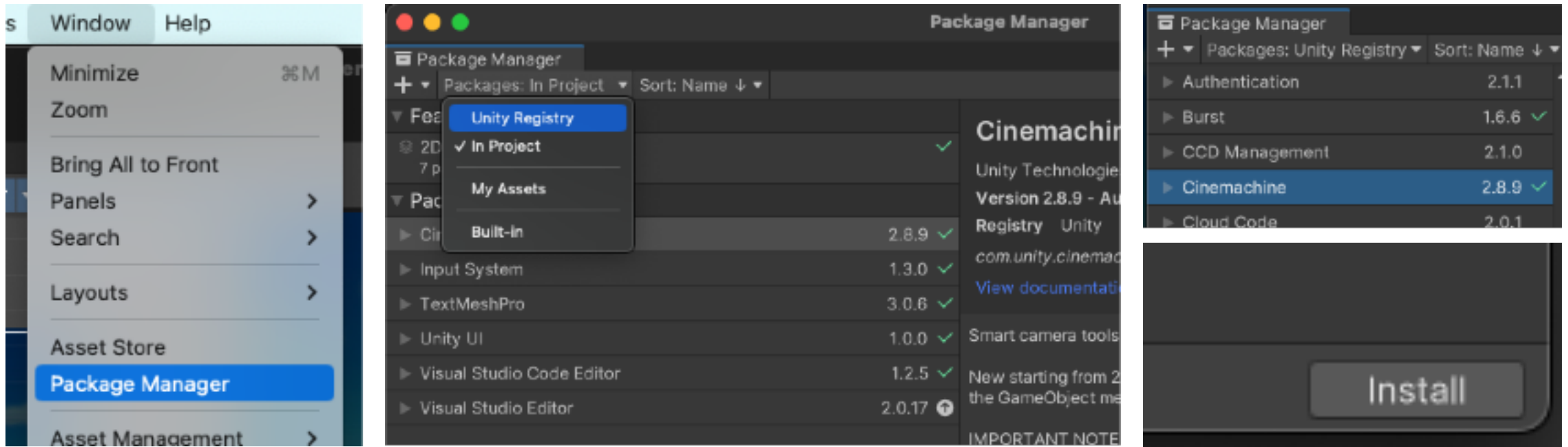


# Unity Package Manager

Open Package Manager, select Unity Registry, install Cinemachine & Input System



# Assignment (StartProject)

Camera Follow

Configure the Player

Programming the Player

Jump

Move

ResetPlayer

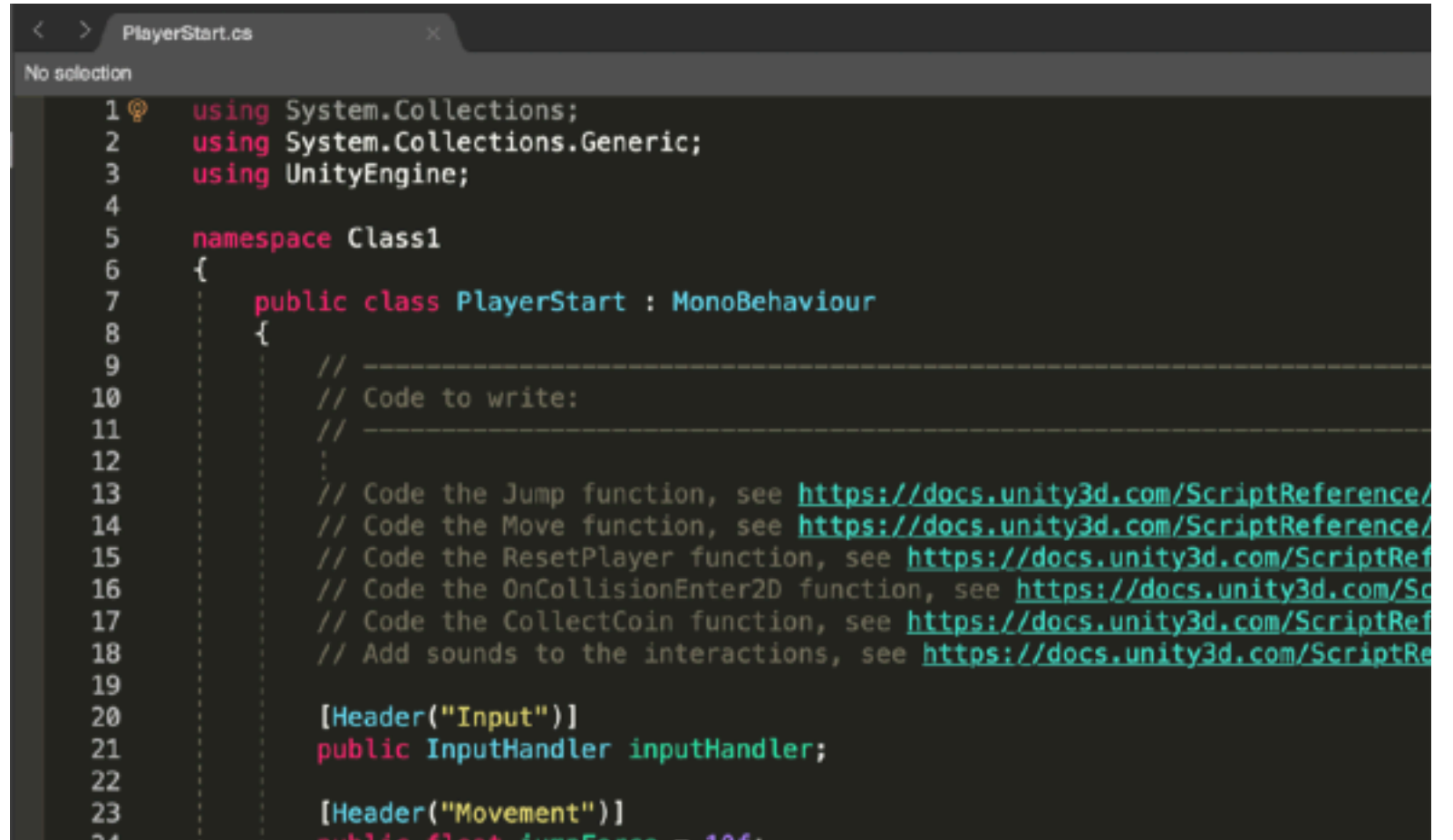
OnCollisionEnter2D

CollectCoin

Jump Sprite

Add Coins

Play Around



```
< > PlayerStart.cs
No selection
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4
5 namespace Class1
6 {
7     public class PlayerStart : MonoBehaviour
8     {
9         // -----
10        // Code to write:
11        // -----
12        :
13        // Code the Jump function, see https://docs.unity3d.com/ScriptReference/
14        // Code the Move function, see https://docs.unity3d.com/ScriptReference/
15        // Code the ResetPlayer function, see https://docs.unity3d.com/ScriptRef
16        // Code the OnCollisionEnter2D function, see https://docs.unity3d.com/Sc
17        // Code the CollectCoin function, see https://docs.unity3d.com/ScriptRef
18        // Add sounds to the interactions, see https://docs.unity3d.com/ScriptRe
19
20        [Header("Input")]
21        public InputHandler inputHandler;
22
23        [Header("Movement")]
24        public float jumpForce = 10f;
```

