public class PlayerMovement : MonoBehaviour

{

Rigidbody2D rb2d;

public float jumpspeed;

public float crouchspeed;

// Start is called before the first frame update

void Start()

{

rb2d = GetComponent<Rigidbody2D>();

}

private void OnCollisionEnter2D(Collision2D collision)

{

}

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);

}

}

}