

Player Changing Gravity 2D

In this tutorial we'll create a simple code for the Gravity for 2D. You will learn to code:

- Gravity
- Player control

I would assume you know the basics of Unity editor as well we will be tutorial Unity 5/2018.

Created a folder for the code player ability as well create a new C# Script call it Player set and put inside the Code player ability folder and attach it to the main character.

Writing down the following code and some of the code will be able in notepad to look at:

Gravity:

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class ChangingGravity : MonoBehaviour {
    private Rigidbody2D rb;
    private bool top;
    private void Start()
    {
        rb = GetComponent<Rigidbody2D>();
    }

    void Update()
    {
        if (Input.GetKeyDown(KeyCode.LeftArrow)){
            Physics2D.gravity = new Vector2(-9.81f, 0f);
        }else if (Input.GetKeyDown(KeyCode.DownArrow)){
            Physics2D.gravity = new Vector2(-9.81f, 0f);
        }else if (Input.GetKeyDown(KeyCode.UpArrow))
            Physics2D.gravity = new Vector2(-9.81f, 0f);
        else if (Input.GetKeyDown(KeyCode.RightArrow)){
            Physics2D.gravity = new Vector2(-9.81f, 0f);

            if (Input.GetKeyDown(KeyCode.Q))
                rb.gravityScale *= -1;
            Rotation();
        }
    }
    void Rotation(){
        if (top == false)
        {
            transform.eulerAngles = new Vector3(0, 0, 100f);
        }else {
            transform.eulerAngles = Vector3.zero;
        }

        top = !top;
    }
}
```