**Experiment Report - 75 - test12\_PlayerController**

1. **Summary Table of Errors Found**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Error ID | Line Number | Error Type | Self-Detected? | Peer 1 Found? | Peer 2 Found? |
| E01 | line 30 | Semantic | √ | × | × |
| E02 | line 45 | Syntax | √ | √ | √ |
| E03 | line 66 | Logic | √ | × | √ |

Additional Errors Found by Self: 0

Self-Review Detection Rate: 100%

Peer 1 Detection Rate: 33%

Peer 2 Detection Rate: 67%

1. **Source Code**
2. using System.Collections;
3. using System.Collections.Generic;
4. using UnityEngine;
5. public class PlayerController : MonoBehaviour
6. {
7. Rigidbody2D rb;
8. Animator anim;
9. public float speed;
10. float xVelocity;
11. public float checkRadius;
12. public LayerMask platform;
13. public GameObject groundCheck;
14. public bool isOnGround;
15. bool playerDead;
16. void Start()
17. {
18. rb = GetComponent<Rigidbody2D>();
19. anim = GetComponent<Animator>();
20. }
21. void Update()
22. {
23. isOnGround = Physics2D.OverlapCircle(groundCheck.transform.position, checkRadius, platform);
24. anim.SetBool("isGround", isOnGround);
25. Movement();
26. }
27. void Movement()
28. {
29. xVelocity = Input.GetAxisRaw("Horizontal");
30. rb.velocity = new Vector2(xVelocity \* speed, rb.velocity.y);
31. anim.SetFloat("speed", Mathf.Abs(rb.velocity.x));//跑动的动画
32. if (xVelocity != 0)//翻转方向
33. {
34. transform.localScale = new Vector3(xVelocity, 1);
35. }
36. }
37. void OnCollisionEnter2D(Collision2D other)
38. {
39. if (other.gameObject.CompareTag("Fan"))
40. {
41. rb.velocity = new Vector2(rb.velocity.x, 10f);
42. }
43. }
44. private void OnTriggerEnter2D(Collider2D other)
45. {
46. if (other.CompareTag("Spike"))
47. {
48. anim.SetTrigger("dead");
49. }
50. }
51. public void PlayerDead()
52. {
53. playerDead = false;
54. GameManager.GameOver(playerDead);
55. }
56. private void OnDrawGizmosSelected()
57. {
58. Gizmos.color = Color.blue;
59. Gizmos.DrawWireSphere(groundCheck.transform.position, checkRadius);
60. }
61. }