

```
1 using UnityEngine;
2
3 public class OnGround : MonoBehaviour
4 {
5     private Movement Move;
6
7     public void Start()
8     {
9         Move = gameObject.transform.parent.GetComponent<Movement>();
10    }
11
12    // If the collider hits the map / other player, it will allow the player to jump
13    private void OnCollisionEnter2D(Collision2D collision)
14    {
15        if (collision.collider.tag == "Map")
16        {
17            Move.TouchGround();
18        }
19    }
20
21    // If the collider is no longer touching the map / other player, the player can't jump
22    private void OnCollisionExit2D(Collision2D collision)
23    {
24        if (collision.collider.tag == "Map")
25        {
26            Move.LeaveGround();
27        }
28    }
29 }
30
```