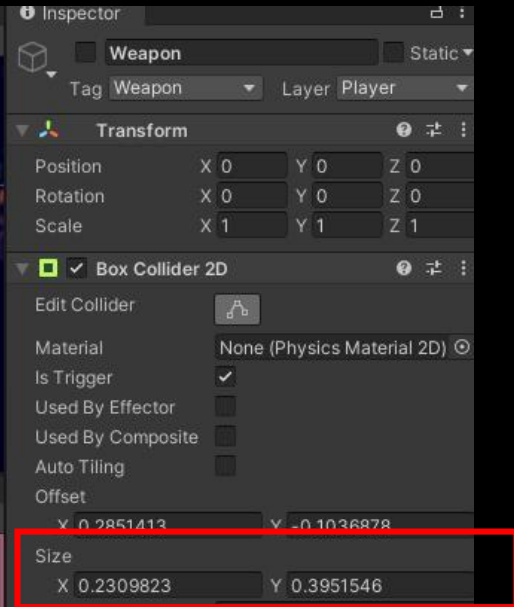
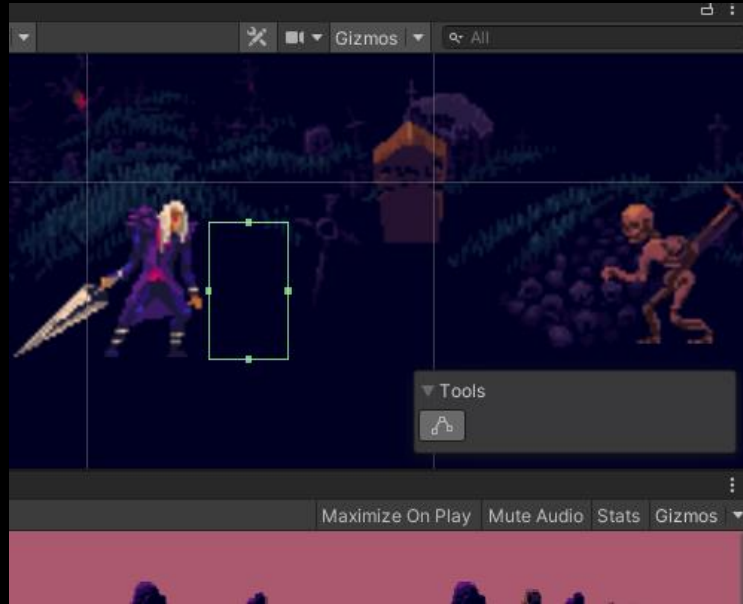
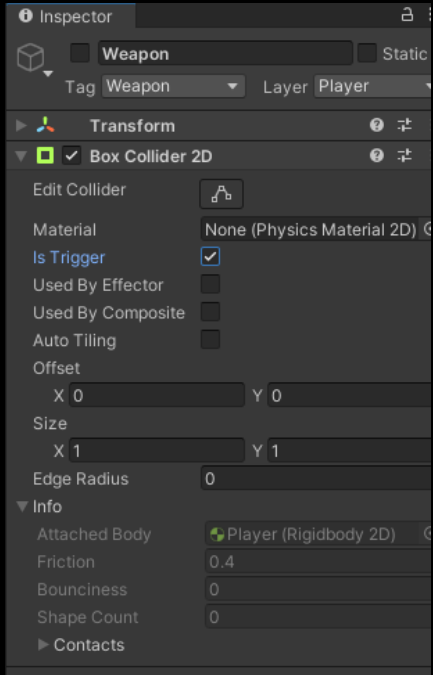




# Desarrollo de Videojuegos

## Pedro Yuri Marquez Solis

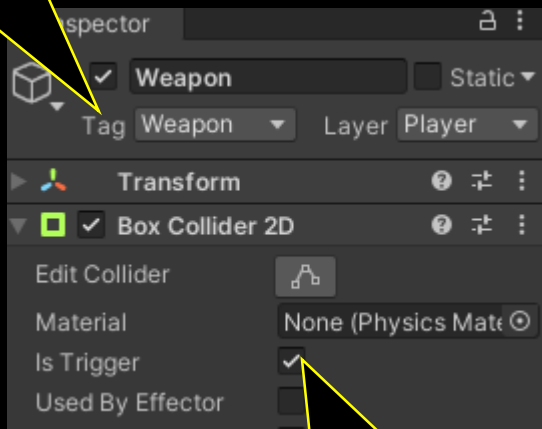
# Agregar un boxCollider 2d a Weapon



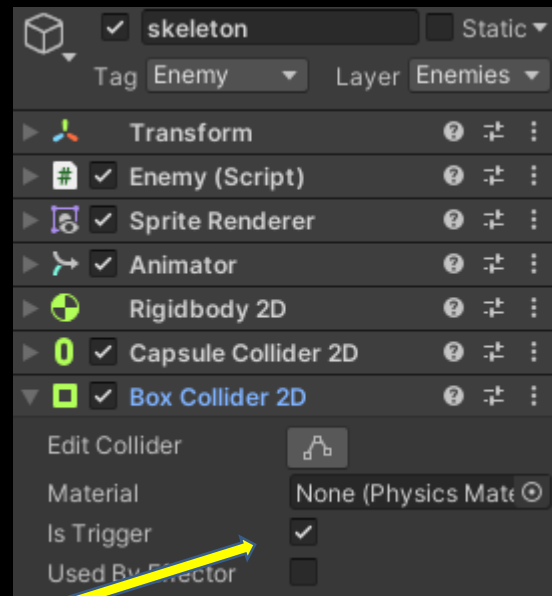
*Acomodarlo para que quede como se muestra*  
**Pedro Yuri Marquez Solis**

# Activar los BoxCollider 2d de Weapon y Skeleton

Modificar el tag de  
Weapon



Activar el Is trigger



**Pedro Yuri Marquez Solis**

# Script del Enemigo

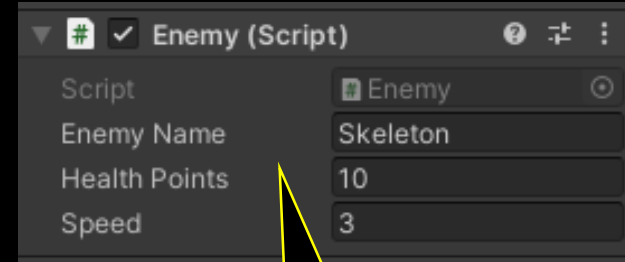
```
public class Enemy : MonoBehaviour
{
    public string enemyName;
    public float healthPoints;
    public float speed;

    // Start is called before the first frame update
    void Start()
    {

    }

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

    }
}
```



Asignar el script al  
enemigo

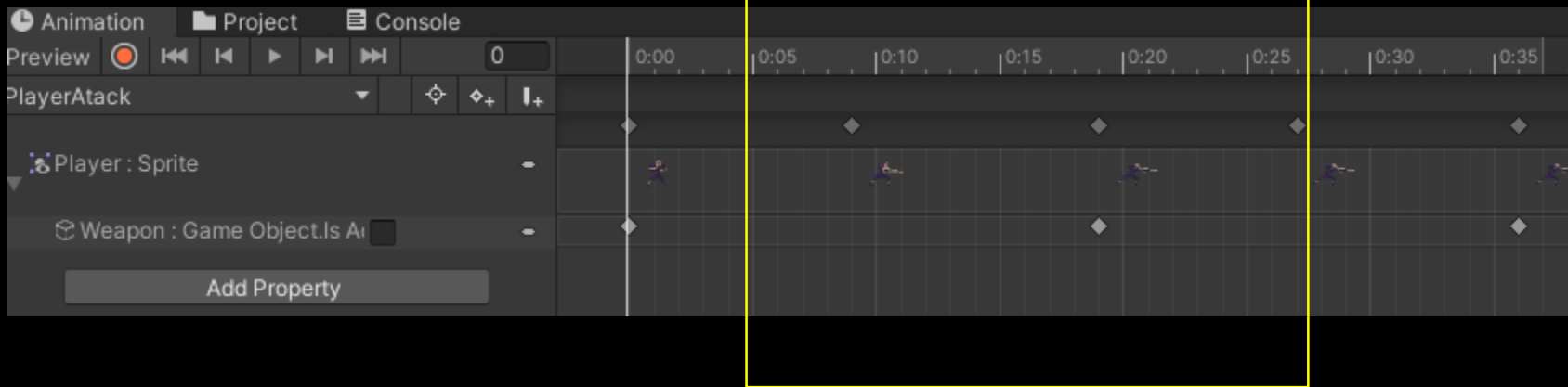
**Pedro Yuri Marquez Solis**

# Script EnemyHealth

```
public class EnemyHealth : MonoBehaviour
{
    Enemy enemy;
    void Start()
    {
        enemy = GetComponent<Enemy>();
    }
    private void OnTriggerEnter2D(Collider2D collision)
    {
        if (collision.CompareTag("Weapon"))
        {
            enemy.healthPoints -= 2f;
            if (enemy.healthPoints <= 0 )
            {
                Destroy(gameObject);
            }
        }
    }
    void Update()
    {
        public class EnemyHealth
        void Update()
    }
}
```

Pedro Yuri Marquez Solis

# Activar en la Animation PlayerAttack el Weapon



Weapon solo se debe activar  
mientras se ataca

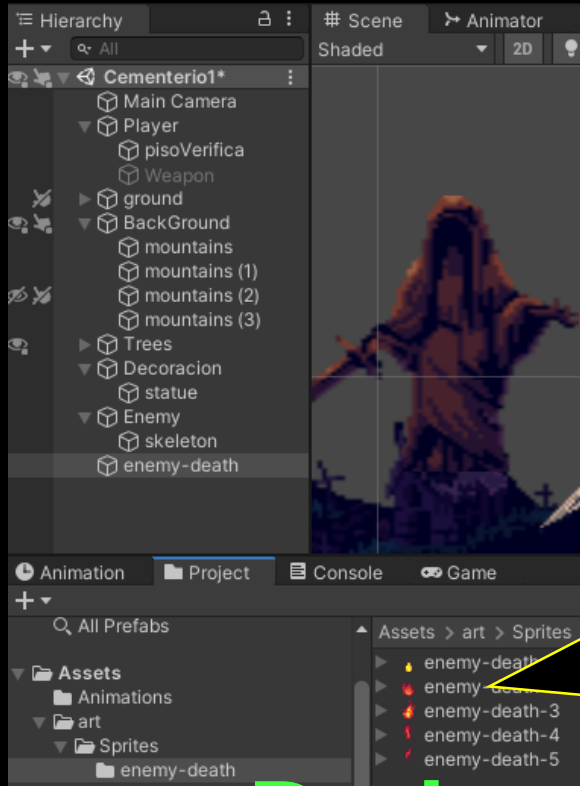
**Pedro Yuri Marquez Solis**

Efecto de Skeleton - Quemarse

**Pedro Yuri Marquez Solis**

# Agregar efectos de Sprite

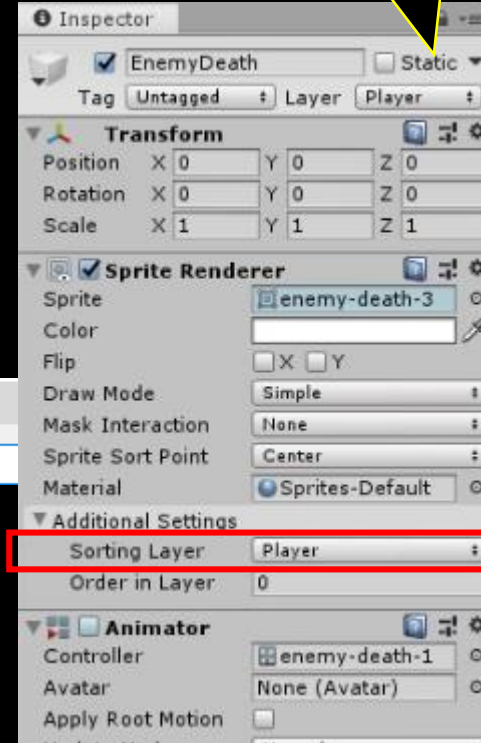
Cambiar al layer  
Player



Arrastrar a la  
jerarquía, esta es  
otra forma de  
crear una  
animación

ewData (R)

Nombre: EnemyDeath.anim

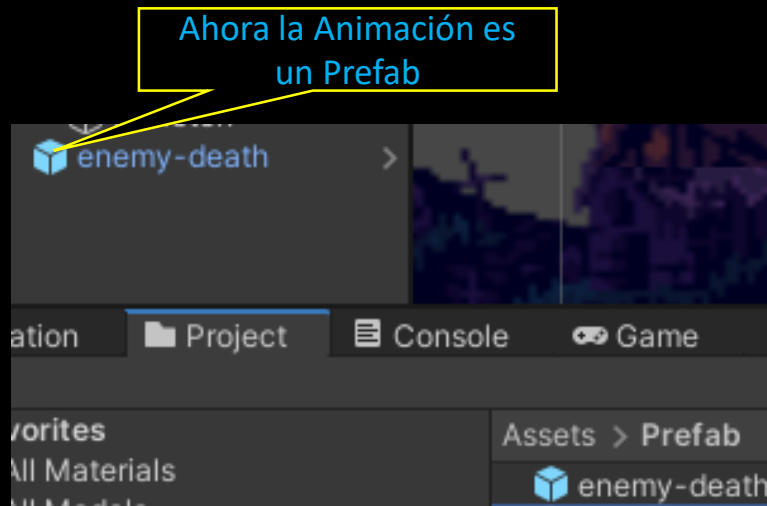
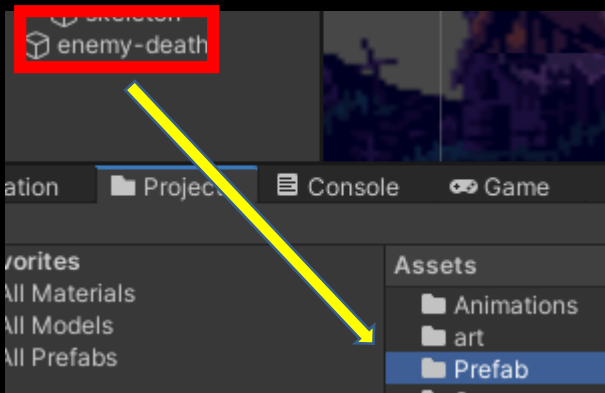


Pedro Yuri Marquez Solis



# Convertir en Prefab

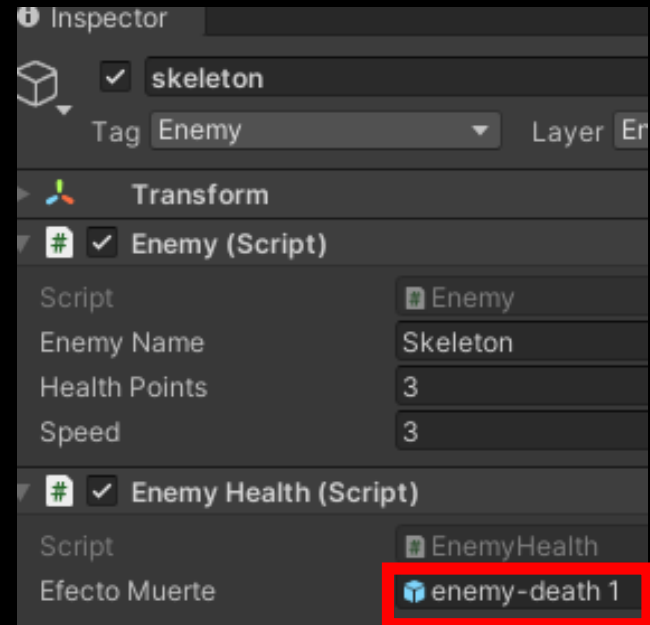
1. Crear la carpeta Prefab.
2. Arrastrar el GameObject a la carpeta Prefab
3. Eliminar de la jerarquía para luego instanciarlo



**Pedro Yuri Marquez Solis**

# Instanciando el nuevo Prefab

```
public class EnemyHealth : MonoBehaviour
{
    Enemy enemy;
    public GameObject efectoMuerte;
    void Start()
    {
        enemy = GetComponent<Enemy>();
    }
    private void OnTriggerEnter2D(Collider2D collision)
    {
        if (collision.CompareTag("Weapon"))
        {
            enemy.healthPoints -= 2f;
            if (enemy.healthPoints <= 0 )
            {
                Instantiate(efectoMuerte, transform.position, Quaternion.identity);
                Destroy(gameObject);
            }
        }
    }
    void Update()
    {
    }
}
```

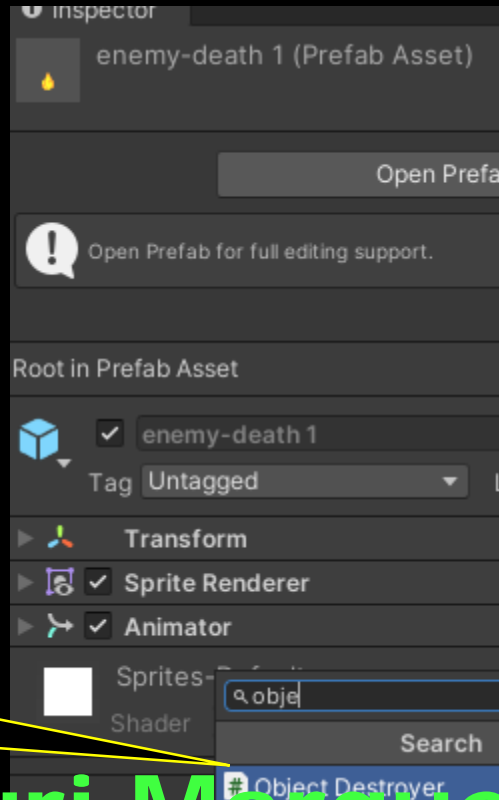


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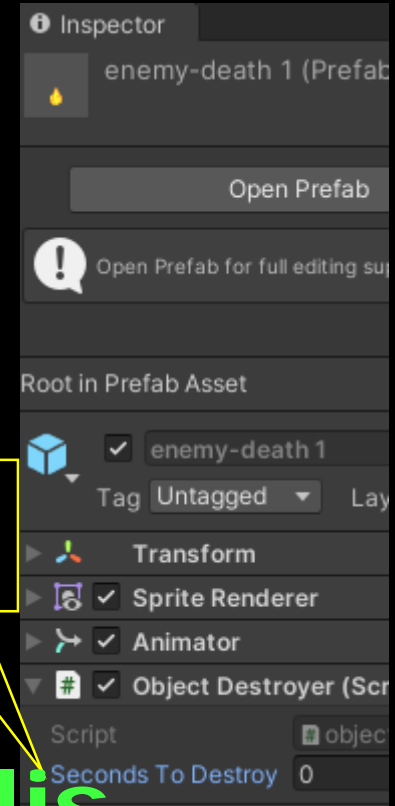
# Eliminando el object

```
public class objectDestroyer : MonoBehaviour  
{  
    public float secondsToDestroy;  
    void Start()  
    {  
        Destroy(gameObject, secondsToDestroy);  
    }  
}
```

Agregar al Prefab  
el script  
objectdestroyer



Indicar los  
segundos a  
mostrar

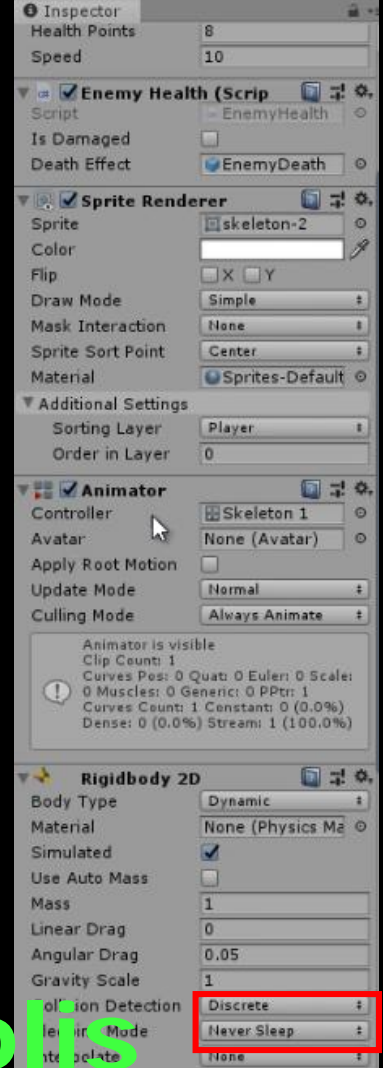


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# Detectar correctamente los golpes

```
private void OnTriggerEnter2D(Collider2D collision)
{
    if (collision.CompareTag("Weapon") && !isDamaged)
    { //2
        StartCoroutine(Damager());
        //
        enemy.healthPoints -= 2f;
        if (enemy.healthPoints <= 0 )
        {
            Instantiate(efectoMuerte, transform.position, Quaternion.identity);
            Destroy(gameObject);
        }
    }
}

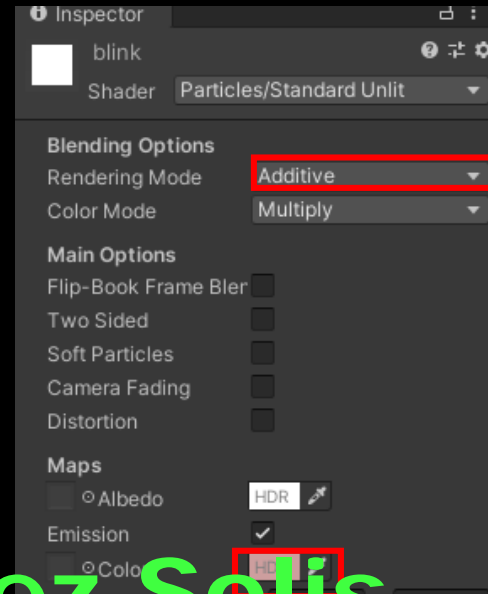
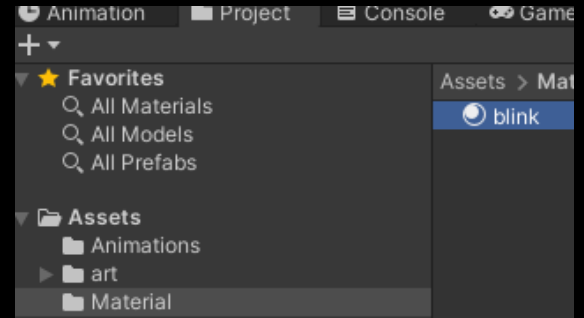
IEnumerator Damager() {
    isDamaged = true;
    yield return new WaitForSeconds(0.5f);
    isDamaged = false;
}
```



Pedro Yuri Marquez Solís

# Efecto visual de golpear

1. Crear una nueva carpeta llamada material
2. Dentro de la carpeta material crear un nuevo material llamado blink.
3. Definir el shader como particles/standard Unit.
4. Rendering mode: additive
5. Color: por ejemplo blanco o cercano

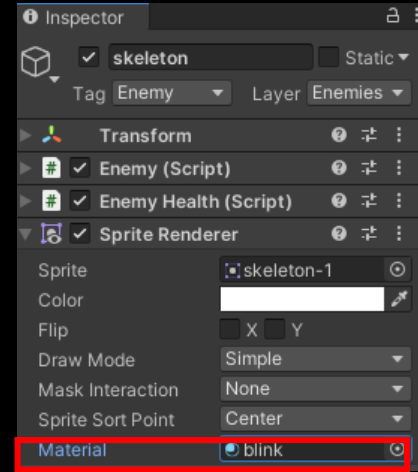


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# Para probar

Agregar el material blink al Sprite renderer del esqueleto

Luego de “visualizar” el efecto retornar el material a Sprites – defaults.



# Pedro Yuri Marquez Solis

# Crear un nuevo script

- Asignar el nuevo script a Skeleton.

```
public class Efectos : MonoBehaviour
{
    public Material original, blink;
}
```

```
public class EnemyHealth : MonoBehaviour
{
    Enemy enemy;
    public GameObject efectoMuerte;
    public bool isDamaged;
    // mek
    SpriteRenderer sprite;
    Efectos material;
    //

    Mensaje de Unity | 0 referencias
    void Start()
    {
        enemy = GetComponent<Enemy>();
        sprite = GetComponent<SpriteRenderer>();
        material = GetComponent<Efectos>();
    }
}
```

```
1 referencia
IEnumerator Damager() {
    isDamaged = true; //
    //material blink
    //GetComponent<SpriteRenderer>().material = GetComponent<Efectos>().blink;
    sprite.material = material.blink;
    //

    yield return new WaitForSeconds(0.5f);
    isDamaged = false;
    //material original
    //GetComponent<SpriteRenderer>().material = GetComponent<Efectos>().original;
    sprite.material = material.original;
}
```

Pedro Yuri Marquez Solis