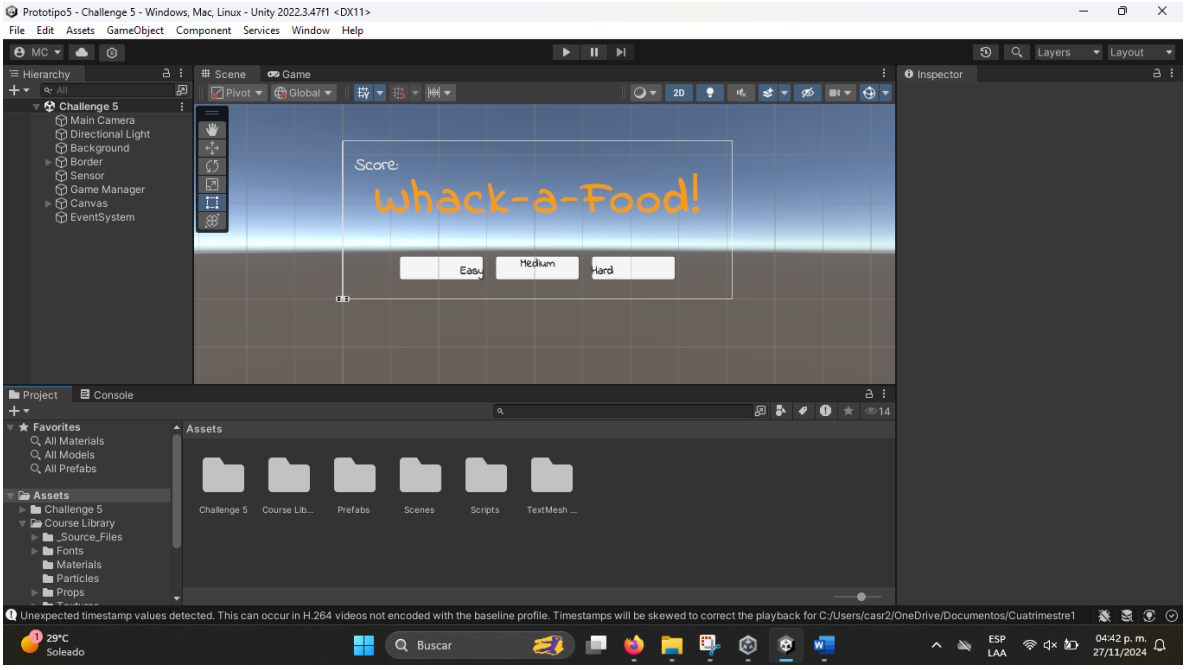
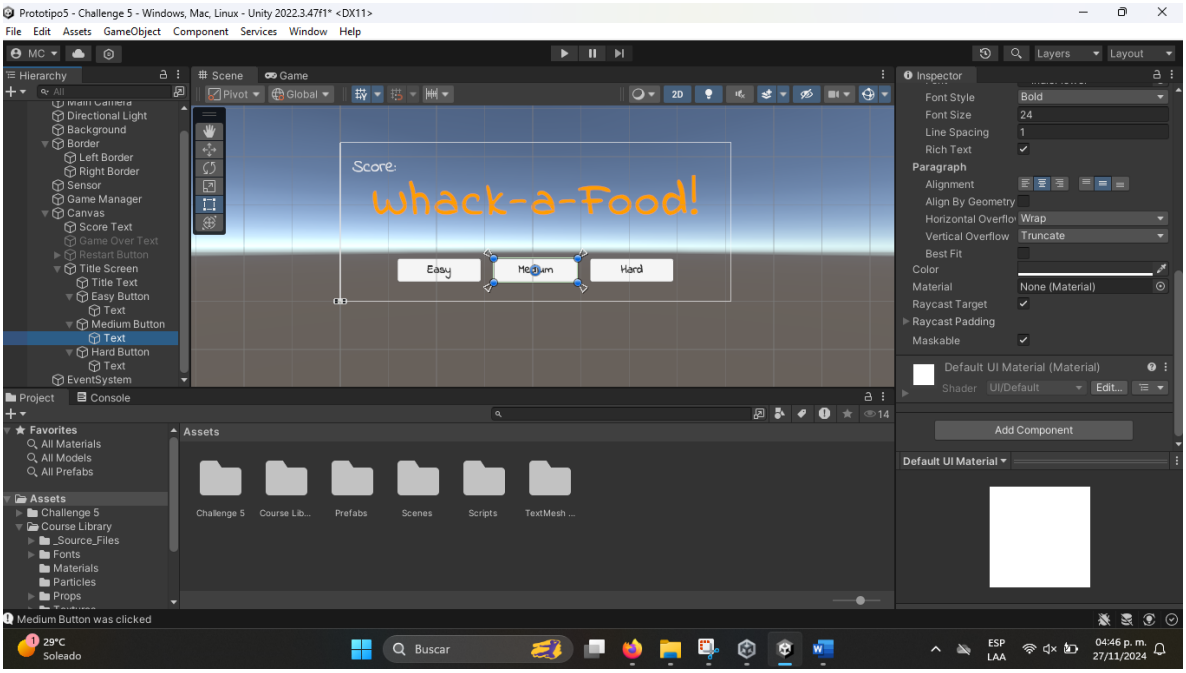
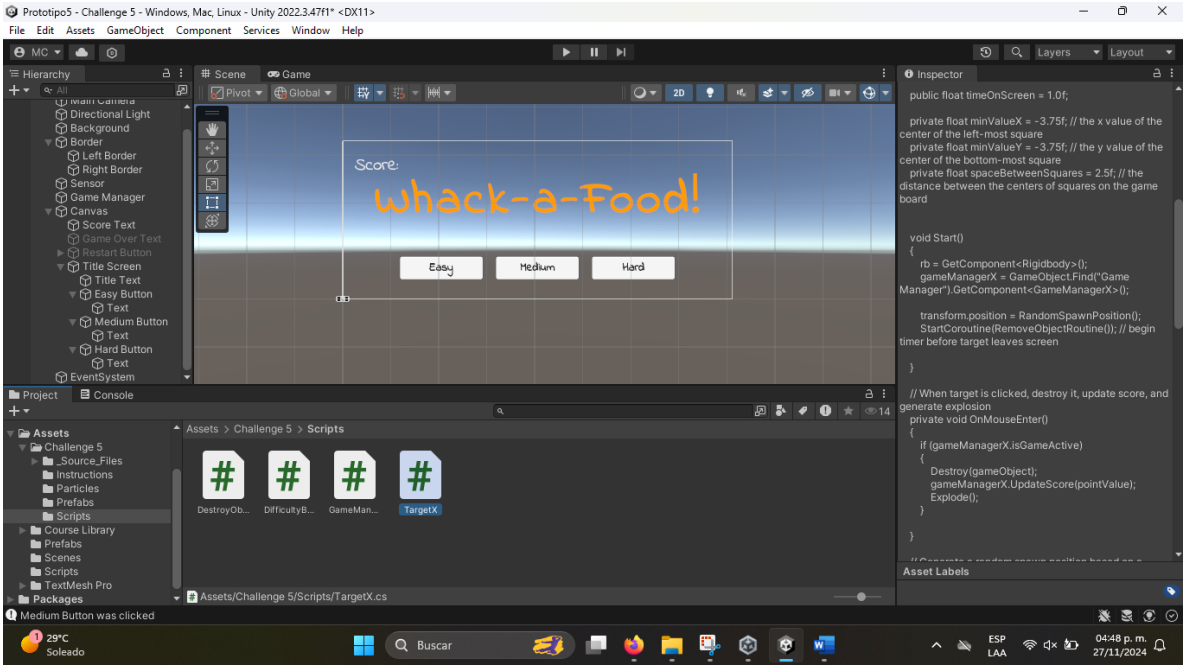
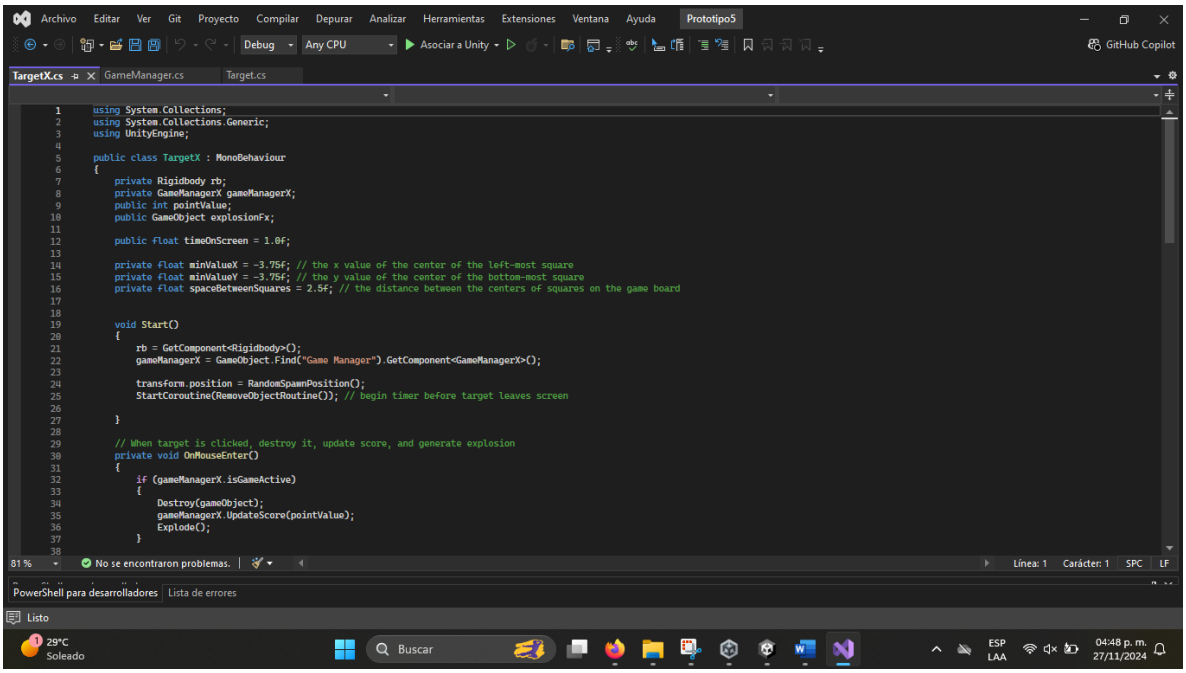
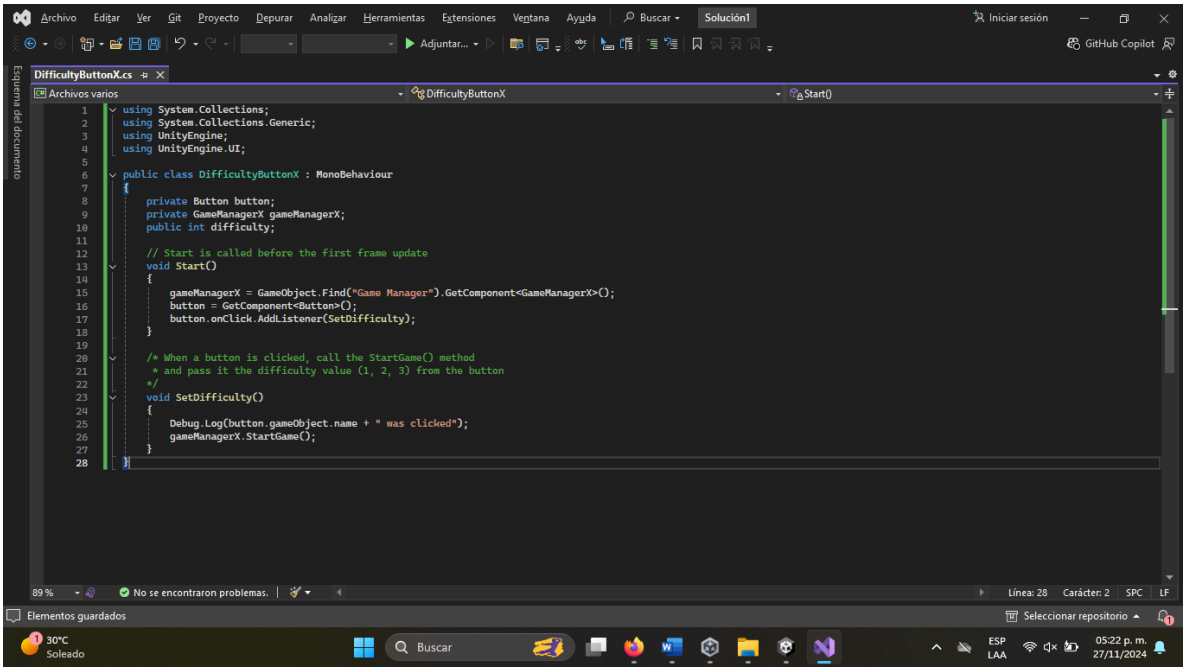

Prototipo5 - Prototype 5 - Windows, Mac, Linux - Unity 2022.3.47f1 <DX11>
File Edit Assets GameObject Component Services Window Help
Create
Show in Explorer
Open
Delete
Rename
Copy Path Alt+Ctrl+C
Open Scene Additive
View in Package Manager
Import New Asset...
Import Package
Export Package...
Find References In Scene
Find References In Project
Select Dependencies
Refresh Ctrl+R
Reimport
Reimport All
Extract From Prefab
Update UXML Schema
Generate Lighting Ctrl+Shift+L
Open C# Project
View in Import Activity Window
Properties... Alt+P
Custom Package...
Score:
Inspector
Unexpected timestamp values detected. This can occur in H.264 videos not encoded with the baseline profile. Timestamps will be skewed to correct the playback for C:/Users/casr2/OneDrive/Documentos/Cuatrimestre1
29°C
Soleado
Buscar
ESP
LAA
04:41 p. m.
27/11/2024

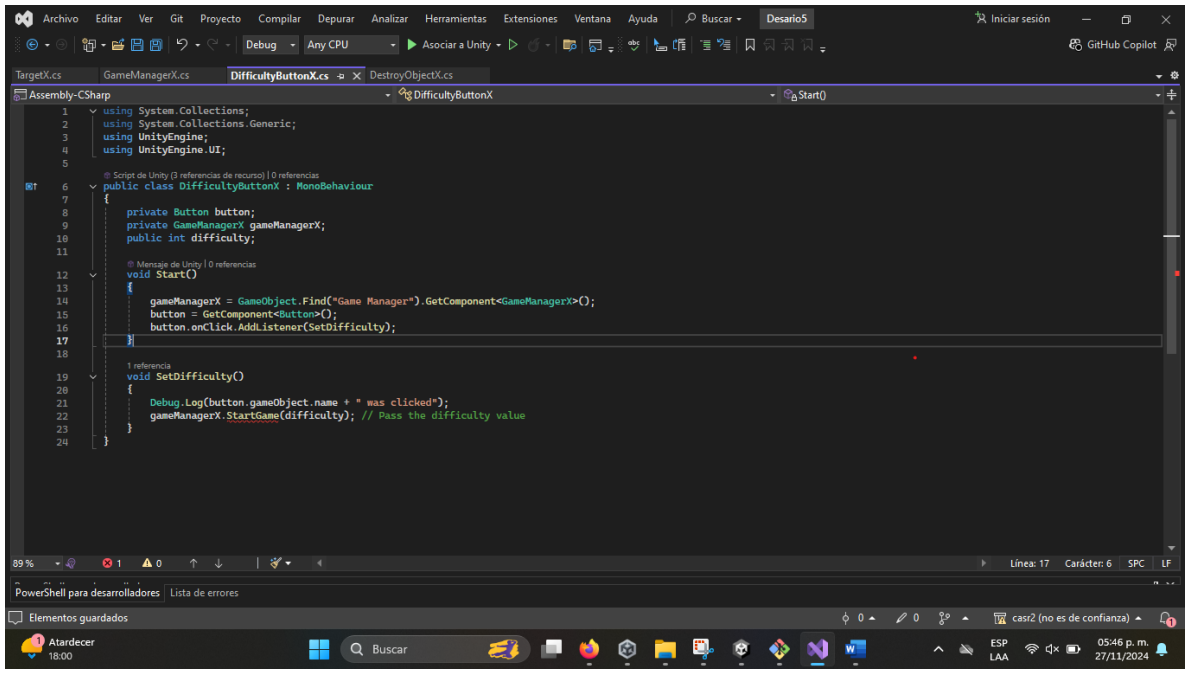

Prototipo5 - Challenge 5 - Windows, Mac, Linux - Unity 2022.3.47f1 <DX11>
File Edit Assets GameObject Component Services Window Help
Hierarchy
Challenge 5
Main Camera
Directional Light
Background
Border
Sensor
Game Manager
Canvas
EventSystem
Scene
Game
Score:
whack-a-Food!
Easy
Medium
Hard
Inspector
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Challenge 5
Course Library
_Source_Files
Fonts
Materials
Particles
Props
Prefabs
Scenes
Scripts
TextMesh ...
Unexpected timestamp values detected. This can occur in H.264 videos not encoded with the baseline profile. Timestamps will be skewed to correct the playback for C:/Users/casr2/OneDrive/Documentos/Cuatrimestre1
29°C
Soleado
Buscar
ESP
LAA
04:42 p. m.
27/11/2024


Prototipo5 - Challenge 5 - Windows, Mac, Linux - Unity 2022.3.47f1* <DX11>
File Edit Assets GameObject Component Services Window Help
Score:
whack-a-Food!
Easy
Medium
Hard
Medium Button was clicked
29°C
Soleado
Buscar
ESP
LAA
04:46 p. m.
27/11/2024


Prototipo5 - Challenge 5 - Windows, Mac, Linux - Unity 2022.3.47f1* <DX11>
File Edit Assets GameObject Component Services Window Help
Score:
whack-a-Food!
Easy
Medium
Hard
Assets/Challenge 5/Scripts/TargetX.cs
Medium Button was clicked
29°C
Soleado
Buscar
ESP
LAA
04:48 p. m.
27/11/2024


Archivo Editar Ver Git Proyecto Compilar Depurar Analizar Herramientas Extensiones Ventana Ayuda Prototipo5
Debug Any CPU Asociar a Unity GitHub Copilot
TargetX.cs GameManager.cs Target.cs
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
public class TargetX : MonoBehaviour
{
private Rigidbody rb;
private GameManagerX gameManagerX;
public int pointValue;
public GameObject explosionFx;
public float timeOnScreen = 1.0f;
private float minValueX = -3.75f; // the x value of the center of the left-most square
private float minValueY = -3.75f; // the y value of the center of the bottom-most square
private float spaceBetweenSquares = 2.5f; // the distance between the centers of squares on the game board
void Start()
{
rb = GetComponent<Rigidbody>();
gameManagerX = GameObject.Find("Game Manager").GetComponent<GameManagerX>();
transform.position = RandomSpawnPosition();
StartCoroutine(RemoveObjectRoutine()); // begin timer before target leaves screen
}
// When target is clicked, destroy it, update score, and generate explosion
private void OnMouseEnter()
{
if (gameManagerX.isGameActive)
{
Destroy(gameObject);
gameManagerX.UpdateScore(pointValue);
Explode();
}
81 % No se encontraron problemas. Línea: 1 Carácter: 1 SPC LF
PowerShell para desarrolladores Lista de errores
Listo
29°C Soleado
Buscar
ESP LAA
04:48 p. m. 27/11/2024


Archivo Editar Ver Git Proyecto Depurar Analizar Herramientas Extensiones Ventana Ayuda Buscar Solución1 Iniciar sesión
Adjuntar... GitHub Copilot
DifficultyButtonX.cs
Archivos varios DifficultyButtonX Start()
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using UnityEngine.UI;
public class DifficultyButtonX : MonoBehaviour
{
private Button button;
private GameManagerX gameManagerX;
public int difficulty;
// Start is called before the first frame update
void Start()
{
gameManagerX = GameObject.Find("Game Manager").GetComponent<GameManagerX>();
button = GetComponent<Button>();
button.onClick.AddListener(SetDifficulty);
}
/* When a button is clicked, call the StartGame() method
* and pass it the difficulty value (1, 2, 3) from the button
*/
void SetDifficulty()
{
Debug.Log(button.gameObject.name + " was clicked");
gameManagerX.StartGame();
}
}
89 % No se encontraron problemas. Línea: 28 Carácter: 2 SPC LF
Elementos guardados
Seleccionar repositorio
30°C Soleado
Buscar
ESP LAA
05:22 p. m. 27/11/2024

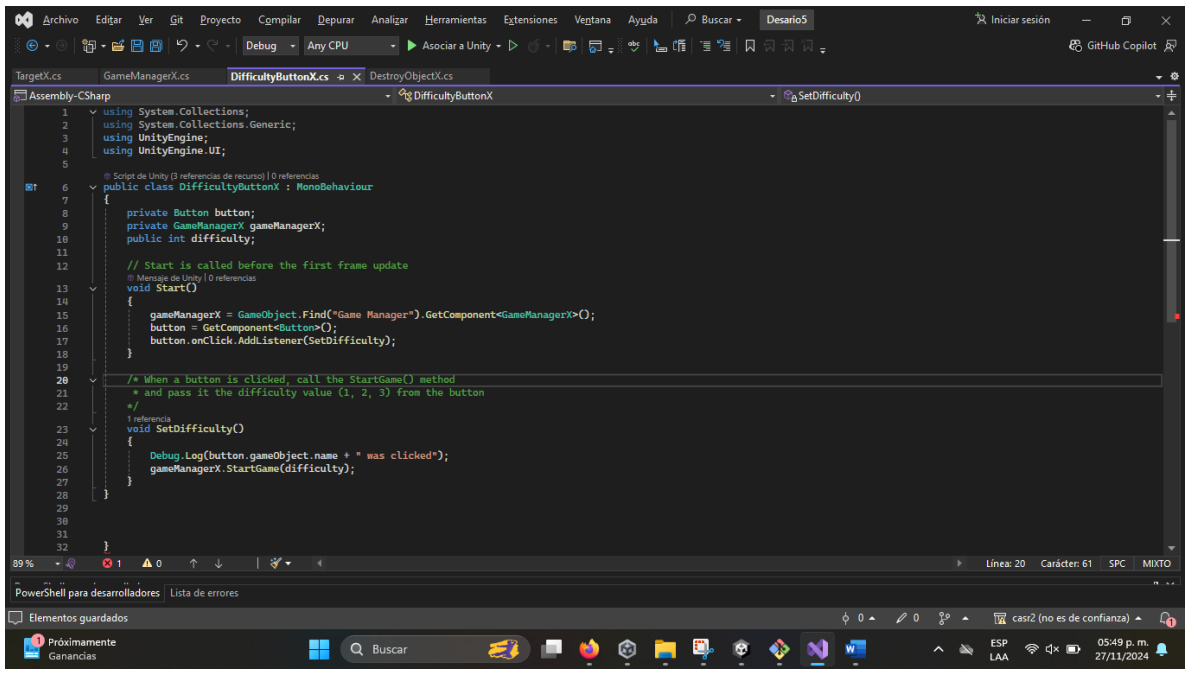


```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using UnityEngine.UI;

Script de Unity (3 referencias de recurso) | 0 referencias
public class DifficultyButtonX : MonoBehaviour
{
    private Button button;
    private GameManagerX gameManagerX;
    public int difficulty;

    Mensaje de Unity | 0 referencias
    void Start()
    {
        gameManagerX = GameObject.Find("Game Manager").GetComponent<GameManagerX>();
        button = GetComponent<Button>();
        button.onClick.AddListener(SetDifficulty);
    }

    1 referencia
    void SetDifficulty()
    {
        Debug.Log(button.gameObject.name + " was clicked");
        gameManagerX.StartGame(difficulty); // Pass the difficulty value
    }
}
```



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

Script de Unity (3 referencias de recurso) | 0 referencias
public class DifficultyButtonX : MonoBehaviour
{
    private Button button;
    private GameManagerX gameManagerX;
    public int difficulty;

    // Start is called before the first frame update
    Mensaje de Unity | 0 referencias
    void Start()
    {
        gameManagerX = GameObject.Find("Game Manager").GetComponent<GameManagerX>();
        button = GetComponent<Button>();
        button.onClick.AddListener(SetDifficulty);
    }

    /* When a button is clicked, call the StartGame() method
     * and pass it the difficulty value (1, 2, 3) from the button
    */
    1 referencia
    void SetDifficulty()
    {
        Debug.Log(button.gameObject.name + " was clicked");
        gameManagerX.StartGame(difficulty);
    }
}
```