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https://learn.unity.com/tutorial/leccion-5-4-cual-es-la-dificultad?uv=2020.3&courseId=60d0da1bedbc2a18f70e45e4&projectId=60d0e682edbc2a36bdb06d...

Comenzar la dificultad del juego. Lo último que tenemos que hacer es lograr que los botones de dificultar realmente afecten la frecuencia con la que se generan los objetivos.

Es muy similar a cómo aprendimos a usar métodos

```
DifficultyButton.cs
private GameManager gameManager;

public int difficulty;

// Start is called before the first frame update
void Start()
{
    button = GetComponent<Button>();
    gameManager = GameObject.Find("Game Manager").GetComponent<GameManager>();
    button.onClick.AddListener(SetDifficulty);
}

// Update is called once per frame
void Update()
{
}

1 reference
void SetDifficulty()
{
    Debug.Log(button.gameObject.name + "was clicked");
    gameManager.StartGame(difficulty);
}
```

```
GameManager.cs
1: int difficulty;

Start is called before the first frame update
Start()
{
    button = GetComponent<Button>();
    gameManager = GameObject.Find("Game Manager").GetComponent<GameManager>();
    button.onClick.AddListener(SetDifficulty);
}

Update is called once per frame
Update()
{
}

SetDifficulty()
{
    Debug.Log(button.gameObject.name + "was clicked");
    gameManager.StartGame(difficulty);
}
```

1. En DifficultyButton.cs, crea una nueva variable **public int difficulty**, después en el Inspector, asigna la dificultad **Easy** como

UltimosDesafios - Prototype 5 - Windows, Mac, Linux - Unity 2023.4.41f1 - DX11

File Edit Assets GameObject Component Services Window Help

Hierarchy: Prototype 5*
Main Camera
Directional Light
Background
Border
Sensor
Game Manager
Canvas

Scene: 2D
Inspector: 2D

Score

Clicky Crates

Easy Medium Hard

Game: Display 1 1920x1080 Scale 0.59x Play Focused

05:31 p.m. 14/11/2024



