

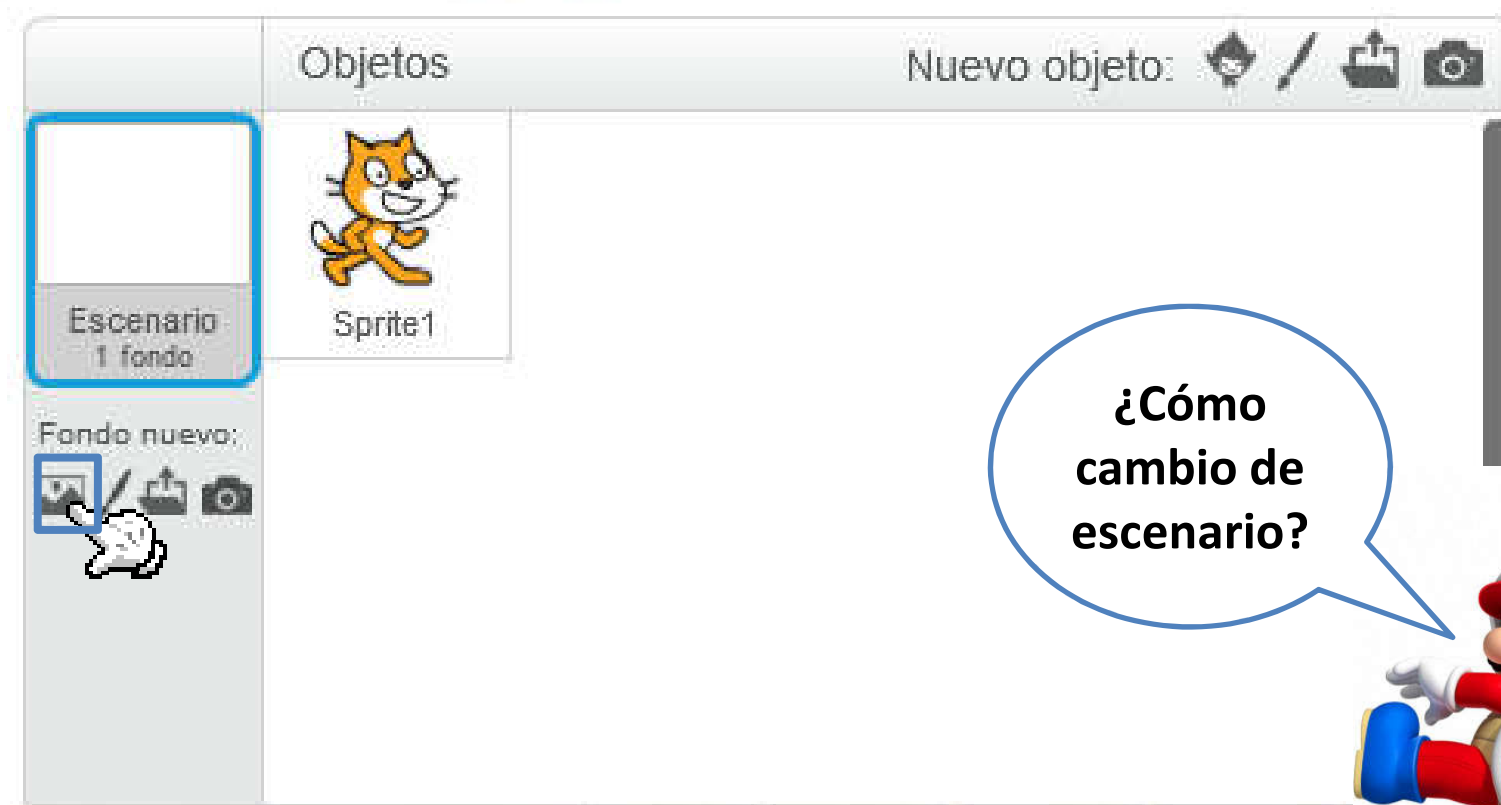


MÓDULO 2

COORDENADAS X e Y

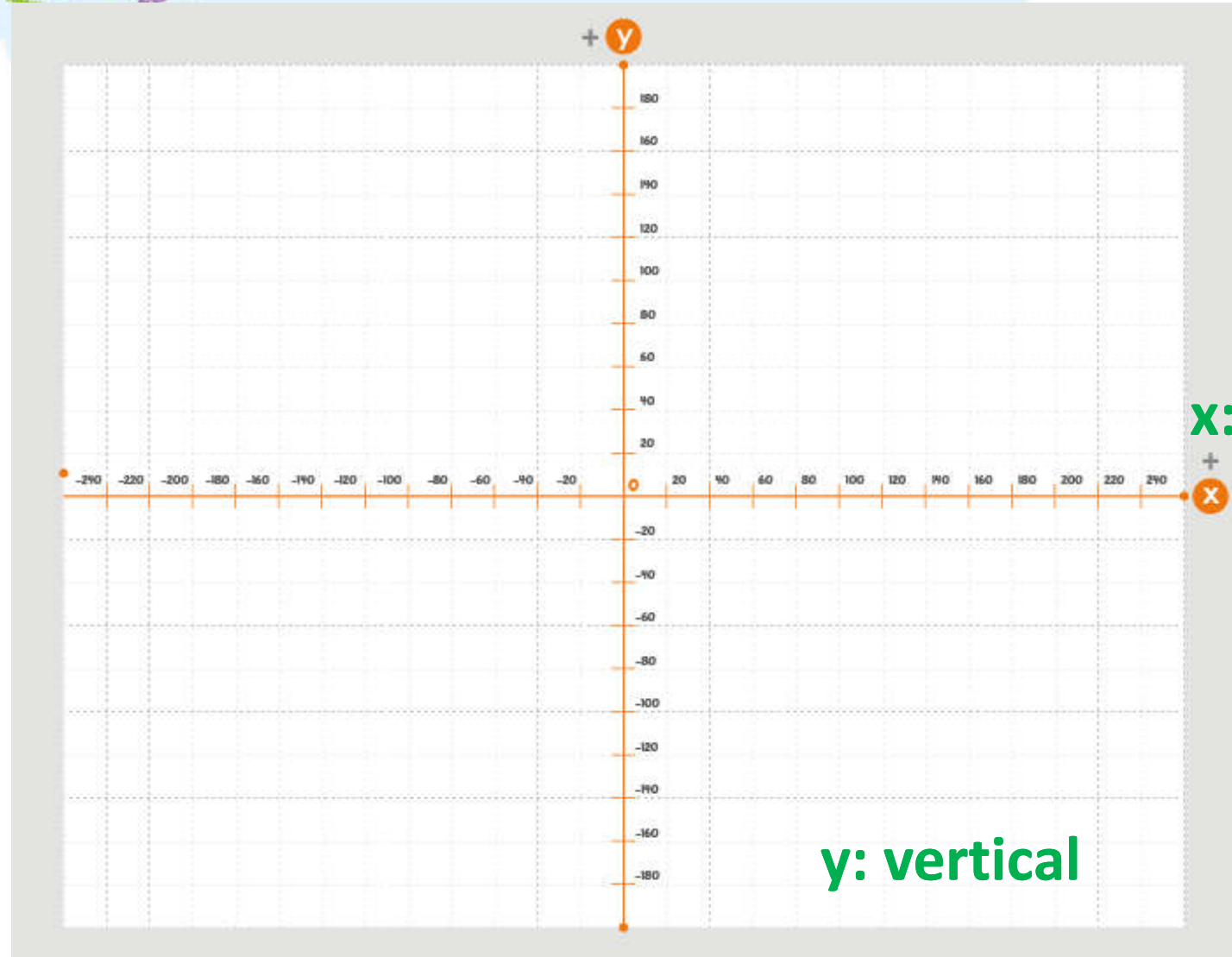


Cambio de escenario





Plano Cartesiano

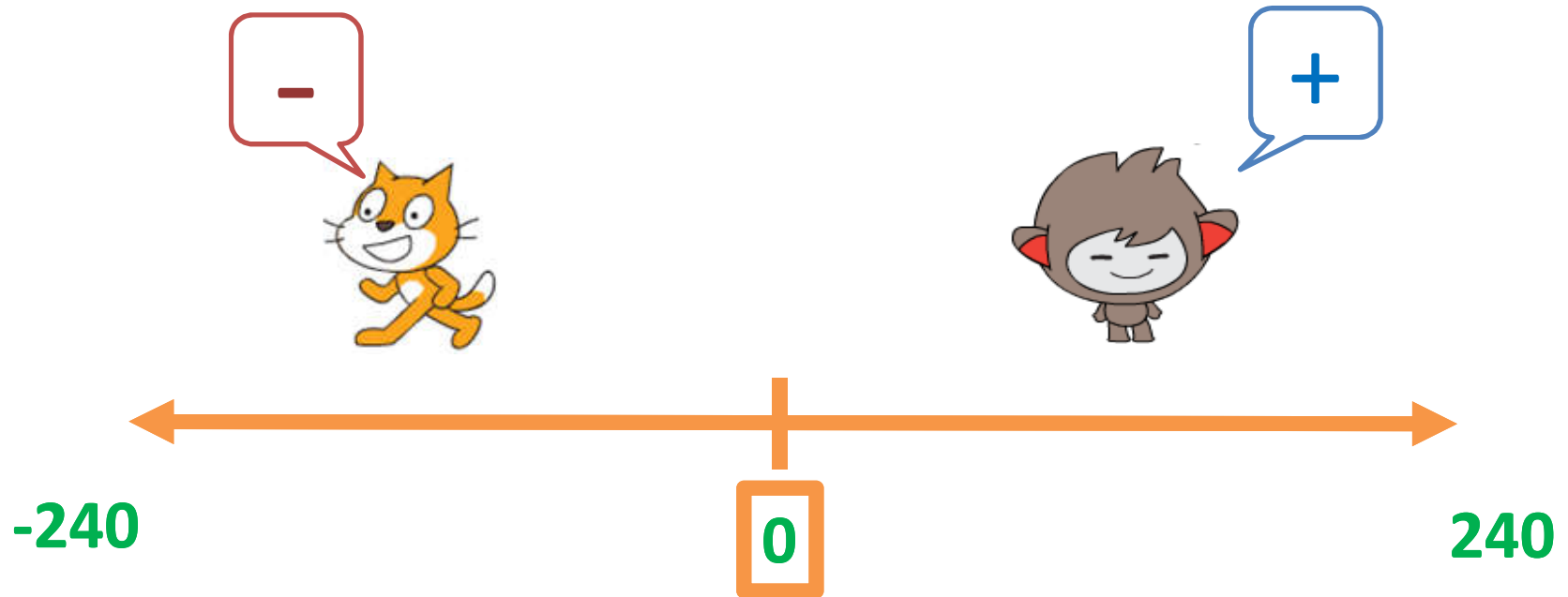


x: horizontal

y: vertical

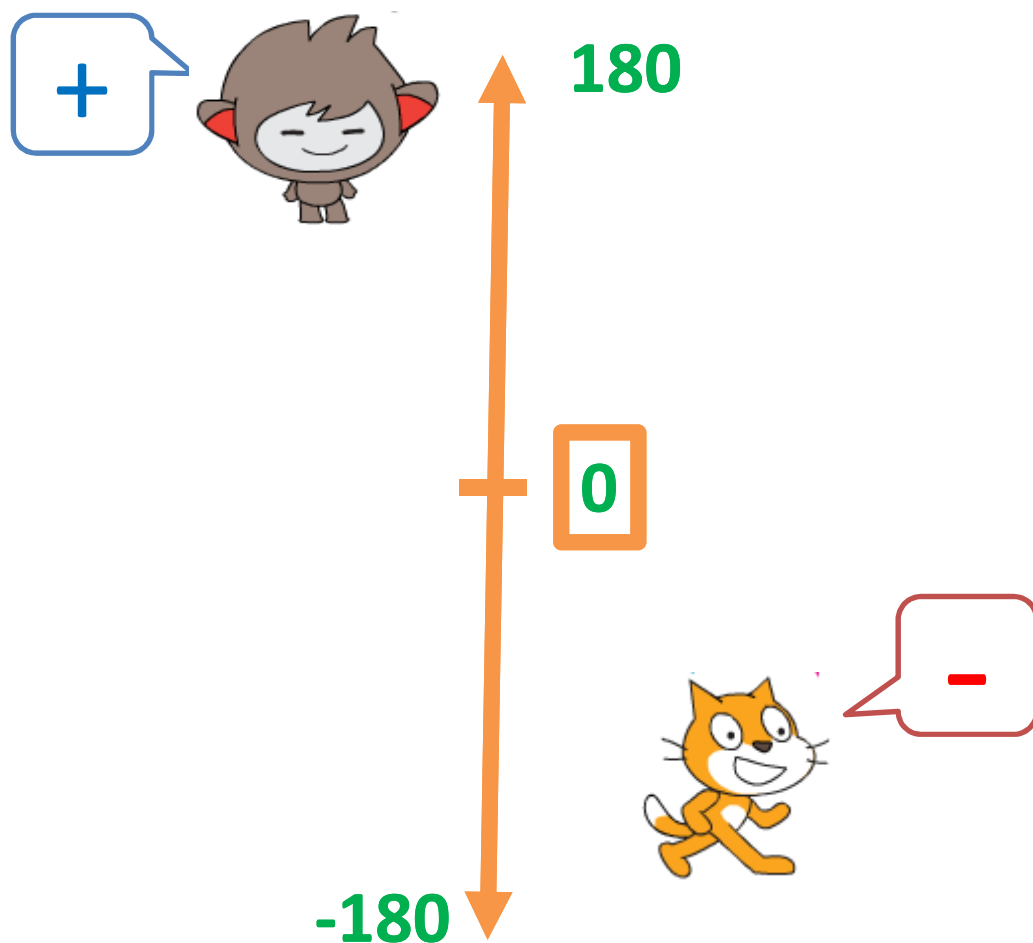


Plano Cartesiano - Eje X





Plano Cartesiano – Eje y



Módulo 2

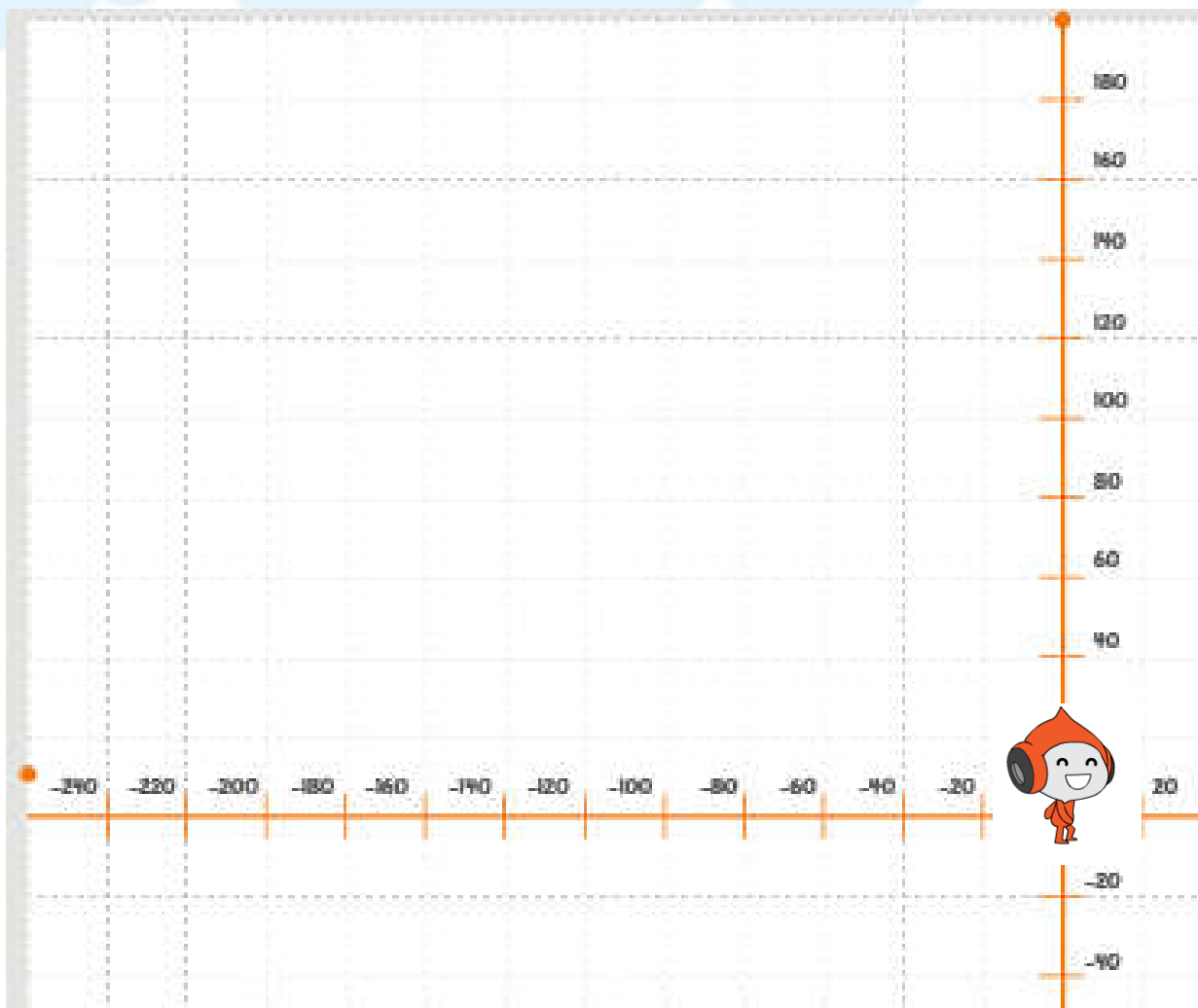


Bandera verde



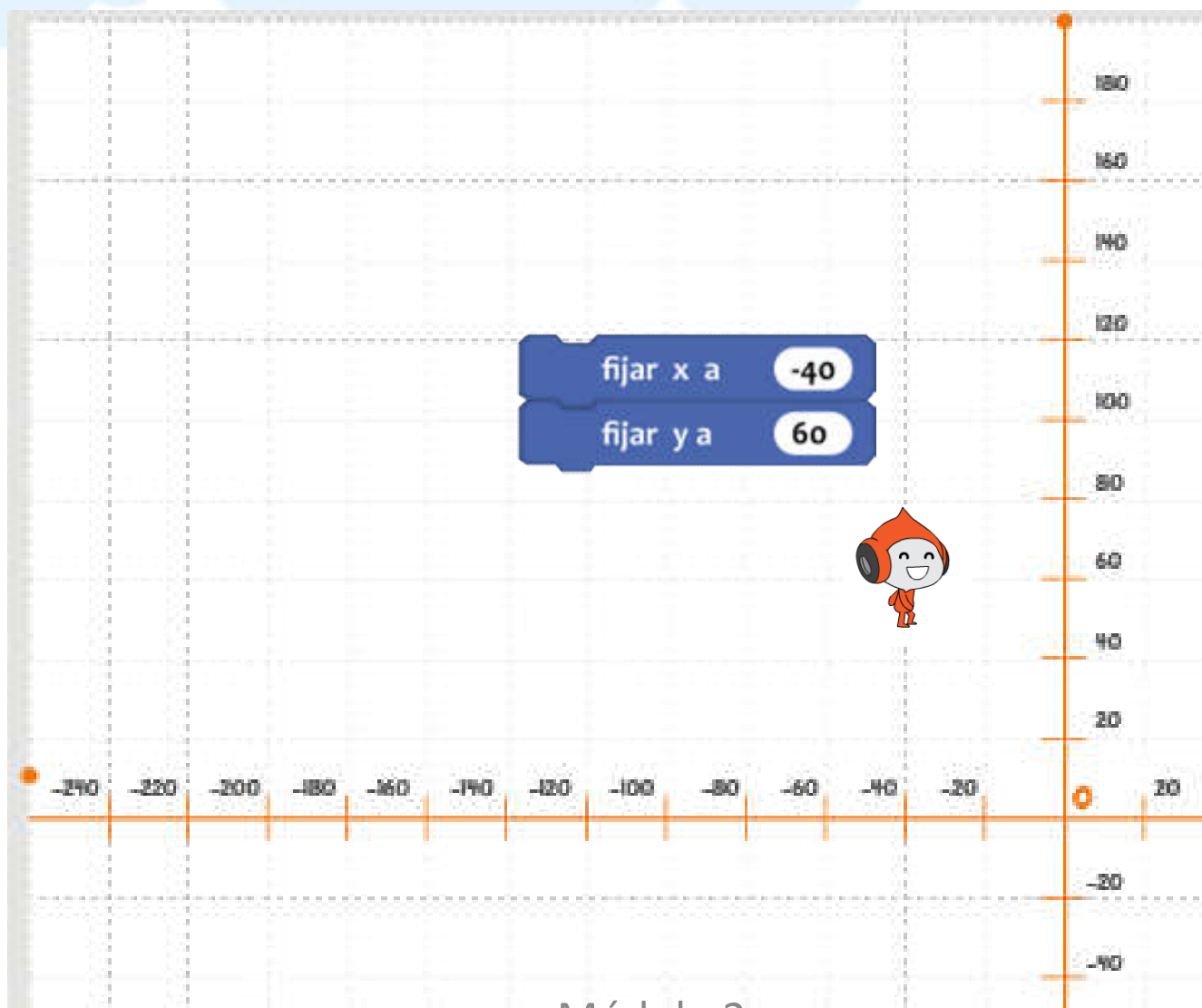


Fijar vs Cambiar

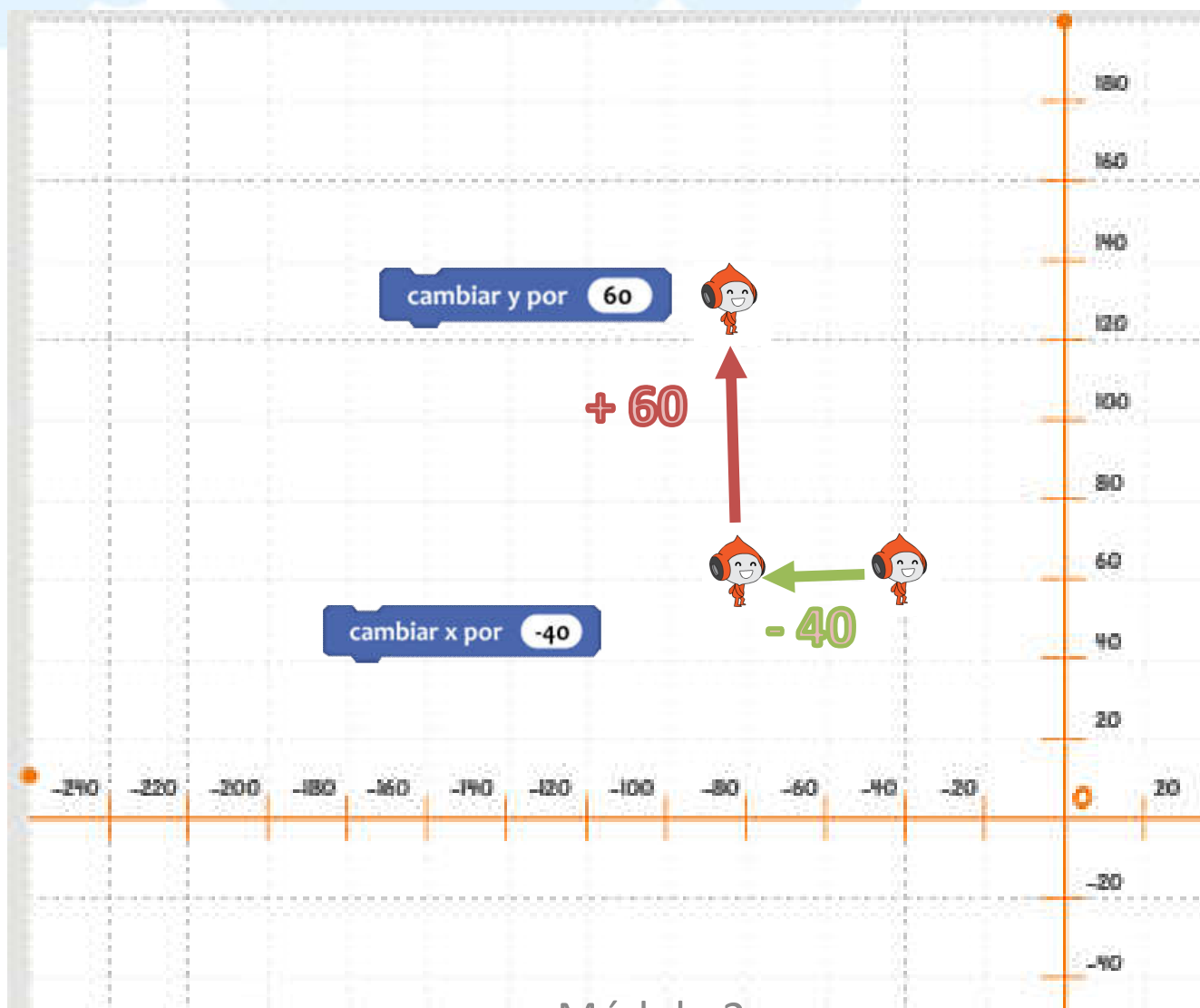


Módulo 2

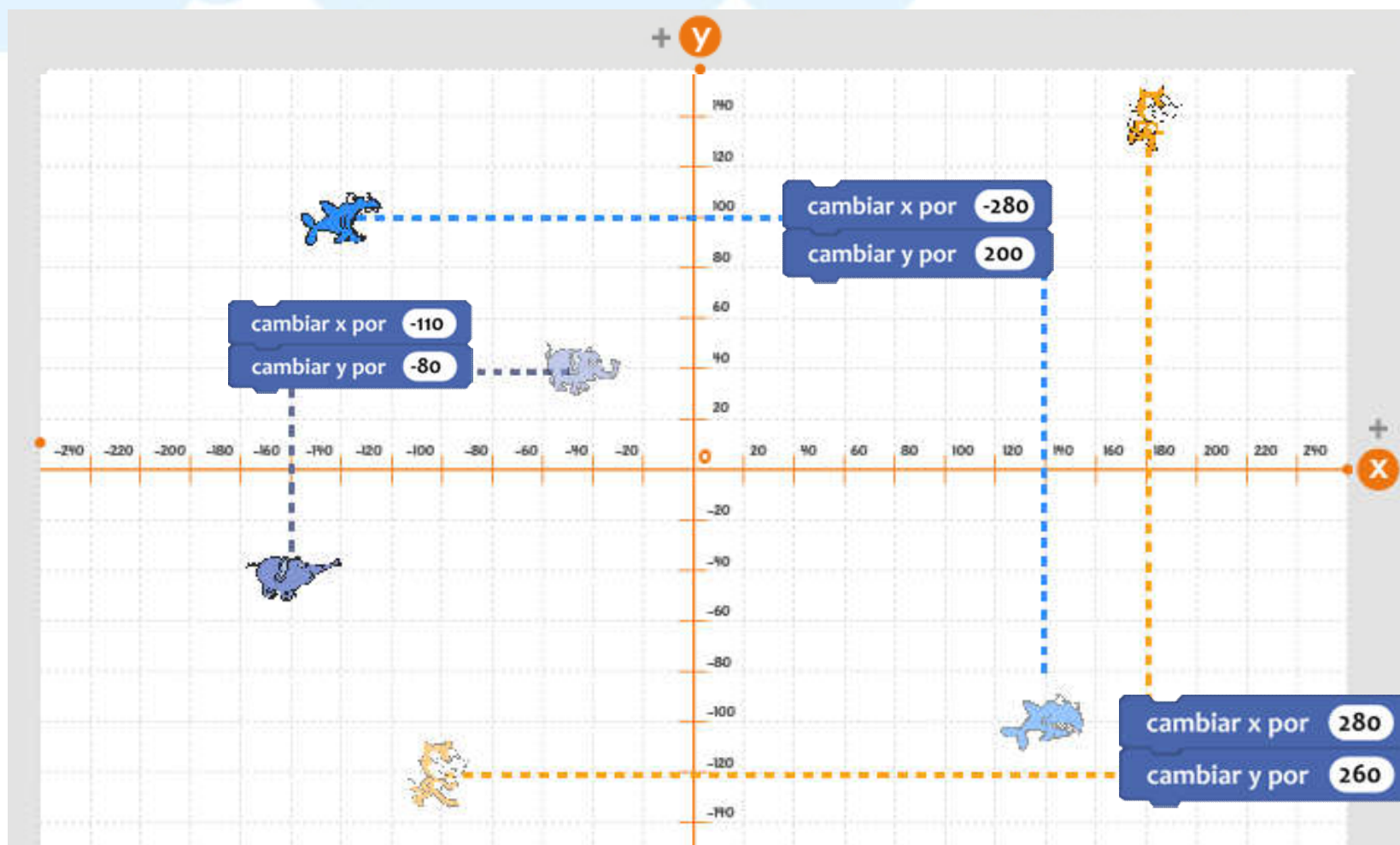
Fijar vs Cambiar



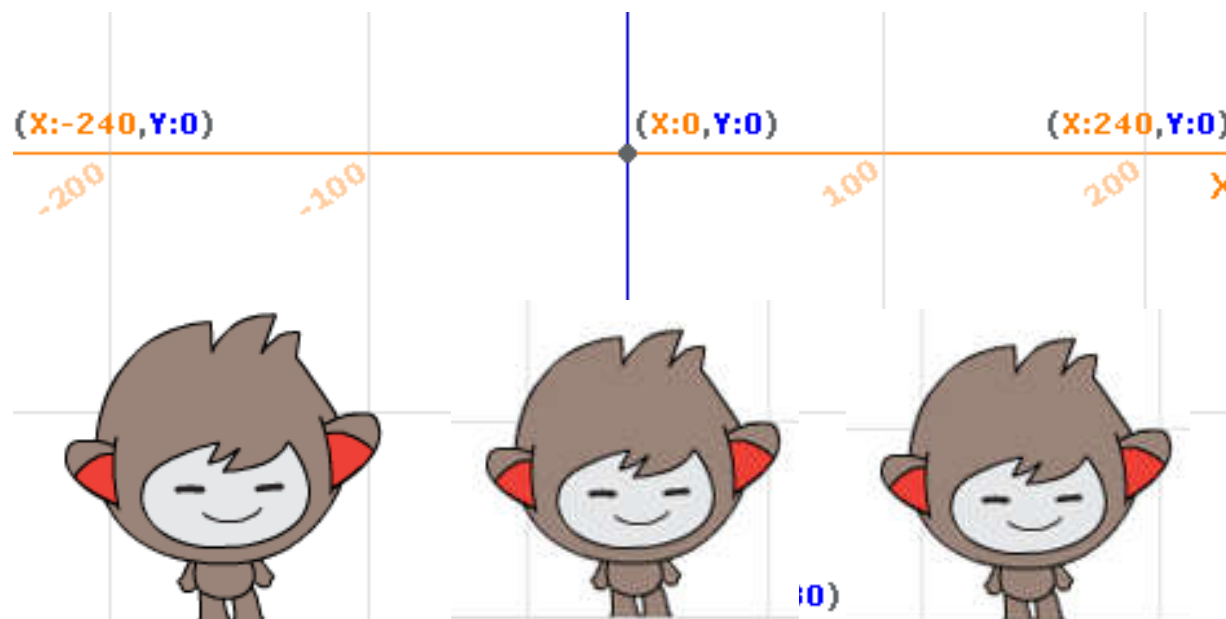
Fijar vs Cambiar



Fijar vs Cambiar



Esperar en X

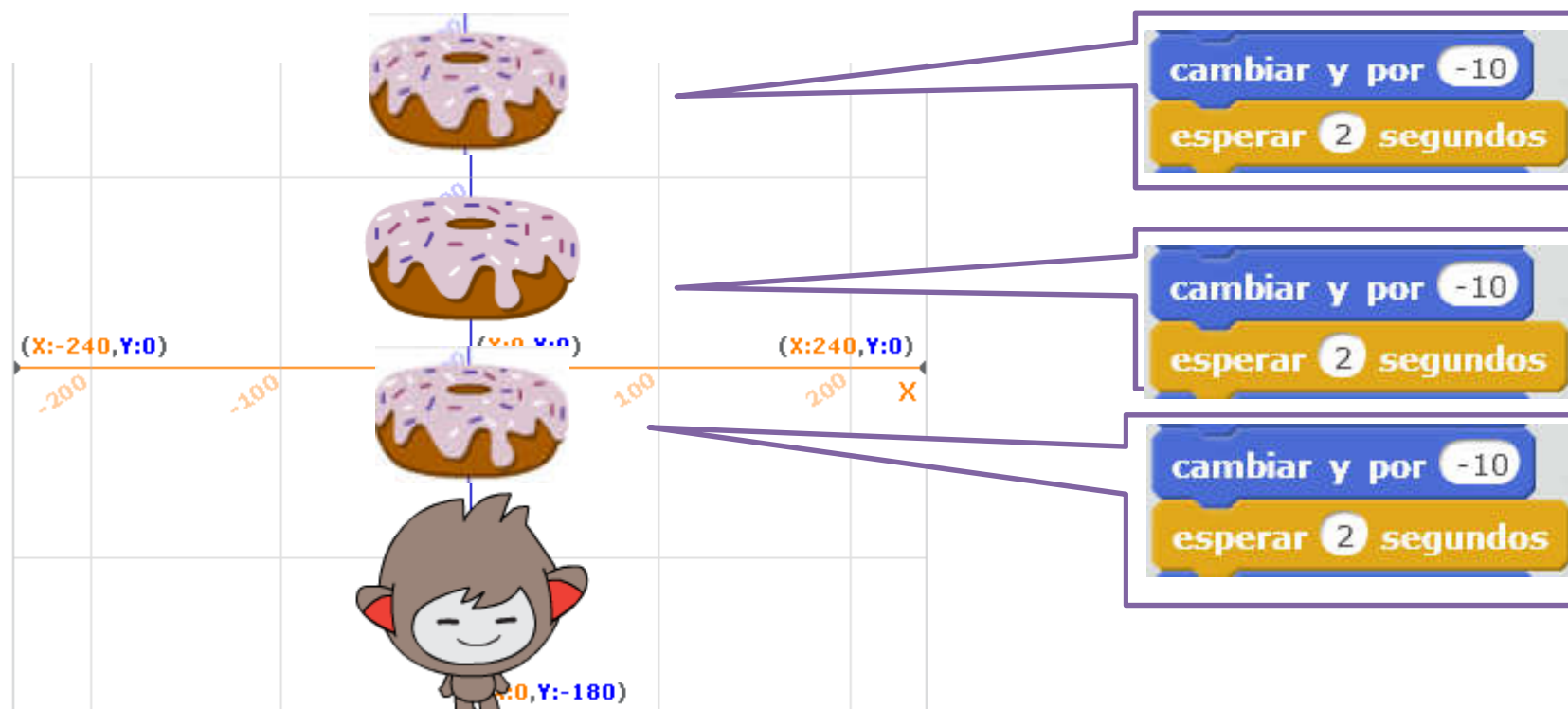


cambiar x por 50
 esperar 1 segundos

cambiar x por 50
 esperar 1 segundos

cambiar x por 50
 esperar 1 segundos

Esperar en Y



Conclusiones



cambiar x por -10

= a posición actual resta 10

fijar x a 100

= colocar en la posición 100

al presionar

= al inicio del juego