In this tutorial I will be explaining how to make a jump script in unity.

Firstly, you will need to make a capsule and apply a rigid body to it.

Now make a blank script and call it Jump. Now drag it onto the capsule.

Now, open the script.

Firstly, you will need to add "public Rigidbody rb;" this references the rigid body on the capsule.

In the start section of the script you need to GetComponent of the Rigidbody. Like this;

```
private void Start()
{
    rb = GetComponent<Rigidbody>();
}
```

 Now, in the void Update section we will add the jump function so that when you press the spacebar you can jump. We will do this in an if function. Here in the if function we can set what dimensions we want our jump to work in.

```
void Update()
{
    if (Input.GetButtonDown("Jump"))
    {
        rb.AddForce(new Vector3(0, 5, 0), ForceMode.Impulse);
    }

}
```

The if function uses "(Input.GetButtonDown("Jump")) the Jump button is set as space in the unity controller. We put the jump script in here because if the jump script was outside an if function then it would move you up by 5 units every update of the game. Now save and you should have a working jump script for unity.

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