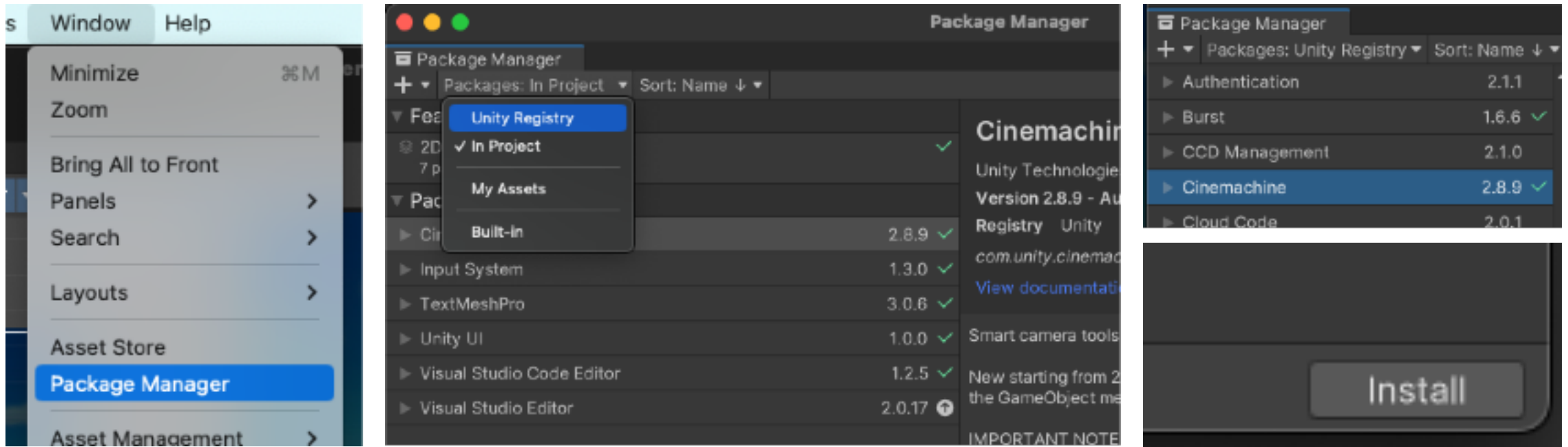


# Unity Package Manager

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



# Assignment (StartProject)

Camera Follow

Configure the Player

Programming the Player

Jump

Move

ResetPlayer

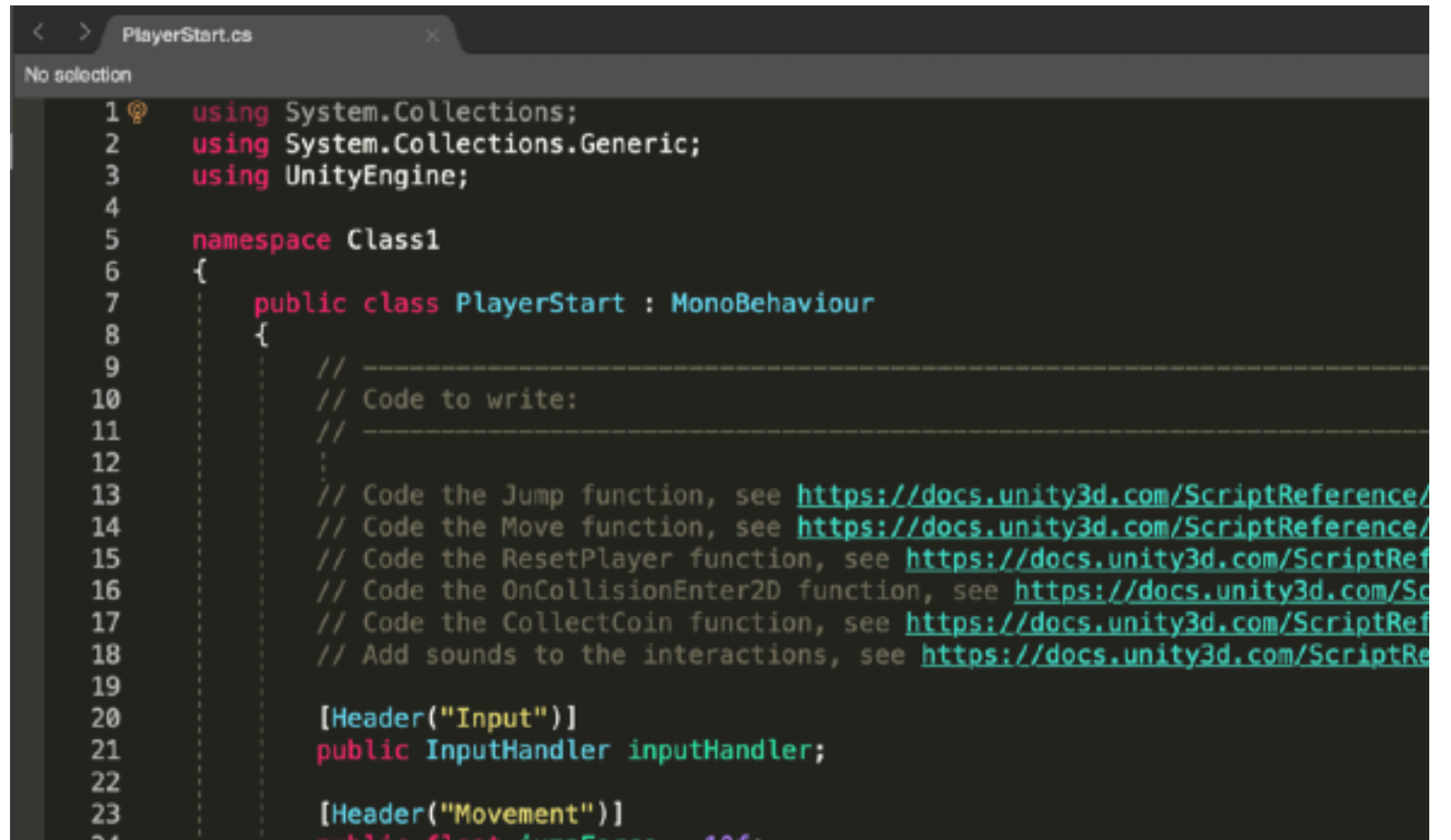
OnCollisionEnter2D

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;
```

