

Comments of the code

1. CameraFollow:

These codes make the camera can follow the player.

```
public class CameraFollow : MonoBehaviour
{
    public Transform target;
    private Vector3 currentVelocity;
    // Start is called before the first frame update

    // Update is called once per frame
    void LateUpdate()
    {
        Vector3 newPos = new Vector3(transform.position.x, target.position.y, transform.position.z);
        transform.position = newPos;
    }
}
```

2. The code of PlayerController(Frog).

//Firstly, initialize parameter.

```
public class Frog : MonoBehaviour {

    public Material ma1;
    public Material ma2;
    public Renderer obj;

    public Rigidbody2D rb;
    public AudioClip Jup;
    private int count1 = 3;
    public Text SpecialText;
    public GameObject StarEffect;
    public Vector2 RecentPosition;
    private AudioSource source;
    private Animator animator;

    private bool isChange=false;
    private int sxxx;
    private float time1 = 2f;
    private float time2;
```

Physics (special move effect)

Sound (special move effect)

Shaders (special shader effect)

Animation (special sprite effect)

Particle effects (special particle effect)

```
private void Start()
{
    SpecialText.text="Special moves:"+count1.ToString();
}
private void Awake()
{
    source = GetComponent();
    animator = GetComponent();
}
void Update () {
    if (isChange ==true)
    {
        Invoke("change", 3);
    }
    if (Input.GetKeyDown(KeyCode.RightArrow))
    {
        rb.MovePosition(rb.position + Vector2.right);
    }
    else if (Input.GetKeyDown(KeyCode.LeftArrow))
        rb.MovePosition(rb.position + Vector2.left);
    else if (Input.GetKeyDown(KeyCode.UpArrow))
        rb.MovePosition(rb.position + Vector2.up);
    else if (Input.GetKeyDown(KeyCode.DownArrow))
        rb.MovePosition(rb.position + Vector2.down);
    else if (Input.GetKeyDown(KeyCode.J))
    {
        if (count1 > 0)
        {
            source.PlayOneShot(Jup, 0.2F);
            count1 = count1 -1;
            SpecialText.text = "Special moves:" + count1.ToString();
            RecentPosition = rb.position + Vector2.up * 10;
            rb.MovePosition(RecentPosition);
            Instantiate(StarEffect, RecentPosition, transform.rotation);
            obj.material = ma1;
            sxxx = 1;
            isChange = true;
        }
    }
}
```

```
5  
6  
7  
8    }  
9    void change()  
10   {  
11  
12       sxxx = -1;  
13       obj.material = ma2;  
14       isChange = false;  
15   }  
16  
17 }
```