```csharp
using UnityEngine;

public class PlayerMove : MonoBehaviour
{
    public float speed = 5f;
    public float jumpForce = 7f;

    private Rigidbody2D rb;
    private bool isGrounded;

    void Start()
    {
        rb = GetComponent<Rigidbody2D>();
    }

    void Update()
    {
        // Movimiento izquierda y derecha
        float move = Input.GetAxis("Horizontal");
        rb.velocity = new Vector2(move * speed, rb.velocity.y);

        // Saltar
        if (Input.GetKeyDown(KeyCode.Space) && isGrounded)
        {
            rb.velocity = new Vector2(rb.velocity.x, jumpForce);
        }
    }

    private void OnCollisionEnter2D(Collision2D collision)
    {
        // Detectar suelo
```

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class CheckGround : MonoBehaviour
{
    // Variable estática que consultamos desde PlayerMove
    public static bool isGrounded;

    private void OnTriggerEnter2D(Collider2D collision)
    {
        // Es buena práctica verificar que chocamos con el suelo
        // Puedes usar un Tag llamado "Suelo" o "Ground"
        isGrounded = true;
    }

    private void OnTriggerExit2D(Collider2D collision)
    {
        isGrounded = false;
    }
}
```