

# 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;
```



# Rigidbody2D - Component

Note: A Rigidbody2D 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"

