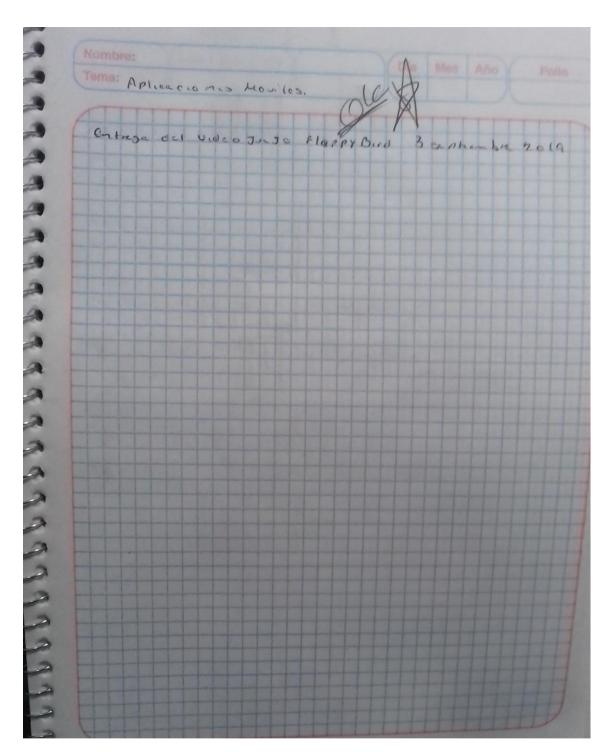
```
using UnityEngine;
using System.Collections;
public class Bird: MonoBehaviour
 public float upForce;
                                //Upward force of the "flap".
  private bool isDead = false;
                                   //Has the player collided with a wall?
  private Animator anim;
                                  //Reference to the Animator component.
  private Rigidbody2D rb2d;
                                   //Holds a reference to the Rigidbody2D component of the
bird.
 void Start()
  {
    //Get reference to the Animator component attached to this GameObject.
    anim = GetComponent<Animator> ();
    //Get and store a reference to the Rigidbody2D attached to this GameObject.
    rb2d = GetComponent<Rigidbody2D>();
  }
 void Update()
  {
    //Don't allow control if the bird has died.
    if (isDead == false)
    {
      //Look for input to trigger a "flap".
      if (Input.GetMouseButtonDown(0))
      {
        //...tell the animator about it and then...
        anim.SetTrigger("Flap");
        //...zero out the birds current y velocity before...
```

```
rb2d.velocity = Vector2.zero;
         // new Vector2(rb2d.velocity.x, 0);
         //..giving the bird some upward force.
         rb2d.AddForce(new Vector2(0, upForce));
      }
    }
  }
  void OnCollisionEnter2D(Collision2D other)
    // Zero out the bird's velocity
    rb2d.velocity = Vector2.zero;
    // If the bird collides with something set it to dead...
    isDead = true;
    //...tell the Animator about it...
    anim.SetTrigger ("Die");
    //...and tell the game control about it.
    GameControl.instance.BirdDied ();
  }
}
```



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