Tutorial 2 – jump

It is a code for implementing a simple jump into your movement script.

Tutorial used - https://www.youtube.com/watch?v=vdOFUFMiPDU

1. The jump can be implemented into a movement script.
2. Create some variables – jump force, bool for grounded so the jump is only

```
public float jumpForce = 6.0F;
public CapsuleCollider col;
public bool grounded;
```

   allowed when the player touches ground

3. Then create if statements for jumping when pressing space and being on ground

```
if (grounded == true && Input.GetKeyDown(KeyCode.Space))
{
    rb.AddForce (Vector3.up * jumpForce, ForceMode.Impulse);
}
else if (grounded == false && Input.GetKeyDown(KeyCode.Space))
{
    return;

}
```

4. Then create an if statement that will allow jumping (player will be grounded) when it touches objects tagged "ground"

```
void OnCollisionEnter (Collision collision){
    if (collision.gameObject.CompareTag ("Ground")) {
        grounded = true;
    }
}
    void OnCollisionExit (Collision collision){
    if (collision.gameObject.CompareTag("Ground")) {
            grounded = false;
        }
```