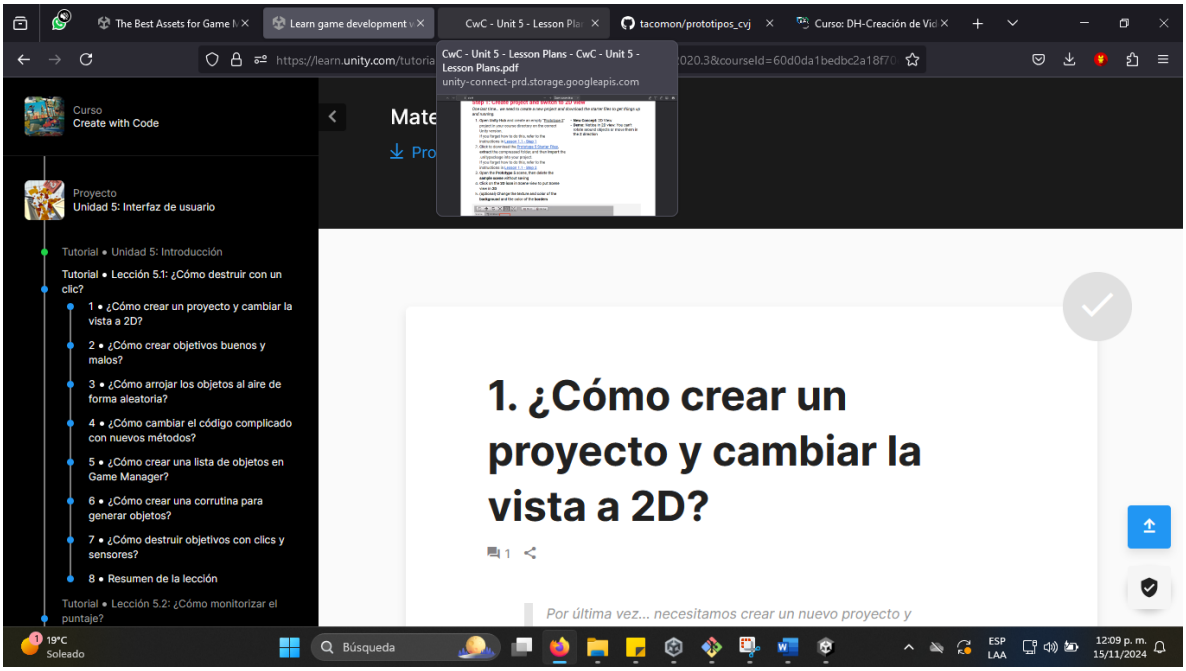
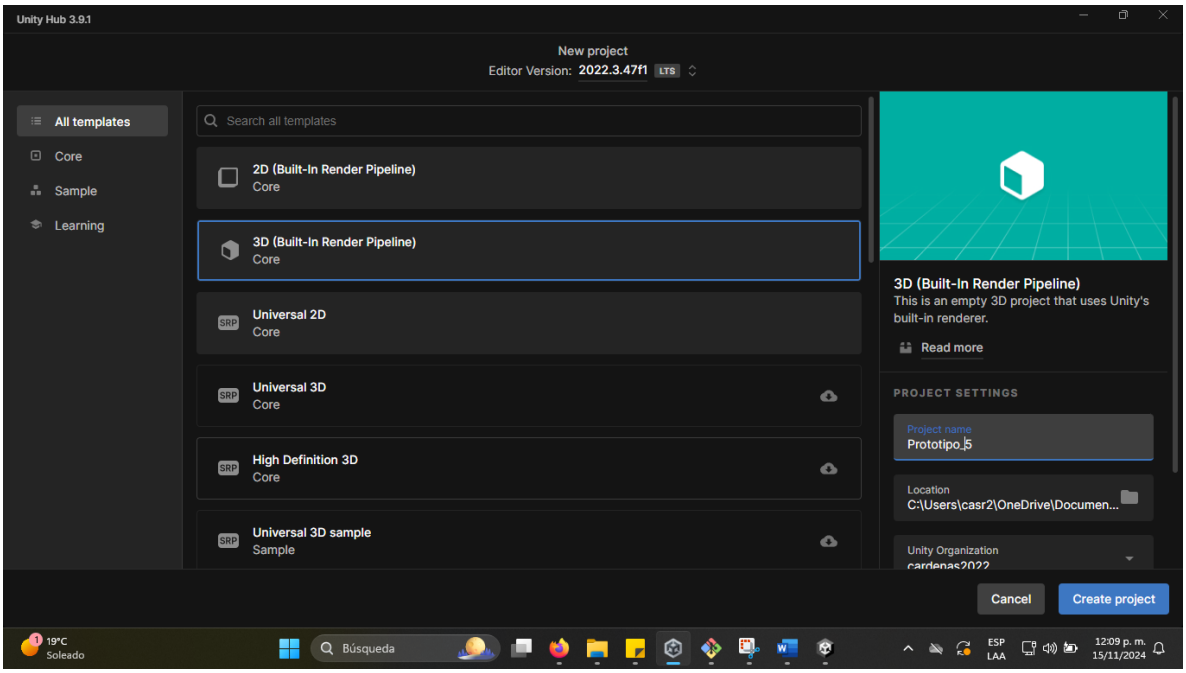
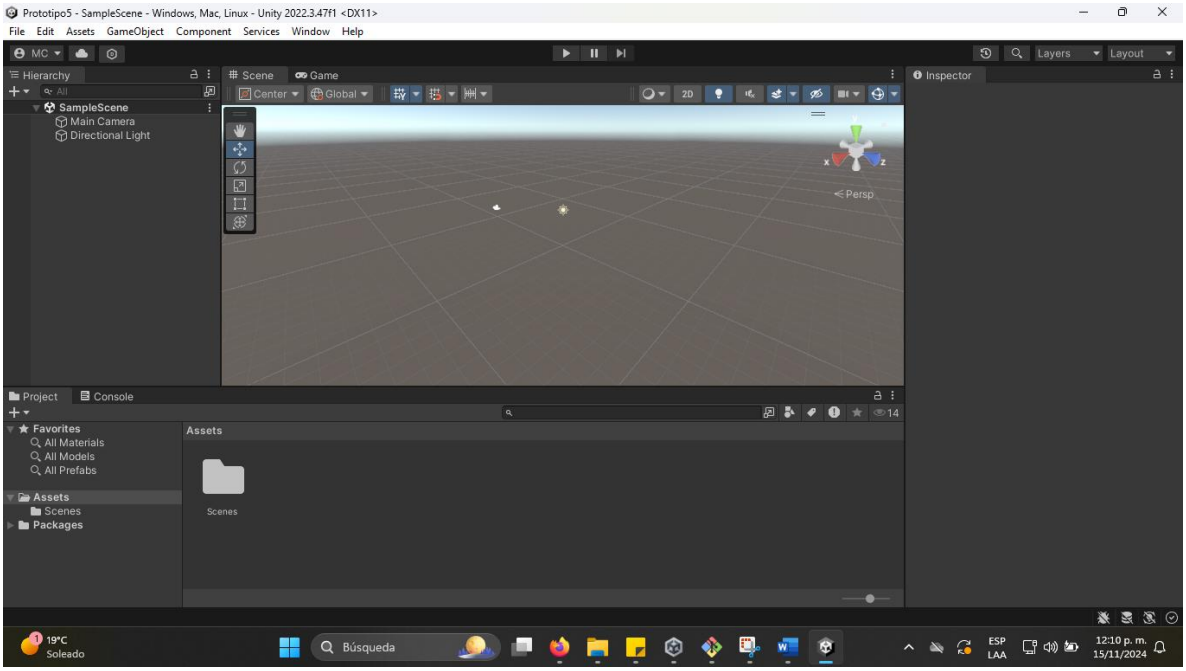
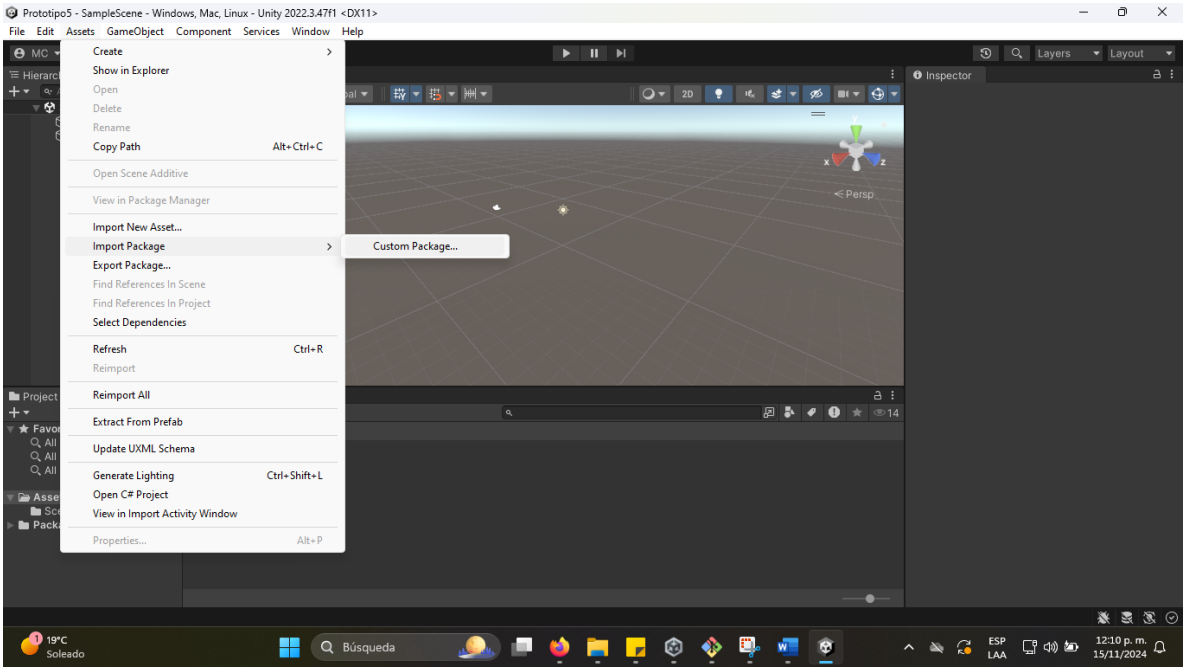
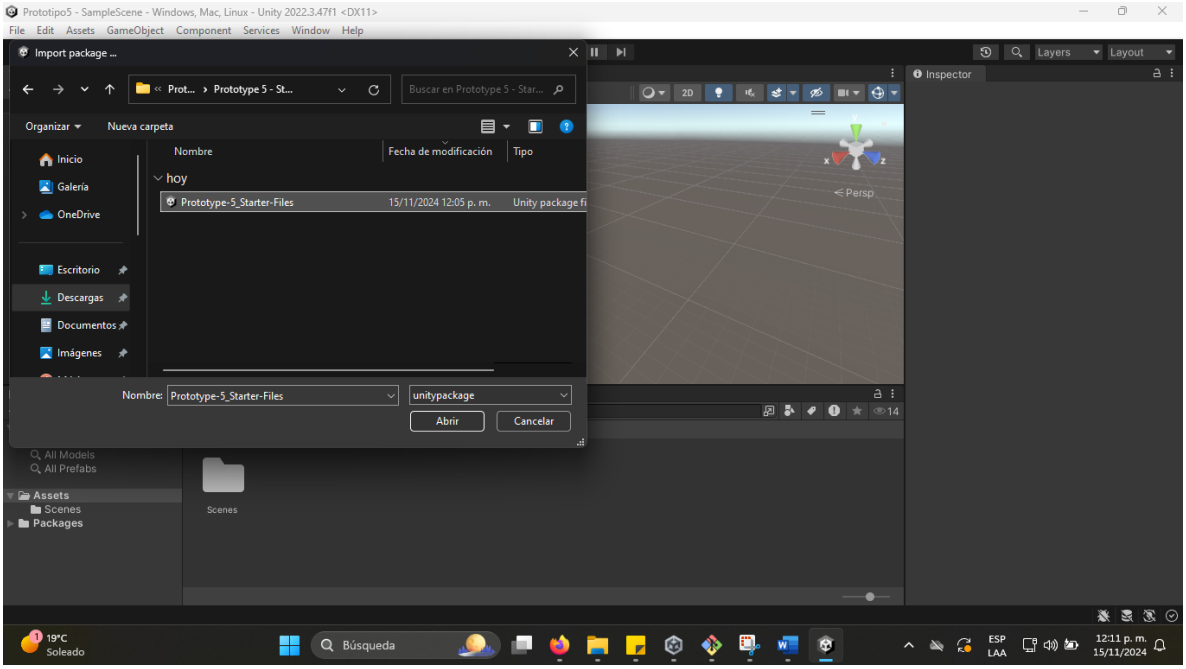
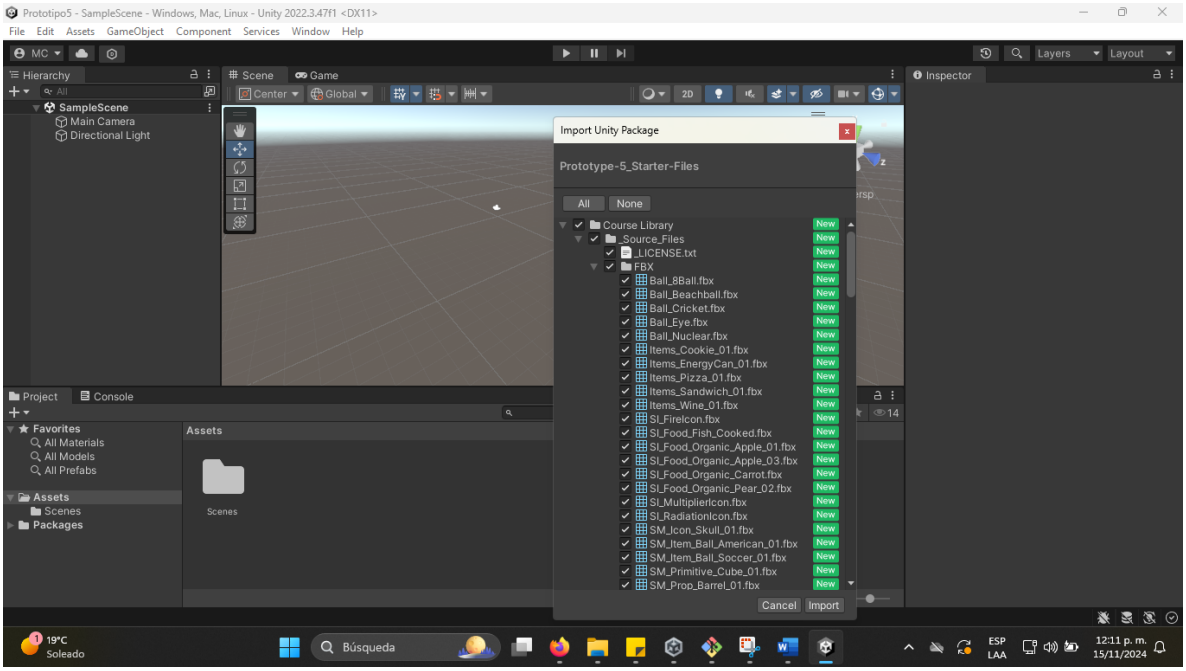

The Best Assets for Game
Learn game development
CwC - Unit 5 - Lesson Plan
tacomon/prototipos_cvj
Curso: DH-Creación de Vid
https://learn.unity.com/tutoria
CwC - Unit 5 - Lesson Plans - CwC - Unit 5 - Lesson Plans.pdf
unity-connect-prd.storage.googleapis.com
Curso
Create with Code
Proyecto
Unidad 5: Interfaz de usuario
Tutorial • Unidad 5: Introducción
Tutorial • Lección 5.1: ¿Cómo destruir con un clic?
1 • ¿Cómo crear un proyecto y cambiar la vista a 2D?
2 • ¿Cómo crear objetivos buenos y malos?
3 • ¿Cómo arrojar los objetos al aire de forma aleatoria?
4 • ¿Cómo cambiar el código complicado con nuevos métodos?
5 • ¿Cómo crear una lista de objetos en Game Manager?
6 • ¿Cómo crear una corrutina para generar objetos?
7 • ¿Cómo destruir objetivos con clics y sensores?
8 • Resumen de la lección
Tutorial • Lección 5.2: ¿Cómo monitorizar el puntaje?
1. ¿Cómo crear un proyecto y cambiar la vista a 2D?
Por última vez... necesitamos crear un nuevo proyecto y
19°C
Soleado
Búsqueda
ESP
LAA
12:09 p. m.
15/11/2024

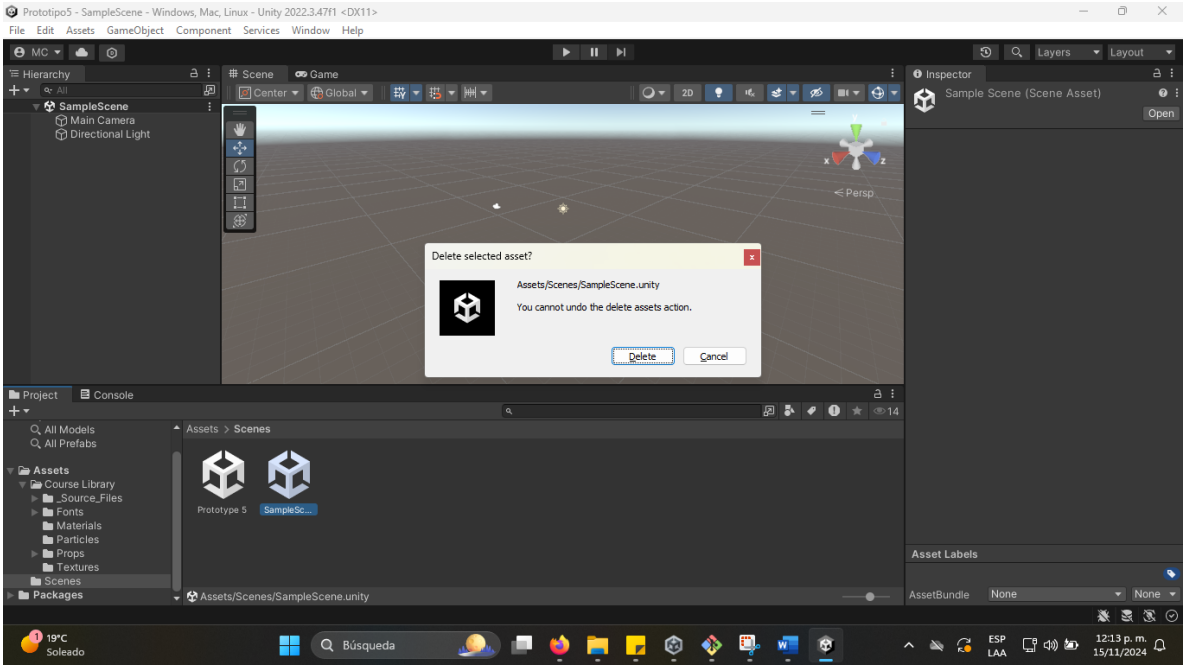

Unity Hub 3.9.1
New project
Editor Version: 2022.3.47f1 LTS
All templates
Core
Sample
Learning
Search all templates
2D (Built-In Render Pipeline)
Core
3D (Built-In Render Pipeline)
Core
Universal 2D
Core
Universal 3D
Core
High Definition 3D
Core
Universal 3D sample
Sample
3D (Built-In Render Pipeline)
This is an empty 3D project that uses Unity's built-in renderer.
Read more
PROJECT SETTINGS
Project name
Prototipo_5
Location
C:\Users\casr2\OneDrive\Documen...
Unity Organization
cardenas2022
Cancel
Create project
19°C
Soleado
Búsqueda
ESP
LAA
12:09 p. m.
15/11/2024


Prototipo5 - SampleScene - Windows, Mac, Linux - Unity 2022.3.47f1 <DX11>
File Edit Assets GameObject Component Services Window Help
MC
Layers
Layout
Hierarchy
Scene
Game
Inspector
SampleScene
Main Camera
Directional Light
Center
Global
2D
Persp
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Scenes
Packages
Assets
Scenes
19°C
Soleado
Búsqueda
ESP
LAA
12:10 p. m.
15/11/2024


Prototipo5 - SampleScene - 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
Custom 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
Inspector
Layers
Layout
Persp


Prototipo5 - SampleScene - Windows, Mac, Linux - Unity 2022.3.47f1 <DX11>
File Edit Assets GameObject Component Services Window Help
Import package ...
Organizar
Nueva carpeta
Inicio
Galería
OneDrive
Escritorio
Descargas
Documentos
Imágenes
Nombre
Fecha de modificación
Tipo
hoy
Prototype-5_Starter-Files
15/11/2024 12:05 p. m.
Nombre: Prototype-5_Starter-Files
unitypackage
Abrir
Cancelar
Scenes
Packages
Inspector
Layers
Layout
Persp


Prototipo5 - SampleScene - Windows, Mac, Linux - Unity 2022.3.47f1 <DX11>
File Edit Assets GameObject Component Services Window Help
Hierarchy
SampleScene
Main Camera
Directional Light
Scene
Game
Inspector
Import Unity Package
Prototype-5_Starter-Files
All
None
Course Library
_Source_Files
_LICENSE.txt
FBX
Ball_8Ball.fbx
Ball_Beachball.fbx
Ball_Cricket.fbx
Ball_Eye.fbx
Ball_Nuclear.fbx
Items_Cookie_01.fbx
Items_EnergyCan_01.fbx
Items_Pizza_01.fbx
Items_Sandwich_01.fbx
Items_Wine_01.fbx
SI_FireIcon.fbx
SI_Food_Fish_Cooked.fbx
SI_Food_Organic_Apple_01.fbx
SI_Food_Organic_Apple_03.fbx
SI_Food_Organic_Carrot.fbx
SI_Food_Organic_Pear_02.fbx
SI_MultiplierIcon.fbx
SI_RadiationIcon.fbx
SM_Icon_Skull_01.fbx
SM_Item_Ball_American_01.fbx
SM_Item_Ball_Soccer_01.fbx
SM_Primitive_Cube_01.fbx
SM_Prop_Barrel_01.fbx
New
Cancel
Import
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Scenes
Packages
19°C
Soleado
Búsqueda
ESP
LAA
12:11 p. m.
15/11/2024


Prototipo5 - SampleScene - Windows, Mac, Linux - Unity 2022.3.47f1 <DX11>
File Edit Assets GameObject Component Services Window Help
Hierarchy
SampleScene
Main Camera
Directional Light
Scene
Game
Inspector
Sample Scene (Scene Asset)
Open
Persp
Delete selected asset?
Assets/Scenes/SampleScene.unity
You cannot undo the delete assets action.
Delete
Cancel
Project
Console
All Models
All Prefabs
Assets
Course Library
_Source_Files
Fonts
Materials
Particles
Props
Textures
Scenes
Packages
Assets > Scenes
Prototype 5
SampleSc...
Assets/Scenes/SampleScene.unity
Asset Labels
AssetBundle
None
19°C
Soleado
Búsqueda
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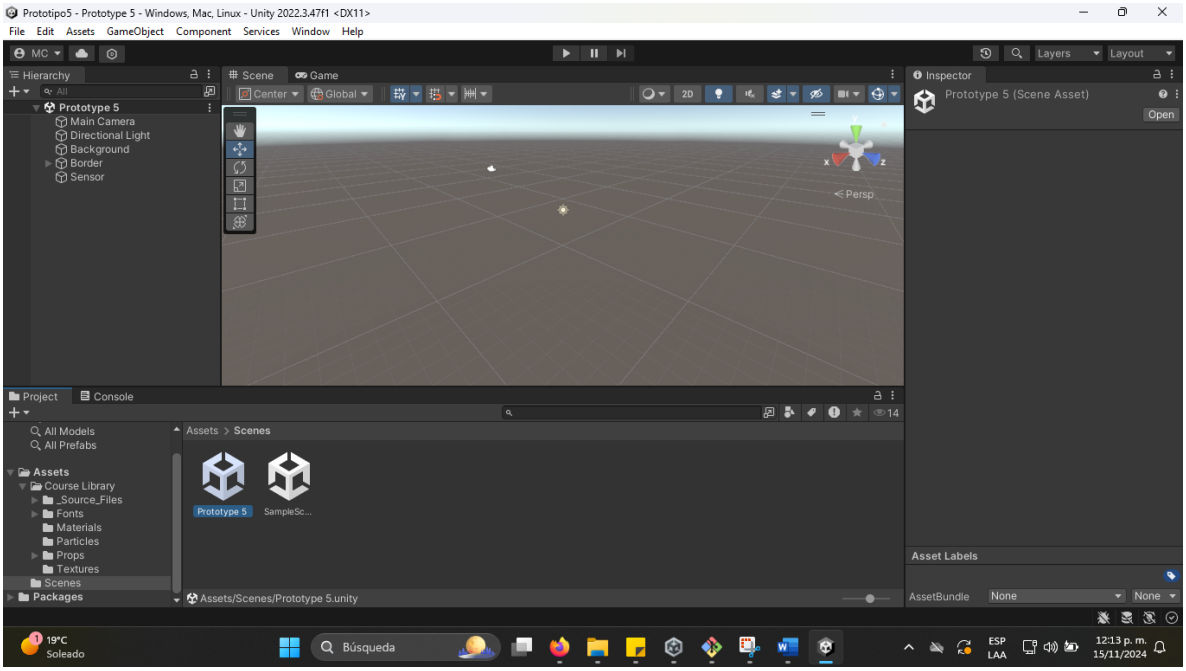
LAA
12:13 p. m.
15/11/2024


Prototipo5 - Prototype 5 - Windows, Mac, Linux - Unity 2022.3.47f1 <DX11>
File Edit Assets GameObject Component Services Window Help
Hierarchy
Prototype 5
Main Camera
Directional Light
Background
Border
Sensor
Scene
Game
Inspector
Prototype 5 (Scene Asset)
Open
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Project
Console
All Models
All Prefabs
Assets
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_Source_Files
Fonts
Materials
Particles
Props
Textures
Scenes
Packages
Assets > Scenes
Prototype 5
SampleSc...
Assets/Scenes/Prototype 5.unity
Asset Labels
AssetBundle
None
19°C
Soleado
Búsqueda
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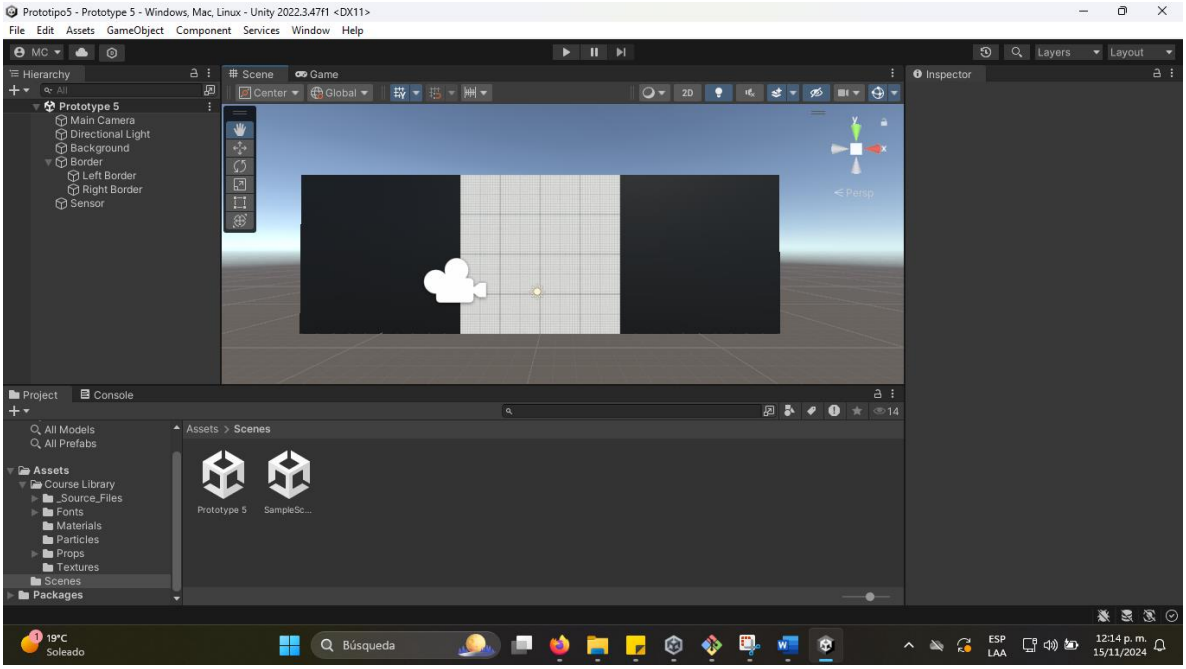
12:13 p. m.
15/11/2024


Prototipo5 - Prototype 5 - Windows, Mac, Linux - Unity 2022.3.47f1 <DX11>
File Edit Assets GameObject Component Services Window Help
Hierarchy
Prototype 5
Main Camera
Directional Light
Background
Border
Left Border
Right Border
Sensor
Scene
Game
Inspector
Persp
Project
Console
All Models
All Prefabs
Assets
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_Source_Files
Fonts
Materials
Particles
Props
Textures
Scenes
Packages
Assets > Scenes
Prototype 5
SampleSc...
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Búsqueda
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LAA
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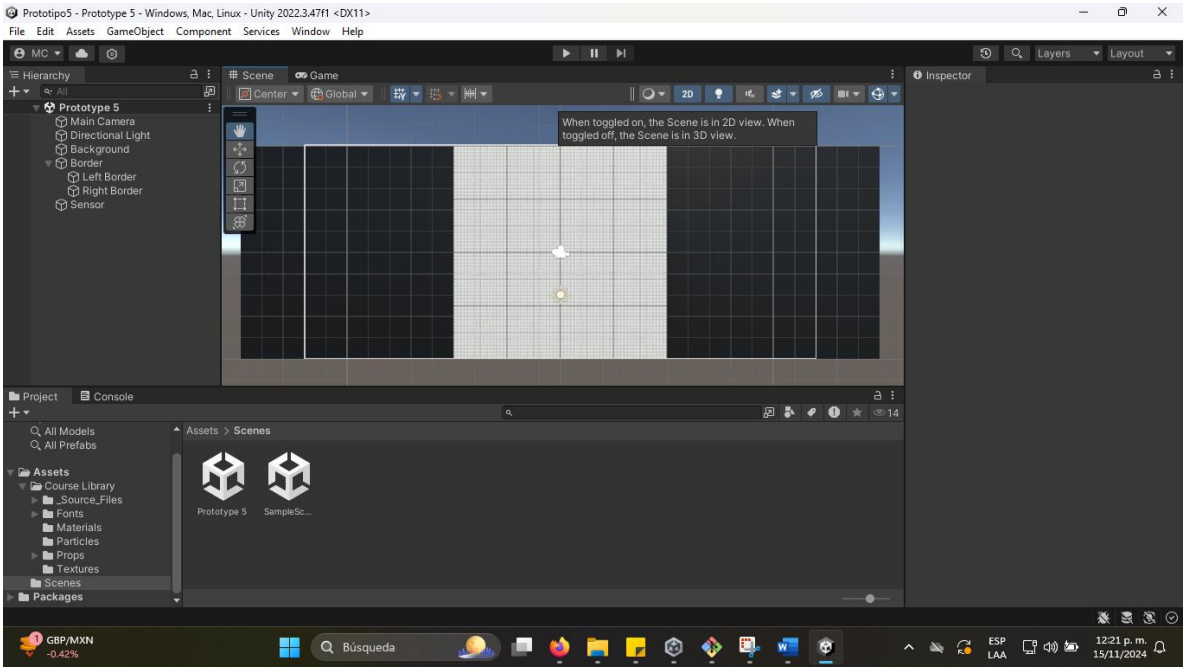
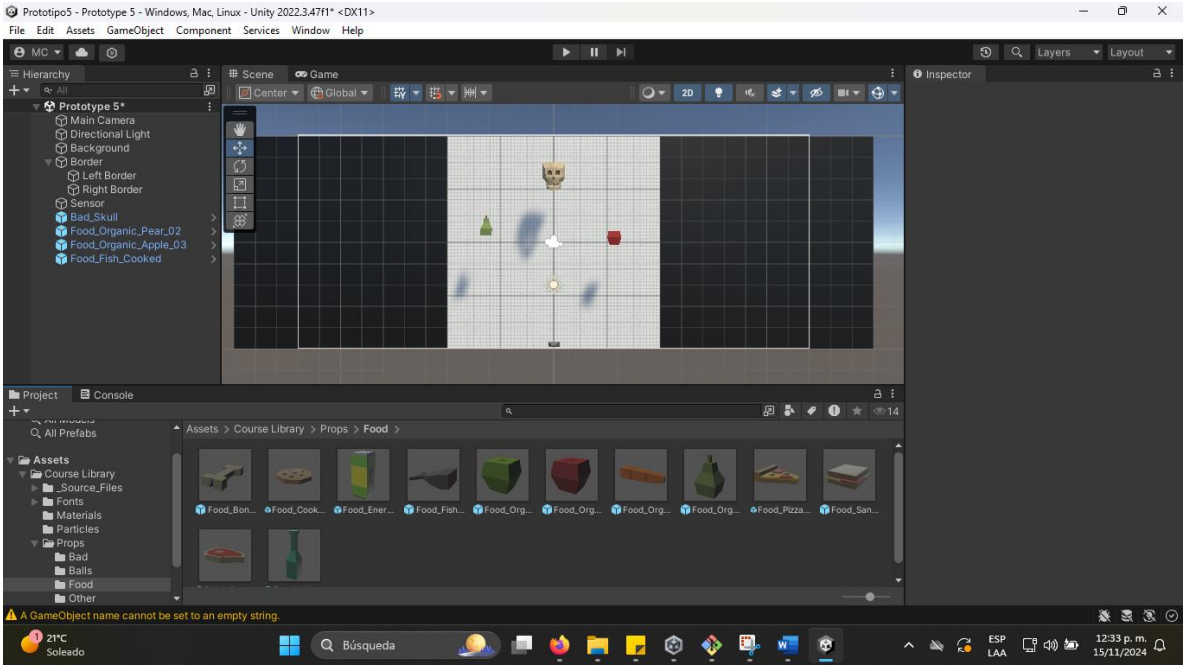
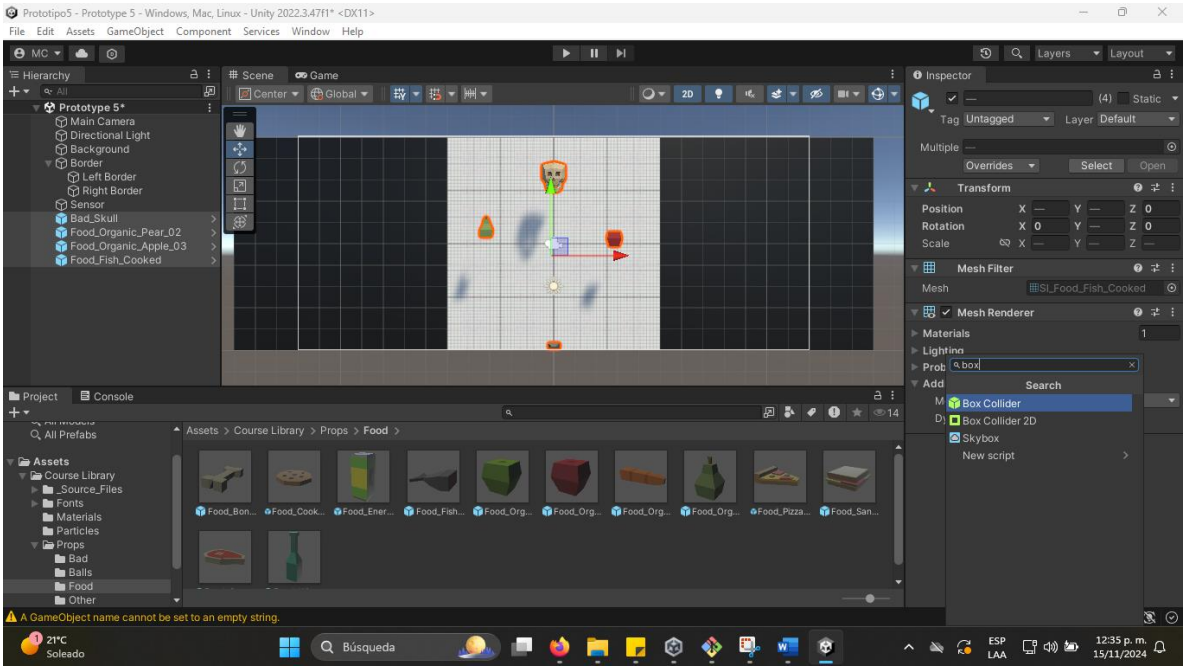
15/11/2024


Prototipo5 - Prototype 5 - Windows, Mac, Linux - Unity 2022.3.47f1 <DX11>
File Edit Assets GameObject Component Services Window Help
Hierarchy
Prototype 5
Main Camera
Directional Light
Background
Border
Left Border
Right Border
Sensor
Scene
Game
When toggled on, the Scene is in 2D view. When toggled off, the Scene is in 3D view.
Inspector
Project
Console
All Models
All Prefabs
Assets
Course Library
_Source_Files
Fonts
Materials
Particles
Props
Textures
Scenes
Packages
Assets > Scenes
Prototype 5
SampleSc...


Prototipo5 - Prototype 5 - Windows, Mac, Linux - Unity 2022.3.47f1* <DX11>
File Edit Assets GameObject Component Services Window Help
Hierarchy
Prototype 5*
Main Camera
Directional Light
Background
Border
Left Border
Right Border
Sensor
Bad_Skull
Food_Organic_Pear_02
Food_Organic_Apple_03
Food_Fish_Cooked
Scene
Game
Inspector
Project
Console
All Prefabs
Assets
Course Library
_Source_Files
Fonts
Materials
Particles
Props
Bad
Balls
Food
Other
Assets > Course Library > Props > Food >
A GameObject name cannot be set to an empty string.


Prototipo5 - Prototype 5 - Windows, Mac, Linux - Unity 2022.3.47f1* <DX11>
File Edit Assets GameObject Component Services Window Help
Hierarchy
Prototype 5*
Main Camera
Directional Light
Background
Border
Left Border
Right Border
Sensor
Bad_Skull
Food_Organic_Pear_02
Food_Organic_Apple_03
Food_Fish_Cooked
Scene
Game
Inspector
Tag Untagged
Layer Default
Transform
Position
Rotation
Scale
Mesh Filter
Mesh SI_Food_Fish_Cooked
Mesh Renderer
Materials
Lighting
Add
Search
Box Collider
Box Collider 2D
Skybox
New script
Project
Console
Assets > Course Library > Props > Food
Assets
Course Library
_Source_Files
Fonts
Materials
Particles
Props
Bad
Balls
Food
Other
A GameObject name cannot be set to an empty string.
21°C
Soleado
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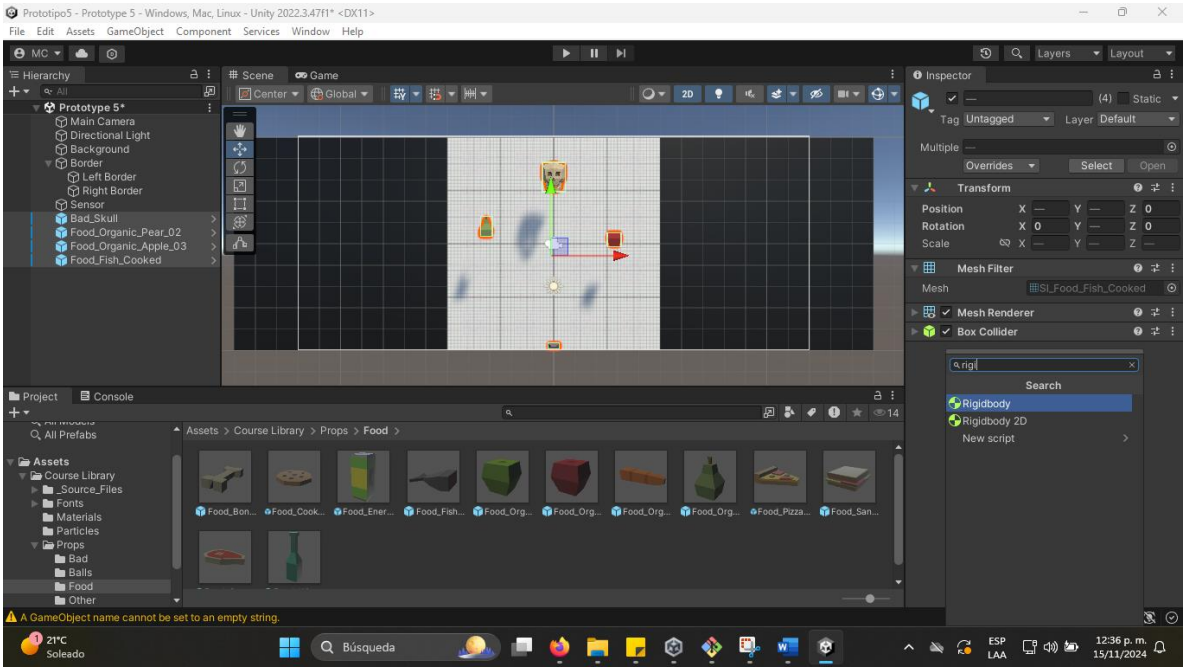
LAA
12:35 p. m.
15/11/2024


Prototipo5 - Prototype 5 - Windows, Mac, Linux - Unity 2022.3.47f1* <DX11>
File Edit Assets GameObject Component Services Window Help
Hierarchy
Prototype 5*
Main Camera
Directional Light
Background
Border
Left Border
Right Border
Sensor
Bad_Skull
Food_Organic_Pear_02
Food_Organic_Apple_03
Food_Fish_Cooked
Scene
Game
Inspector
Transform
Position
Rotation
Scale
Mesh Filter
Mesh
SI_Food_Fish_Cooked
Mesh Renderer
Box Collider
Search
Rigidbody
Rigidbody 2D
New script
Project
Console
Assets > Course Library > Props > Food
Assets
Course Library
_Source_Files
Fonts
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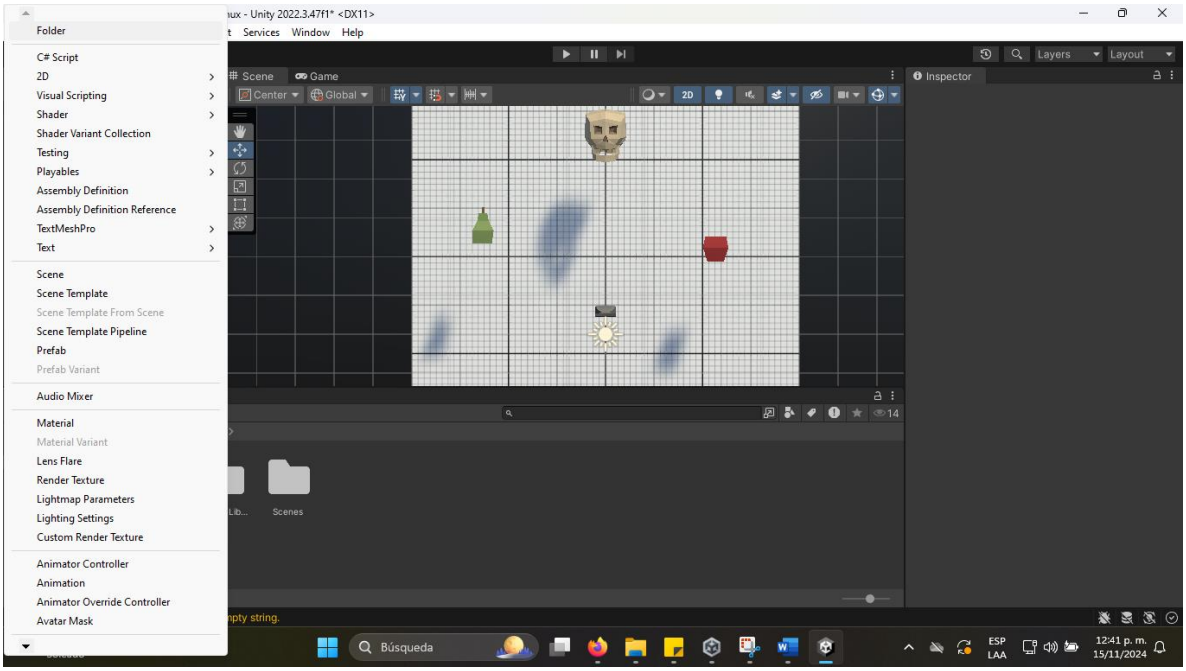
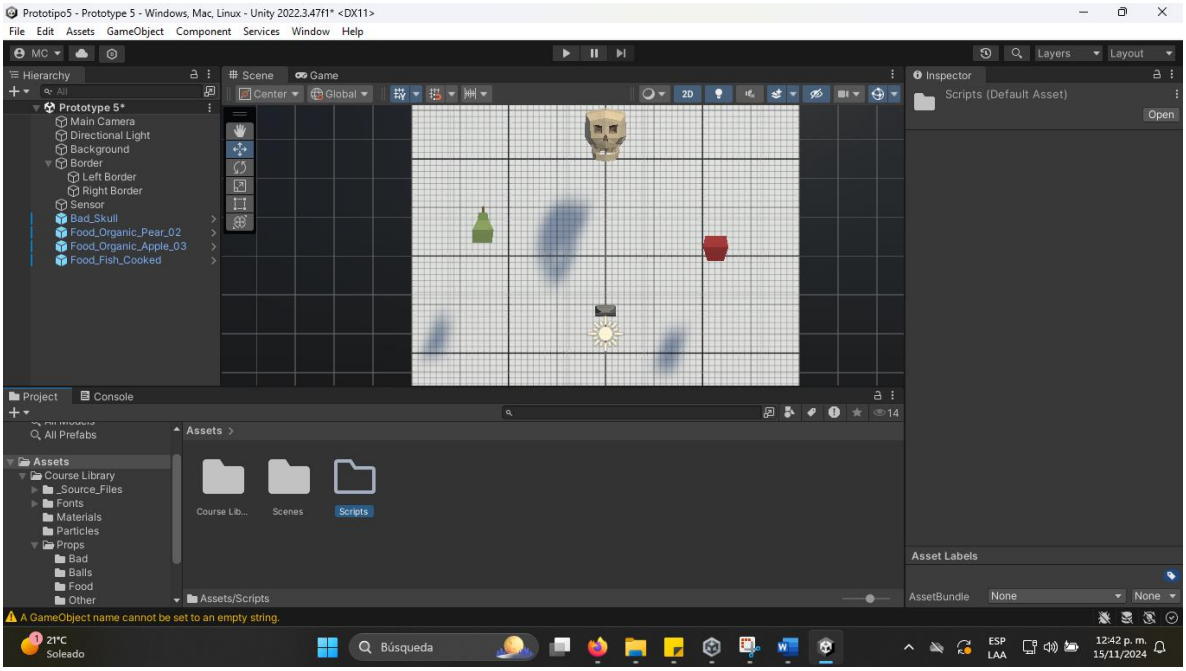
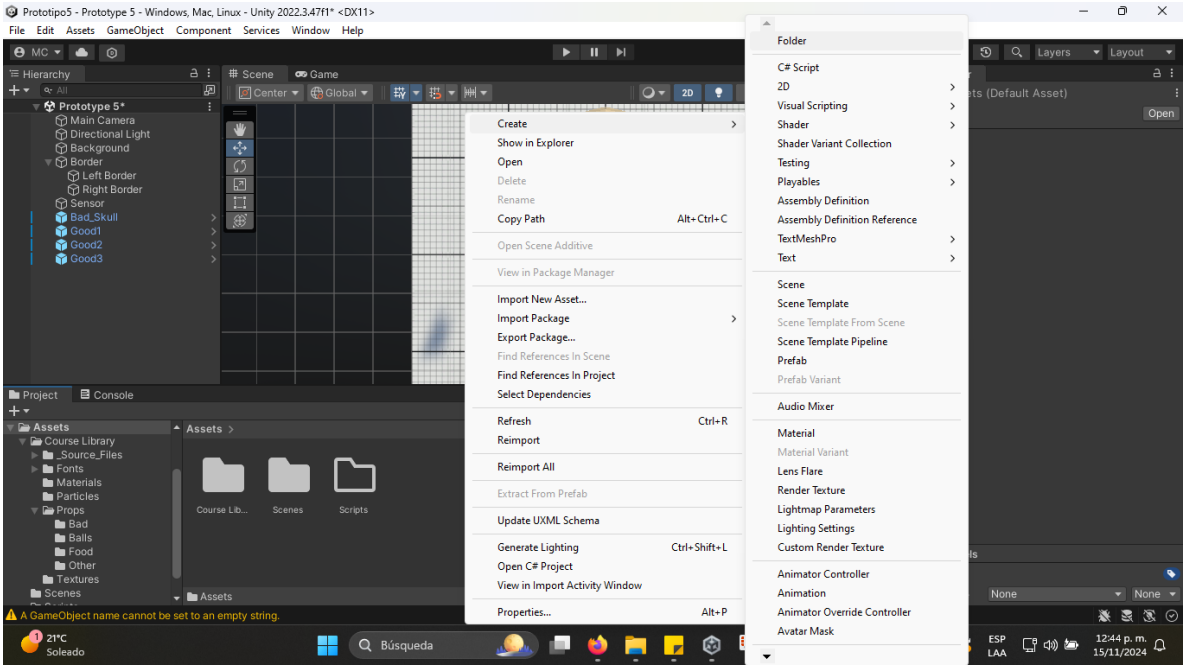
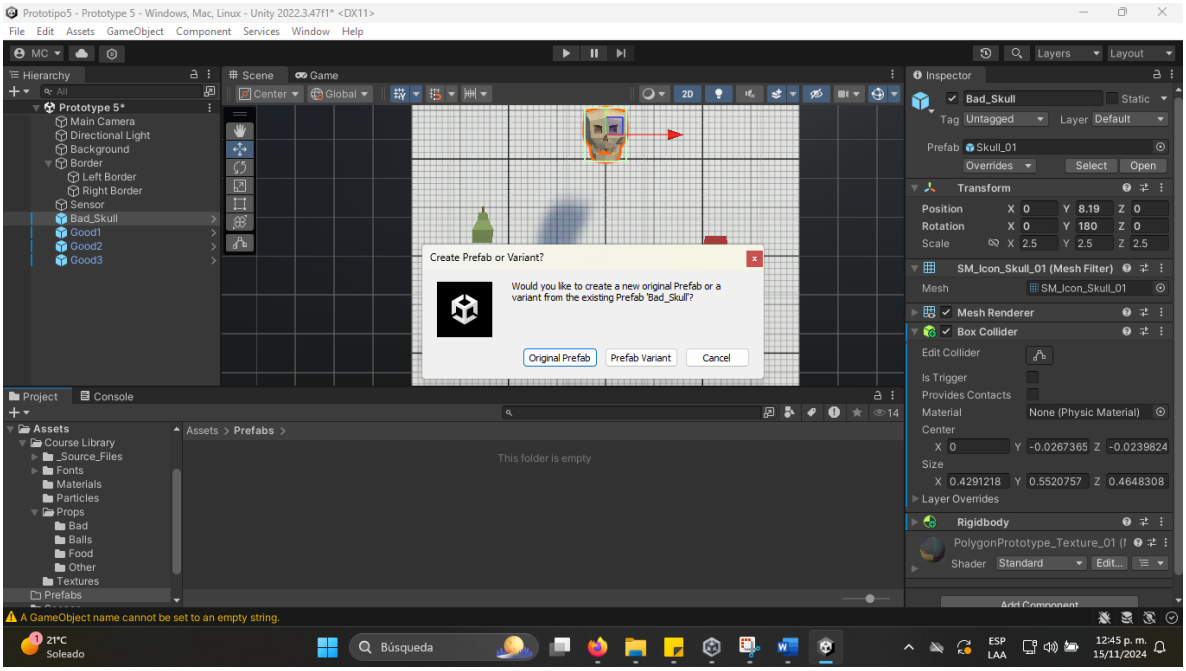
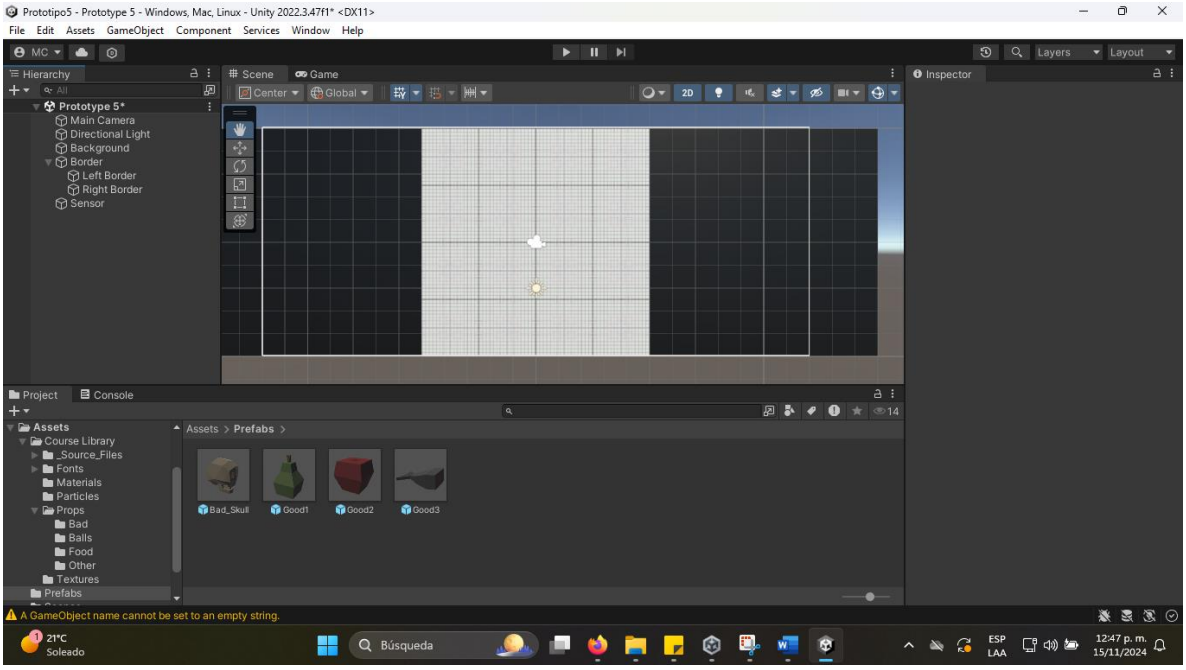
Particles
Props
Bad
Balls
Food
Other
A GameObject name cannot be set to an empty string.
Búsqueda
ESP
LAA
12:36 p. m.
15/11/2024

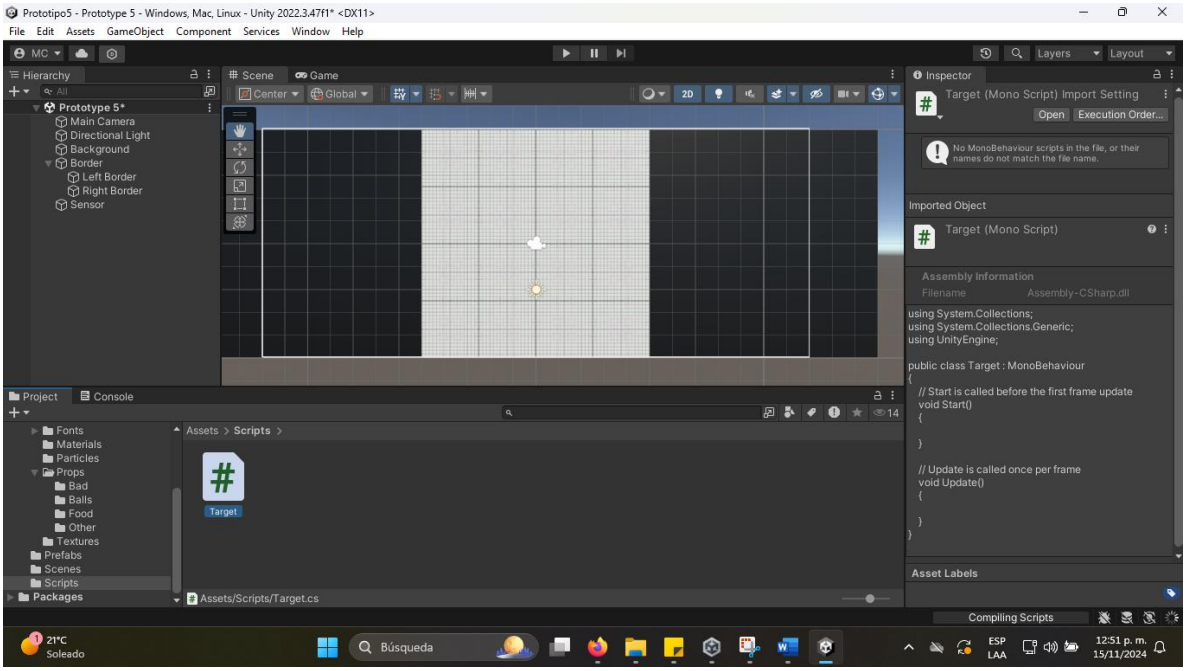

Folder
C# Script
2D
Visual Scripting
Shader
Shader Variant Collection
Testing
Playables
Assembly Definition
Assembly Definition Reference
TextMeshPro
Text
Scene
Scene Template
Scene Template From Scene
Scene Template Pipeline
Prefab
Prefab Variant
Audio Mixer
Material
Material Variant
Lens Flare
Render Texture
Lightmap Parameters
Lighting Settings
Custom Render Texture
Animator Controller
Animation
Animator Override Controller
Avatar Mask
Scene
Game
Inspector
Scenes
Búsqueda
ESP
LAA
12:41 p. m.
15/11/2024

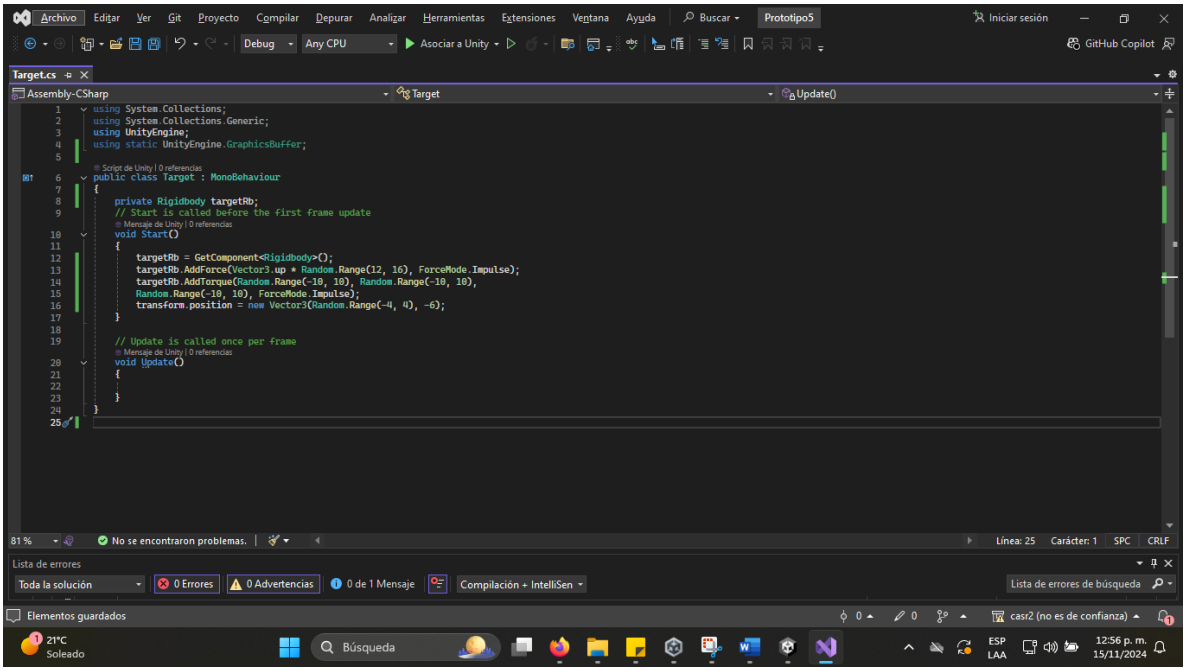

Prototipo5 - Prototype 5 - Windows, Mac, Linux - Unity 2022.3.47f1* <DX11>
File Edit Assets GameObject Component Services Window Help
Hierarchy
Prototype 5*
Main Camera
Directional Light
Background
Border
Left Border
Right Border
Sensor
Bad_Skull
Food_Organic_Pear_02
Food_Organic_Apple_03
Food_Fish_Cooked
Scene
Game
Inspector
Scripts (Default Asset)
Open
Project
Console
Assets
Course Library
_Source_Files
Fonts
Materials
Particles
Props
Bad
Balls
Food
Other
Course Lib...
Scenes
Scripts
Assets/Scripts
Asset Labels
AssetBundle
None
A GameObject name cannot be set to an empty string.
21°C
Soleado
Búsqueda
ESP
LAA
12:42 p. m.
15/11/2024

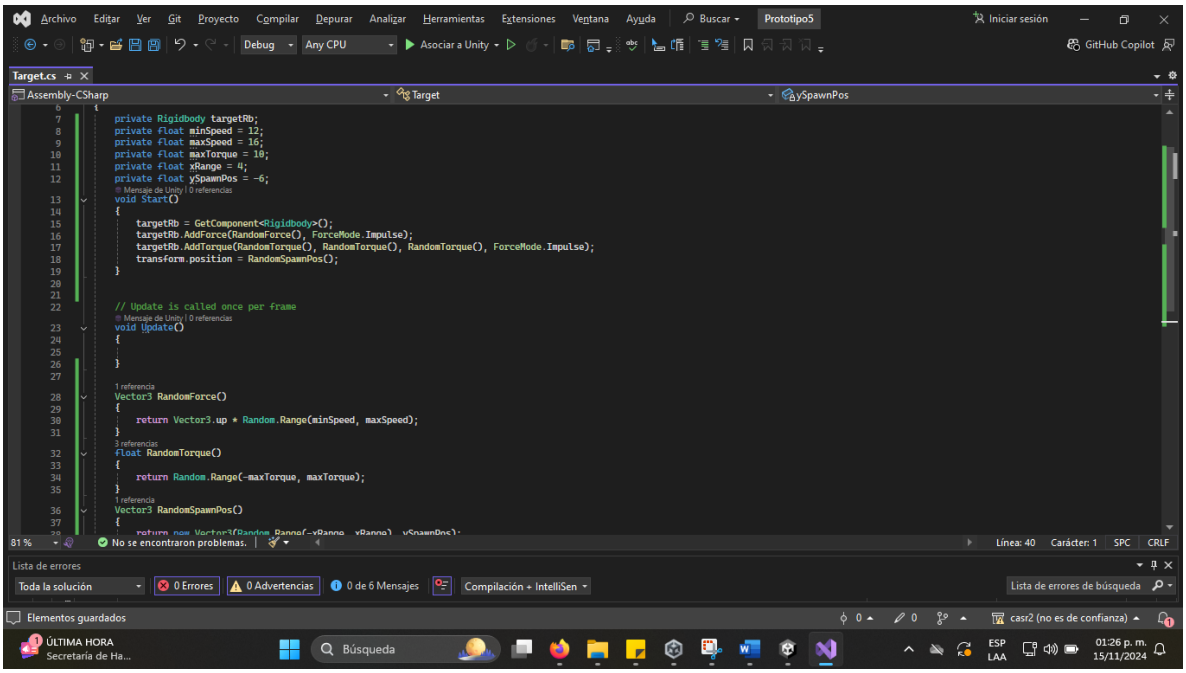

Prototipo5 - Prototype 5 - Windows, Mac, Linux - Unity 2022.3.47f1* <DX11>
File Edit Assets GameObject Component Services Window Help
Hierarchy
Prototype 5*
Main Camera
Directional Light
Background
Border
Left Border
Right Border
Sensor
Bad_Skull
Good1
Good2
Good3
Scene
Game
Create
Show in Explorer
Open
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
Folder
C# Script
2D
Visual Scripting
Shader
Shader Variant Collection
Testing
Playables
Assembly Definition
Assembly Definition Reference
TextMeshPro
Text
Scene
Scene Template
Scene Template From Scene
Scene Template Pipeline
Prefab
Prefab Variant
Audio Mixer
Material
Material Variant
Lens Flare
Render Texture
Lightmap Parameters
Lighting Settings
Custom Render Texture
Animator Controller
Animation
Animator Override Controller
Avatar Mask
Project
Console
Assets
Course Library
_Source_Files
Fonts
Materials
Particles
Props
Bad
Balls
Food
Other
Textures
Scenes
Course Lib...
Scenes
Scripts
A GameObject name cannot be set to an empty string.
21°C
Soleado
Búsqueda
ESP
LAA
12:44 p. m.
15/11/2024


Prototipo5 - Prototype 5 - Windows, Mac, Linux - Unity 2022.3.47f1* <DX11>
File Edit Assets GameObject Component Services Window Help
Hierarchy
Prototype 5*
Main Camera
Directional Light
Background
Border
Left Border
Right Border
Sensor
Bad_Skull
Good1
Good2
Good3
Scene
Game
Inspector
Bad_Skull
Prefab Skull_01
Transform
Position X 0 Y 8.19 Z 0
Rotation X 0 Y 180 Z 0
Scale X 2.5 Y 2.5 Z 2.5
SM_Icon_Skull_01 (Mesh Filter)
Mesh SM_Icon_Skull_01
Mesh Renderer
Box Collider
Rigidbody
Create Prefab or Variant?
Would you like to create a new original Prefab or a variant from the existing Prefab 'Bad_Skull'?
Original Prefab
Prefab Variant
Cancel
Project
Console
Assets
Course Library
_Source_Files
Fonts
Materials
Particles
Props
Bad
Balls
Food
Other
Textures
Prefabs
Assets > Prefabs >
This folder is empty
A GameObject name cannot be set to an empty string.


Prototipo5 - Prototype 5 - Windows, Mac, Linux - Unity 2022.3.47f1* <DX11>
File Edit Assets GameObject Component Services Window Help
Hierarchy
Prototype 5*
Main Camera
Directional Light
Background
Border
Left Border
Right Border
Sensor
Scene
Game
Inspector
Project
Console
Assets
Course Library
_Source_Files
Fonts
Materials
Particles
Props
Bad
Balls
Food
Other
Textures
Prefabs
Assets > Prefabs >
Bad_Skull
Good1
Good2
Good3
A GameObject name cannot be set to an empty string.


Prototipo5 - Prototype 5 - Windows, Mac, Linux - Unity 2022.3.47f1* <DX11>
File Edit Assets GameObject Component Services Window Help
Hierarchy
Prototype 5*
Main Camera
Directional Light
Background
Border
Left Border
Right Border
Sensor
Scene
Game
Inspector
Target (Mono Script) Import Setting
Open
Execution Order...
No MonoBehaviour scripts in the file, or their names do not match the file name.
Imported Object
Target (Mono Script)
Assembly Information
Filename
Assembly-CSharp.dll
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
public class Target : MonoBehaviour
{
// Start is called before the first frame update
void Start()
{
}
// Update is called once per frame
void Update()
{
}
}
Asset Labels
Project
Console
Fonts
Materials
Particles
Props
Bad
Balls
Food
Other
Textures
Prefabs
Scenes
Scripts
Packages
Assets > Scripts
Target
Assets/Scripts/Target.cs
Compiling Scripts
21°C
Soleado
Búsqueda
ESP
LAA
12:51 p. m.
15/11/2024


Archivo Editar Ver Git Proyecto Compilar Depurar Analizar Herramientas Extensiones Ventana Ayuda
Buscar
Prototipo5
Iniciar sesión
Debug
Any CPU
Asociar a Unity
GitHub Copilot
Target.cs
Assembly-CSharp
Target
Update()
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using static UnityEngine.GraphicsBuffer;
Script de Unity | 0 referencias
public class Target : MonoBehaviour
{
private Rigidbody targetRb;
// Start is called before the first frame update
Mensaje de Unity | 0 referencias
void Start()
{
targetRb = GetComponent<Rigidbody>();
targetRb.AddForce(Vector3.up * Random.Range(12, 16), ForceMode.Impulse);
targetRb.AddTorque(Random.Range(-10, 10), Random.Range(-10, 10),
Random.Range(-10, 10), ForceMode.Impulse);
transform.position = new Vector3(Random.Range(-4, 4), -6);
}
// Update is called once per frame
Mensaje de Unity | 0 referencias
void Update()
{
}
}
81 %
No se encontraron problemas.
Línea: 25
Carácter: 1
SPC
CRLF
Lista de errores
Toda la solución
0 Errores
0 Advertencias
0 de 1 Mensaje
Compilación + IntelliSen
Lista de errores de búsqueda
Elementos guardados
casr2 (no es de confianza)
21°C
Soleado
Búsqueda
ESP
LAA
12:56 p. m.
15/11/2024


Archivo Editar Ver Git Proyecto Compilar Depurar Analizar Herramientas Extensiones Ventana Ayuda Buscar Prototipo5
Iniciar sesión
Debug Any CPU Asociar a Unity
GitHub Copilot
Target.cs
Assembly-CSharp Target ySpawnPos
private Rigidbody targetRb;
private float minSpeed = 12;
private float maxSpeed = 16;
private float maxTorque = 10;
private float xRange = 4;
private float ySpawnPos = -6;
Mensaje de Unity | 0 referencias
void Start()
{
targetRb = GetComponent<Rigidbody>();
targetRb.AddForce(RandomForce(), ForceMode.Impulse);
targetRb.AddTorque(RandomTorque(), RandomTorque(), RandomTorque(), ForceMode.Impulse);
transform.position = RandomSpawnPos();
}
// Update is called once per frame
Mensaje de Unity | 0 referencias
void Update()
{
}
1 referencia
Vector3 RandomForce()
{
return Vector3.up * Random.Range(minSpeed, maxSpeed);
}
3 referencias
float RandomTorque()
{
return Random.Range(-maxTorque, maxTorque);
}
1 referencia
Vector3 RandomSpawnPos()
{
81 %
No se encontraron problemas.
Línea: 40 Carácter: 1 SPC CRLF
Lista de errores
Toda la solución
0 Errores
0 Advertencias
0 de 6 Mensajes
Compilación + IntelliSen
Lista de errores de búsqueda
Elementos guardados
casr2 (no es de confianza)
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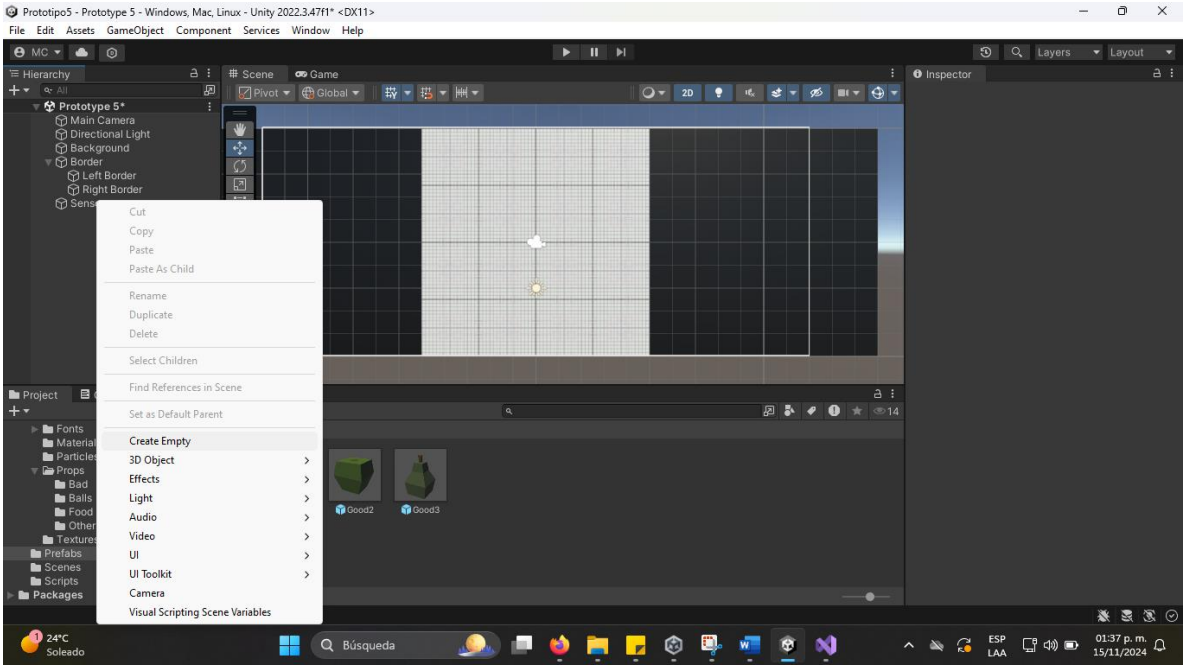
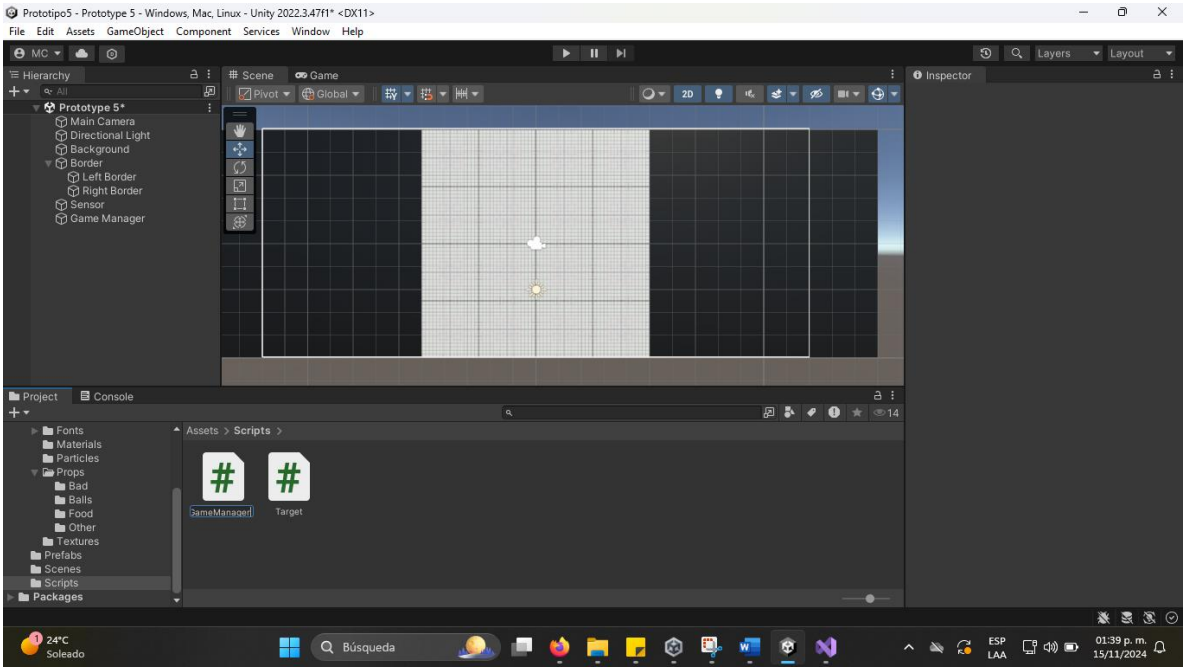
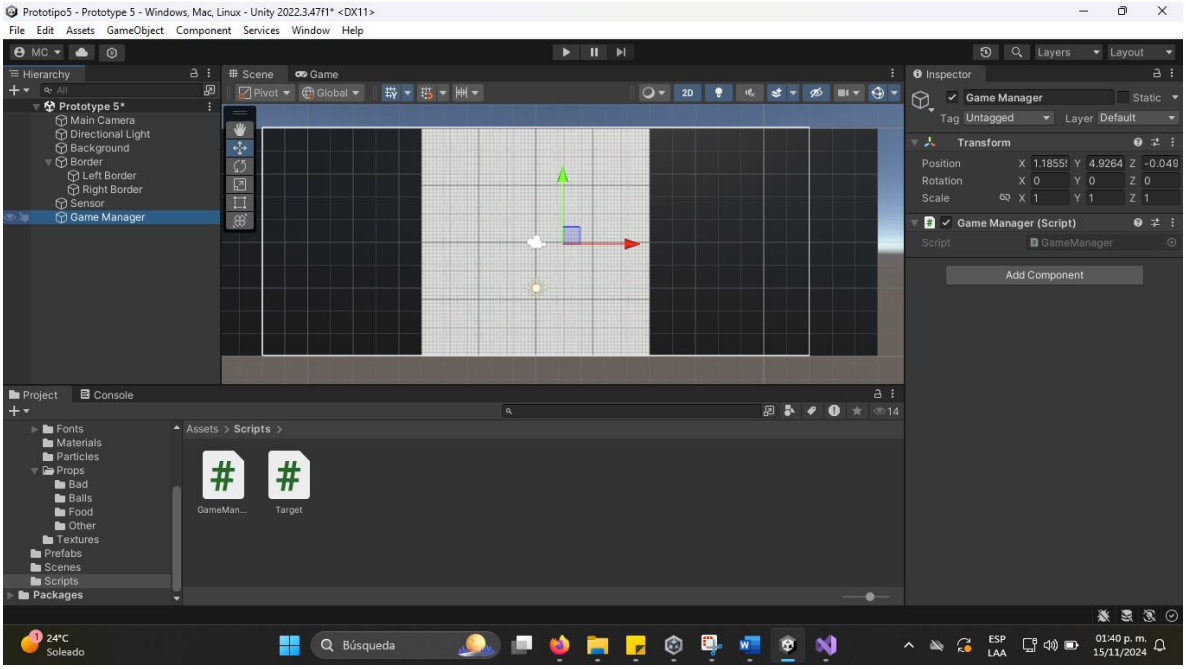
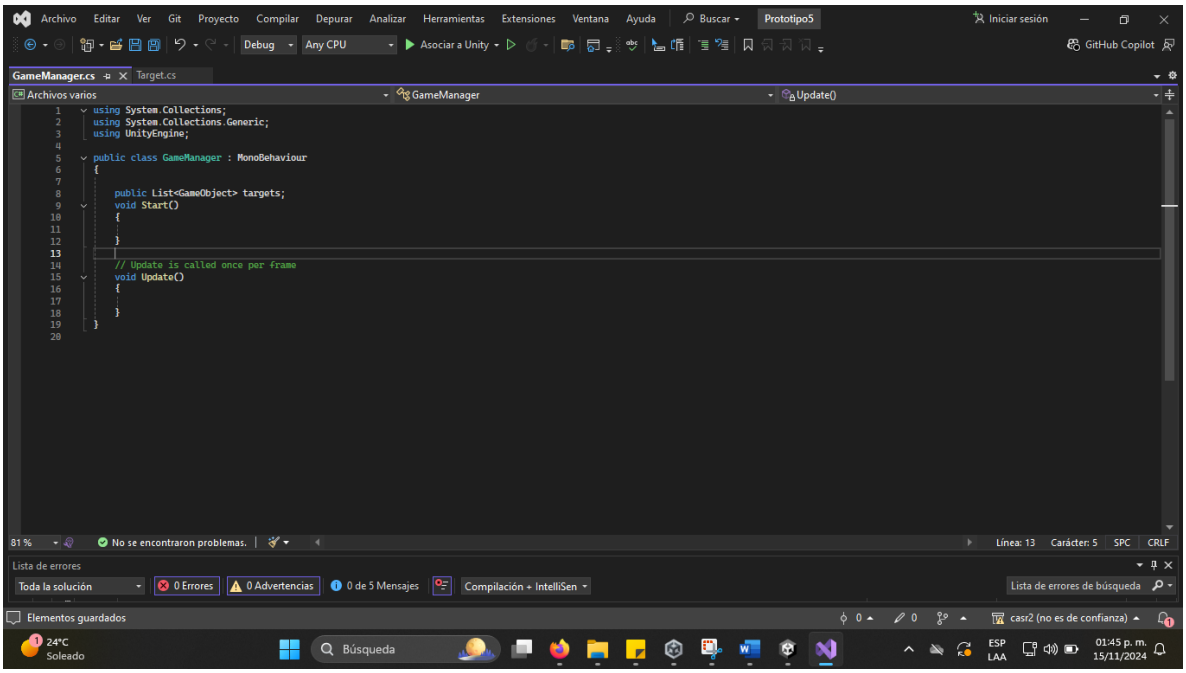
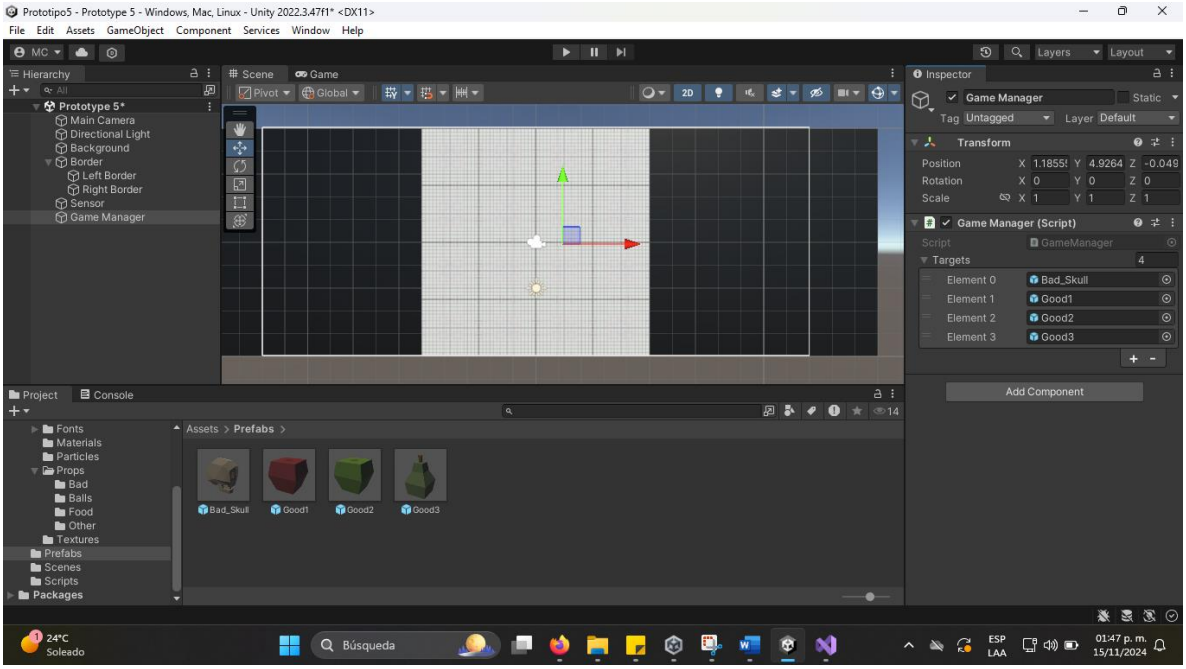
Búsqueda
ESP
LAA
01:26 p. m.
15/11/2024


Prototipo5 - Prototype 5 - Windows, Mac, Linux - Unity 2022.3.47f1* <DX11>
File Edit Assets GameObject Component Services Window Help
MC
Layers Layout
Hierarchy
Prototype 5*
Main Camera
Directional Light
Background
Border
Left Border
Right Border
Scene Game
Pivot Global 2D
Inspector
Cut
Copy
Paste
Paste As Child
Rename
Duplicate
Delete
Select Children
Find References in Scene
Set as Default Parent
Create Empty
3D Object
Effects
Light
Audio
Video
UI
UI Toolkit
Camera
Visual Scripting Scene Variables
Project
Fonts
Materials
Particles
Props
Bad
Balls
Food
Other
Textures
Prefabs
Scenes
Scripts
Packages
Good2
Good3
24°C
Soleado
Búsqueda
ESP
LAA
01:37 p. m.
15/11/2024


Prototipo5 - Prototype 5 - Windows, Mac, Linux - Unity 2022.3.47f1* <DX11>
File Edit Assets GameObject Component Services Window Help
Hierarchy
Prototype 5*
Main Camera
Directional Light
Background
Border
Left Border
Right Border
Sensor
Game Manager
Scene
Game
Inspector
Project
Console
Assets > Scripts
GameManager
Target
Fonts
Materials
Particles
Props
Bad
Balls
Food
Other
Textures
Prefabs
Scenes
Scripts
Packages


Prototipo5 - Prototype 5 - Windows, Mac, Linux - Unity 2022.3.47f1* <DX11>
File Edit Assets GameObject Component Services Window Help
Hierarchy
Prototype 5*
Main Camera
Directional Light
Background
Border
Left Border
Right Border
Sensor
Game Manager
Scene
Game
Inspector
Game Manager
Static
Tag Untagged
Layer Default
Transform
Position
Rotation
Scale
Game Manager (Script)
Script
GameManager
Add Component
Project
Console
Assets > Scripts
GameMan...
Target
Fonts
Materials
Particles
Props
Bad
Balls
Food
Other
Textures
Prefabs
Scenes
Scripts
Packages


Archivo Editar Ver Git Proyecto Compilar Depurar Analizar Herramientas Extensiones Ventana Ayuda
Buscar
Prototipo5
Iniciar sesión
Debug
Any CPU
Asociar a Unity
GitHub Copilot
GameManager.cs
Target.cs
Archivos varios
GameManager
Update()
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
public class GameManager : MonoBehaviour
{
public List<GameObject> targets;
void Start()
{
}
// Update is called once per frame
void Update()
{
}
}
81 %
No se encontraron problemas.
Línea: 13
Carácter: 5
SPC
CRLF
Lista de errores
Toda la solución
0 Errores
0 Advertencias
0 de 5 Mensajes
Compilación + IntelliSen
Lista de errores de búsqueda
Elementos guardados
casr2 (no es de confianza)
24°C
Soleado
Búsqueda
ESP
LAA
01:45 p. m.
15/11/2024


Prototipo5 - Prototype 5 - Windows, Mac, Linux - Unity 2022.3.47f1* <DX11>
File Edit Assets GameObject Component Services Window Help
MC
Layers
Layout
Hierarchy
Prototype 5*
Main Camera
Directional Light
Background
Border
Left Border
Right Border
Sensor
Game Manager
Scene
Game
Pivot
Global
2D
Inspector
Game Manager
Static
Tag Untagged
Layer Default
Transform
Position X 1.1855 Y 4.9264 Z -0.049
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Game Manager (Script)
Script GameManager
Targets 4
Element 0 Bad_Skull
Element 1 Good1
Element 2 Good2
Element 3 Good3
Add Component
Project
Console
Fonts
Materials
Particles
Props
Bad
Balls
Food
Other
Textures
Prefabs
Scenes
Scripts
Packages
Assets > Prefabs >
Bad_Skull
Good1
Good2
Good3
24°C
Soleado
Búsqueda
ESP
LAA
01:47 p. m.
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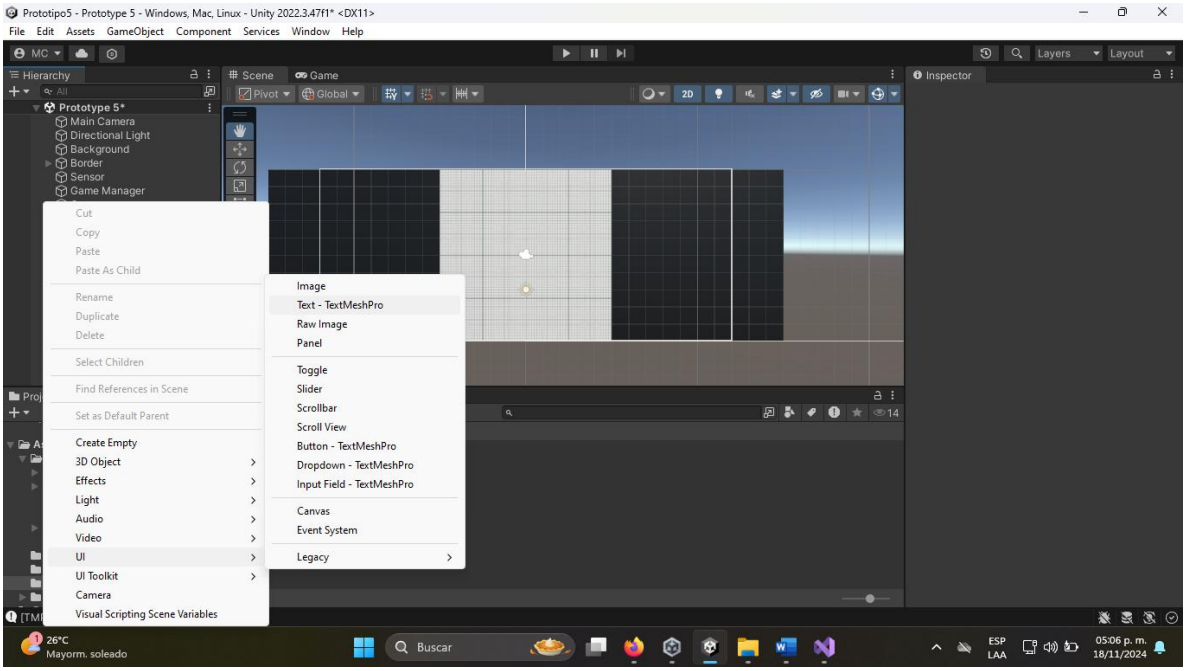
Prototipo5 - Prototype 5 - Windows, Mac, Linux - Unity 2022.3.47f1* <DX11>
File Edit Assets GameObject Component Services Window Help
Hierarchy
Prototype 5*
Main Camera
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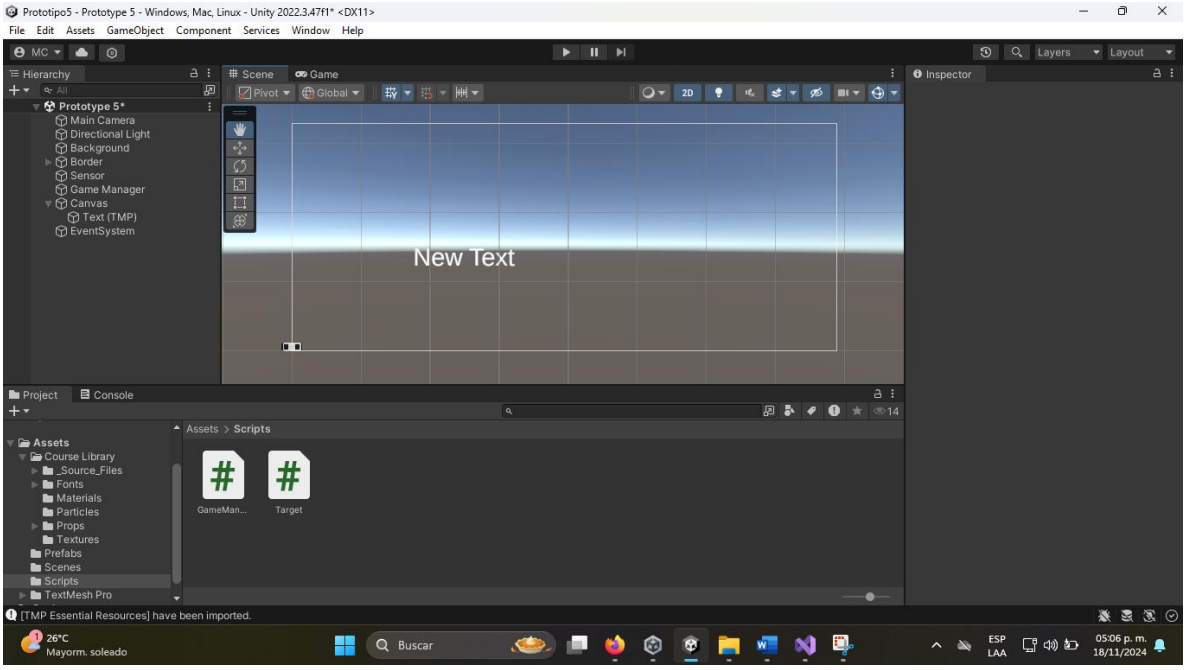
Game Manager
Scene
Game
Inspector
Cut
Copy
Paste
Paste As Child
Rename
Duplicate
Delete
Select Children
Find References in Scene
Set as Default Parent
Create Empty
3D Object
Effects
Light
Audio
Video
UI
UI Toolkit
Camera
Visual Scripting Scene Variables
Image
Text - TextMeshPro
Raw Image
Panel
Toggle
Slider
Scrollbar
Scroll View
Button - TextMeshPro
Dropdown - TextMeshPro
Input Field - TextMeshPro
Canvas
Event System
Legacy


Prototipo5 - Prototype 5 - Windows, Mac, Linux - Unity 2022.3.47f1* <DX11>
File Edit Assets GameObject Component Services Window Help
Hierarchy
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Text (TMP)
EventSystem
Scene
Game
Inspector
New Text
Project
Console
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Course Library
_Source_Files
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Particles
Props
Textures
Prefabs
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Scripts
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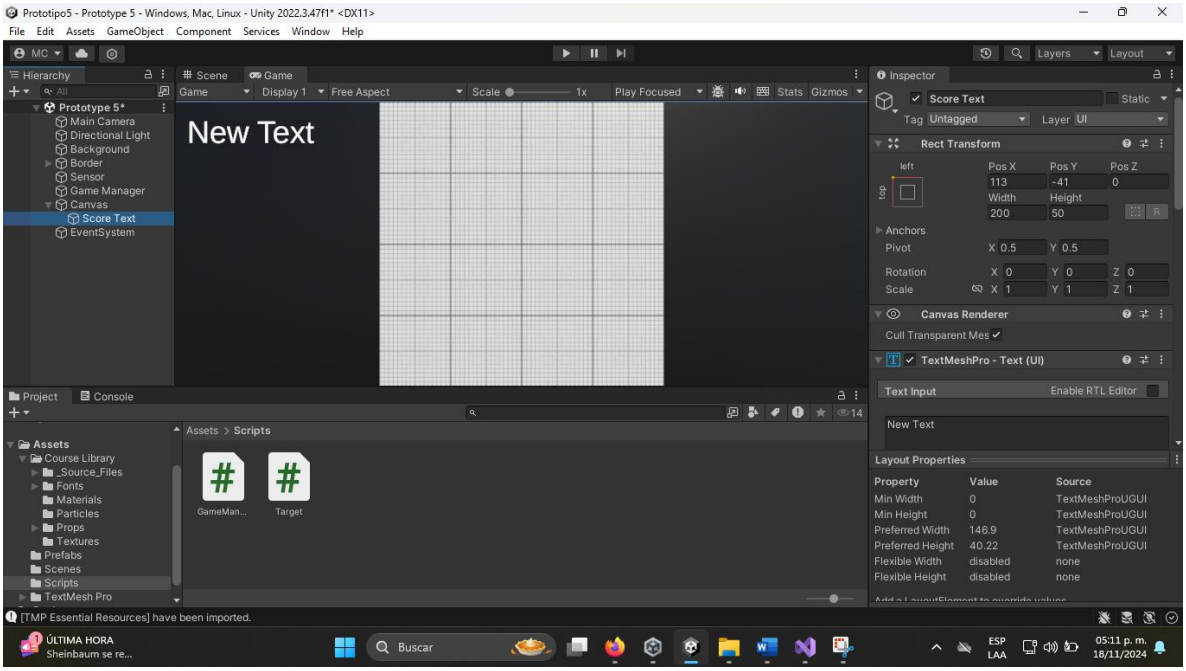
Prototipo5 - Prototype 5 - Windows, Mac, Linux - Unity 2022.3.47f1* <DX11>
File Edit Assets GameObject Component Services Window Help
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Main Camera
Directional Light
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Canvas
Score Text
EventSystem
Scene
Game
Display 1
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Scale
1x
Play Focused
Stats
Gizmos
New Text
Inspector
Score Text
Static
Tag Untagged
Layer UI
Rect Transform
Pos X 113
Pos Y -41
Pos Z 0
Width 200
Height 50
Anchors
Pivot X 0.5 Y 0.5
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Canvas Renderer
Cull Transparent Mes
TextMeshPro - Text (UI)
Text Input
Enable RTL Editor
New Text
Layout Properties
Property Value Source
Min Width 0 TextMeshProUGUI
Min Height 0 TextMeshProUGUI
Preferred Width 146.9 TextMeshProUGUI
Preferred Height 40.22 TextMeshProUGUI
Flexible Width disabled none
Flexible Height disabled none
Project
Console
Assets > Scripts
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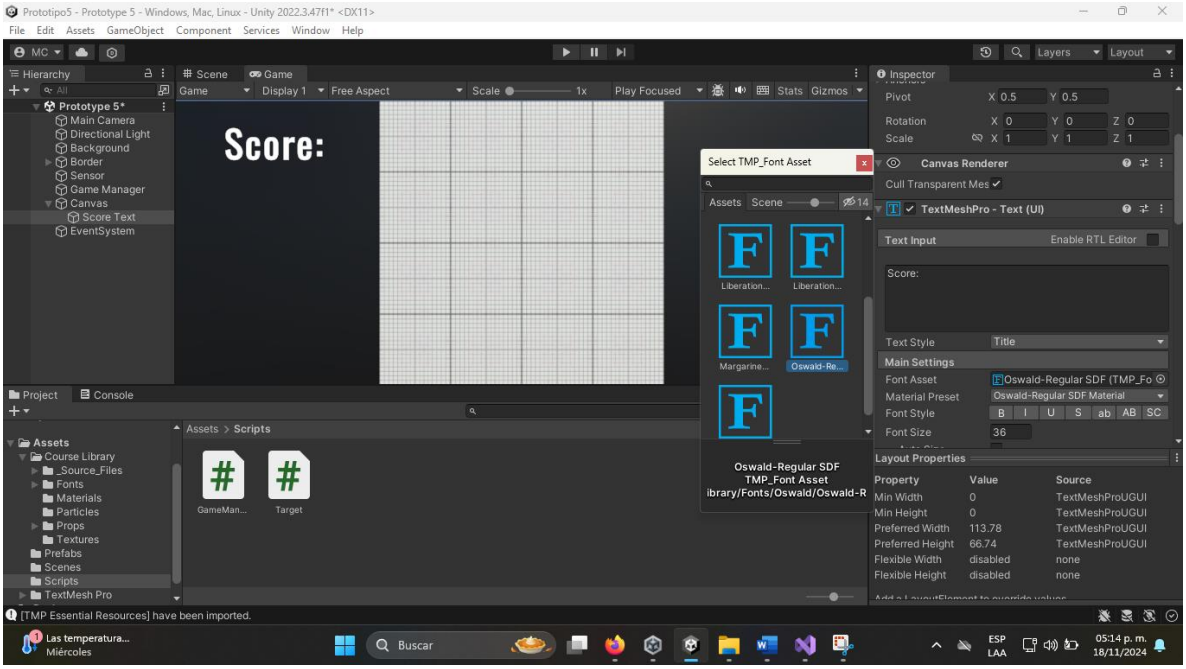
05:11 p. m.
18/11/2024


Prototipo5 - Prototype 5 - Windows, Mac, Linux - Unity 2022.3.47f1* <DX11>
File Edit Assets GameObject Component Services Window Help
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Assets Scene
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Liberation...
Margarine...
Oswald-Re...
Oswald-Regular SDF
TMP_Font Asset
ibrary/Fonts/Oswald/Oswald-R
Inspector
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Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Canvas Renderer
Cull Transparent Mes
TextMeshPro - Text (UI)
Text Input
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Score:
Text Style
Title
Main Settings
Font Asset
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Material Preset
Oswald-Regular SDF Material
Font Style
Font Size
36
Layout Properties
Property Value Source
Min Width 0 TextMeshProUGUI
Min Height 0 TextMeshProUGUI
Preferred Width 113.78 TextMeshProUGUI
Preferred Height 66.74 TextMeshProUGUI
Flexible Width disabled none
Flexible Height disabled none
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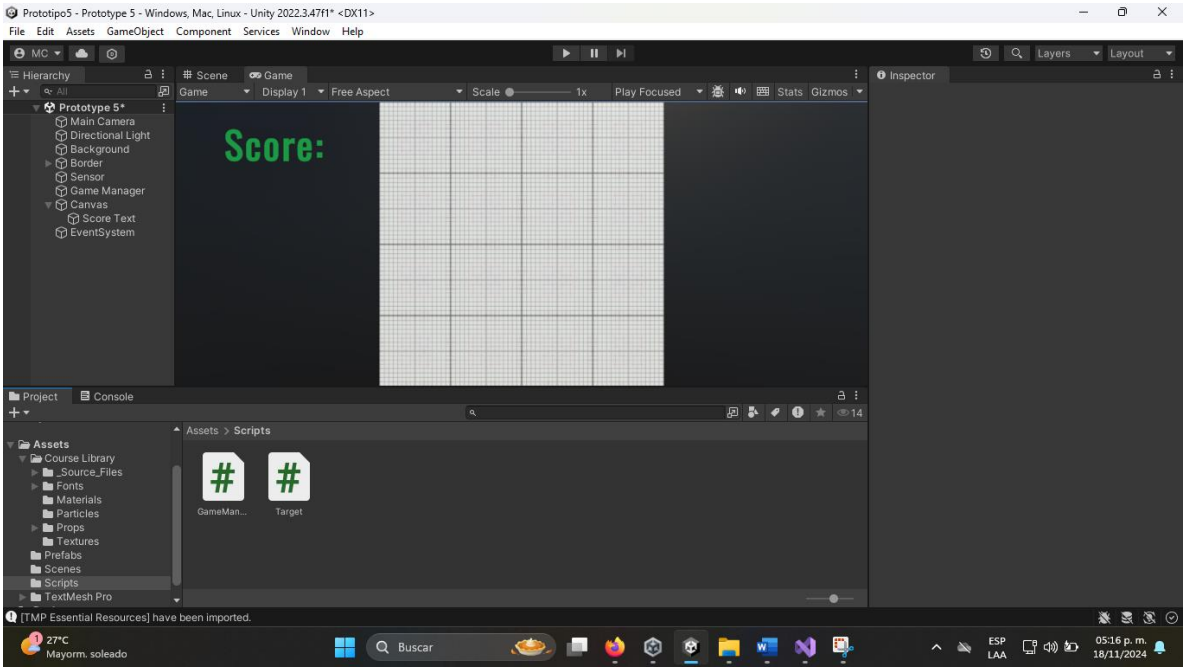
Prototipo5 - Prototype 5 - Windows, Mac, Linux - Unity 2022.3.47f1* <DX11>
File Edit Assets GameObject Component Services Window Help
Hierarchy
Prototype 5*
Main Camera
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EventSystem
Scene
Game
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Free Aspect
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Play Focused
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[TMP Essential Resources] have been imported.
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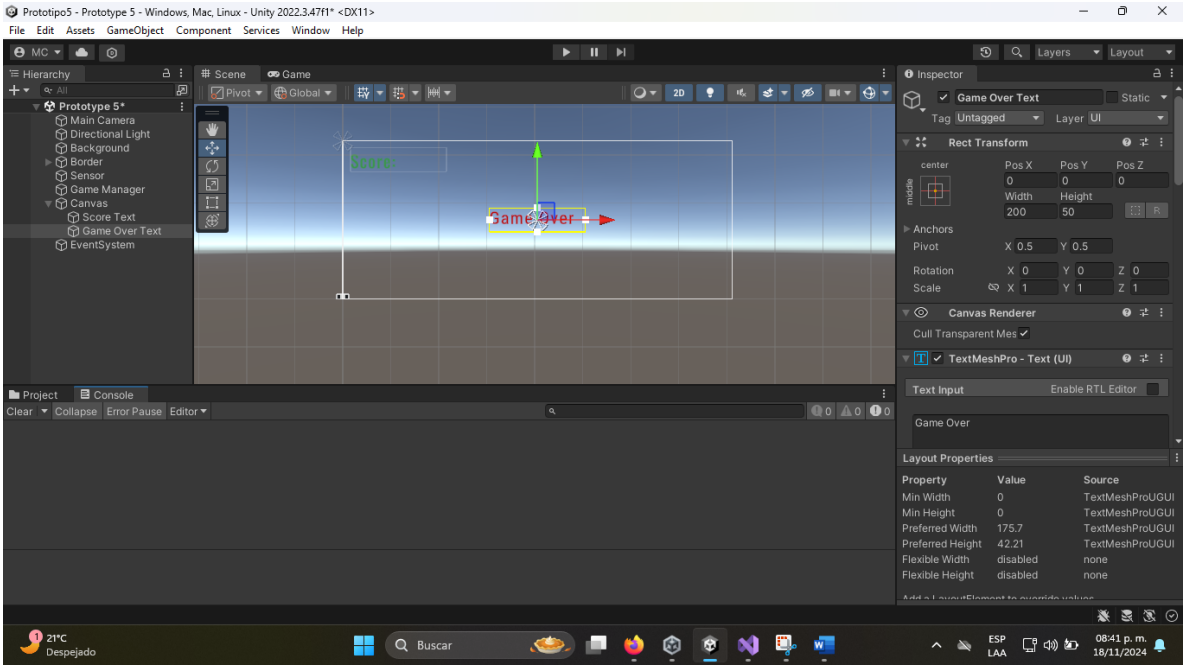
18/11/2024


Prototipo5 - Prototype 5 - Windows, Mac, Linux - Unity 2022.3.47f1* <DX11>
File Edit Assets GameObject Component Services Window Help
Hierarchy
Prototype 5*
Main Camera
Directional Light
Background
Border
Sensor
Game Manager
Canvas
Score Text
Game Over Text
EventSystem
Scene
Game
Pivot
Global
2D
Score:
Game Over
Inspector
Game Over Text
Static
Tag Untagged
Layer UI
Rect Transform
center
middle
Pos X 0
Pos Y 0
Pos Z 0
Width 200
Height 50
Anchors
Pivot X 0.5 Y 0.5
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Canvas Renderer
Cull Transparent Mes
TextMeshPro - Text (UI)
Text Input
Enable RTL Editor
Game Over
Layout Properties
Property Value Source
Min Width 0 TextMeshProUGUI
Min Height 0 TextMeshProUGUI
Preferred Width 175.7 TextMeshProUGUI
Preferred Height 42.21 TextMeshProUGUI
Flexible Width disabled none
Flexible Height disabled none
Project
Console
Clear
Collapse
Error Pause
Editor
21°C
Despejado
Buscar
ESP
LAA
08:41 p. m.
18/11/2024