

```

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 ();
}
}
```

Nombre: \_\_\_\_\_

Tema: Aplicaciones Móviles.

Un Mes Año Folio

Entrega del video Juego Flappy Bird 3 de noviembre 2019

FIRMA DE ENTREGADO