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Unity tutorial 3

Jump Pad

Create a collision enter for the jump pad. Set an if statement for a collision with the player. If the collision triggers, set the x axis velocity to 20.

```csharp
using UnityEngine;

public class BouncePad : MonoBehaviour
{
    private void OnTriggerEnter2D(Collider2D collision)
    {
        if (collision.tag == "Player")
        {
            collision.attachedRigidbody.velocity = new
Vector2(collision.attachedRigidbody.velocity.x, 20f);
        }
    }
}
```