Assignment (StartProject)

Camera Follow

Configure the Player

Programming the Player

    Jump

    Move

    ResetPlayer

    OnCollisionEnter2D

    CollectCoin

Jump Sprite

Add Coins

Play Around

Rigidbody2D - Component

Note: Requires a Collider2D to work!

Body Types:

    Dynamic / Kinematic / Static

Constraints:

    Freeze Position X/Y, Freeze Rotation Z

Material:

    PhysicsMaterial2D, friction and bounciness

Mass, Gravity Scale and Linear Drag ('air-friction') settings for "weight"