public float maxVel = 10f;

Rigidbody2D rb2d;

public float jumpspeed;

public float crouchspeed;

public float runspeed;

// Start is called before the first frame update

void Start()

{

rb2d = GetComponent<Rigidbody2D>();

}

private void OnCollisionEnter2D(Collision2D other)

{

if (other.gameObject.tag == "Obsticle")

{

runspeed /= 2f;

runspeed++;

}

}

private void OnTriggerEnter2D(Collider2D collision)

{

}

// Update is called once per frame

void Update()

{

if (Input.GetKeyDown(KeyCode.UpArrow))

{

rb2d.AddForce(transform.up \* jumpspeed);

}

if (Input.GetKeyDown(KeyCode.DownArrow))

{

rb2d.AddForce(-transform.up \* jumpspeed);

}

}

private void FixedUpdate()

{

if (rb2d.velocity.sqrMagnitude < maxVel)

rb2d.AddForce(transform.right \* runspeed);

}

void OnGUI()

{

GUI.Label(new Rect(10, 10, 100, 20), "Speed: " + rb2d.velocity.magnitude);

}

}