

Coin Collect Behaviour

Add the Script **CoinScript.cs** to the object you want to be a collectable. Set the platforms to **Default Layers** so the player knows what it can and cannot jump and move around on. Then add the Scripts **PlayerMovement.cs** and **PlayerScript.cs** to the object you want to move, jump and also pick up the collectables.

Set the **Speed** and **JumpForce** to however you like. Don't mess with the settings on the **PlayerScript.cs** as the points will go up by itself when you collect the coin. Make sure there is a **Rigidbody** and **SphereCollider** as in the example the player object is a sphere. Also for the coin make sure the collider on the **box collider** on the coin **is trigger** is **on** so it will disappear when the player touches it.

Once you have followed all these steps hit the **Play Button**. To move around use the **arrow keys** or **W,S,A,D** keys and the **space bar** is to jump around. Collecting the coins **needs no key** just make the **player walk into it**.

Example Scene

Included in this Package is an example demonstrating how the movement project should behave.

- Create the player object
- Add **sphere collider** and **Rigidbody** to player object
- Create the platforms
- Create the coins
- Add **box collider** to the coin
- Set the platforms layer to **default**
- Add **Player Script** and **player Movement script** to the player object
- Add the **Coinscript** to the coin object
- Adjust the camera
- Run game to test

The player should be able to move with **arrow** or **W,S,A,D** keys and jump around when **space bar is pressed** and when it touches the coin in the top left corner the score should go up and the coin should disappear.