Assignment (StartProject)

Camera Follow

Configure the Player

Programming the Player

    Jump

    Move

    ResetPlayer

    OnCollisionEnter2D

    CollectCoin

Jump Sprite

Add Coins

Play Around


```csharp
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")]
```

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"

Rigidbody 2D	
Body Type	Dynamic
Material	None (Physics Material 2D)
Simulated	✔
Use Auto Mass	
Mass	1
Linear Drag	1
Angular Drag	0.05
Gravity Scale	2
Collision Detection	Discrete
Sleeping Mode	Start Awake
Interpolate	None
▶ Constraints	
▶ Info	