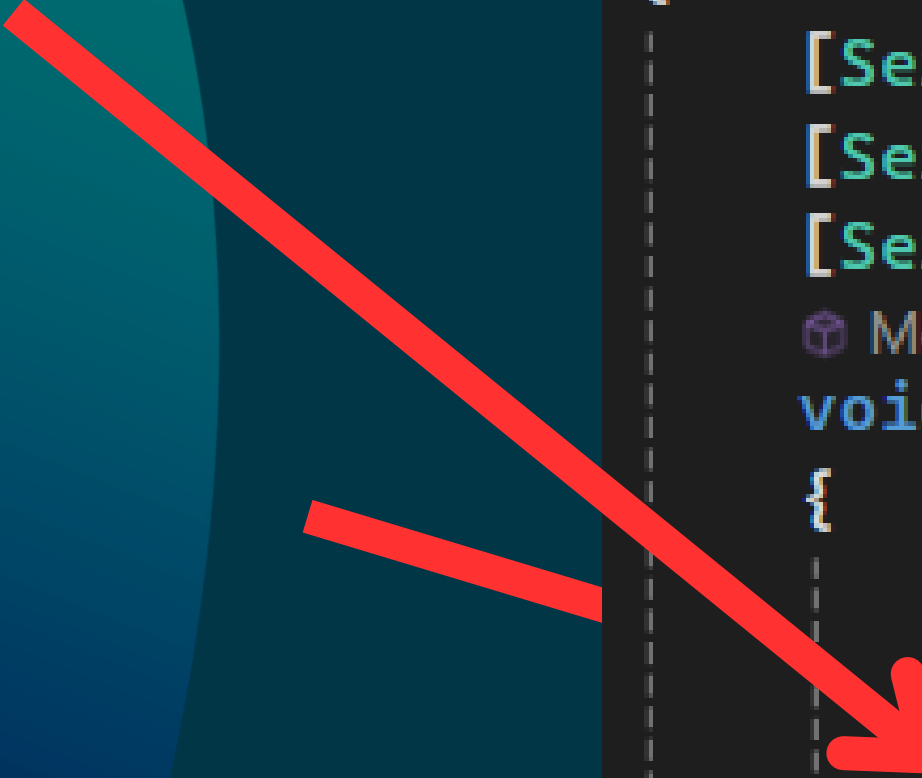


# Atualize o GameController

```
public class GameController : MonoBehaviour
{
    [SerializeField] Transform _groundBase;
    [SerializeField] float _groundH;
    [SerializeField] float _distance;
    ⓘ Mensagem do Unity | 0 referências
    void Start()
    {
        _groundH = _groundBase.position.y;
        for (int i = 0; i < 10; i++)
        {
            Invoke("GroundStart", 0.25f);
        }
    }
}
```



# Atualize o GameController

0 referências

```
void GroundStart()
```

```
{
```

```
    GameObject bullet = GroundPool._groundPool.GetPooledObject();
```

```
    if (bullet != null)
```

```
    {
```

```
        bullet.transform.position = new Vector2(bullet.transform.position.x, _groundH + _distance);
```

```
        _groundH = bullet.transform.position.y;
```

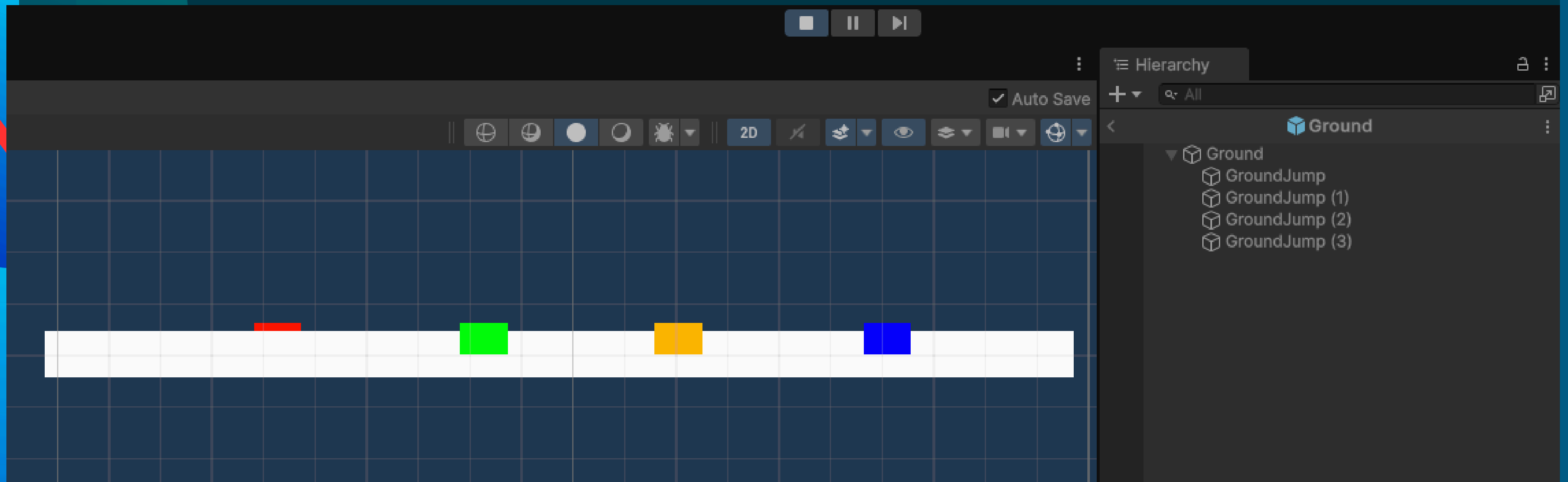
```
        //bullet.transform.rotation = turret.transform.rotation;
```

```
        bullet.SetActive(true);
```

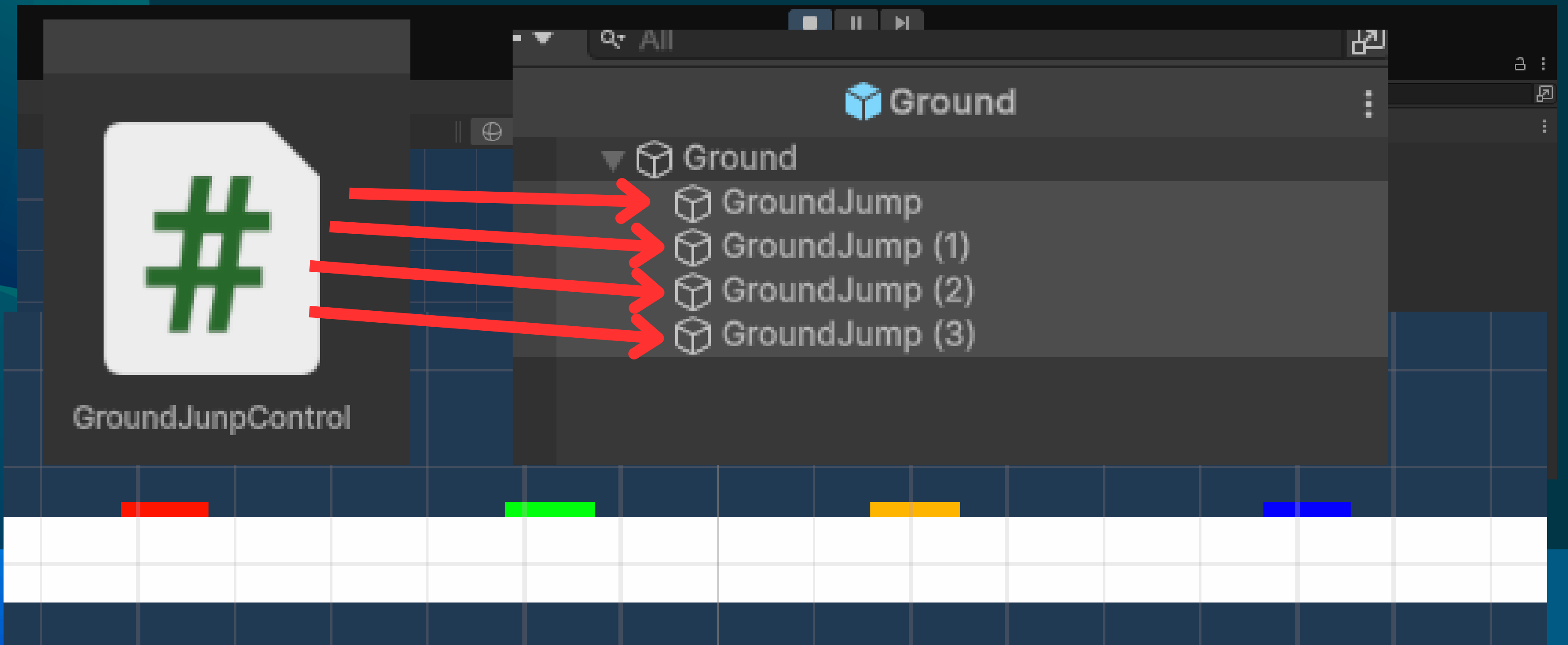
```
    }
```

```
}
```

# Atualize o Prefab



# Crie uma classe GroundJumpControl

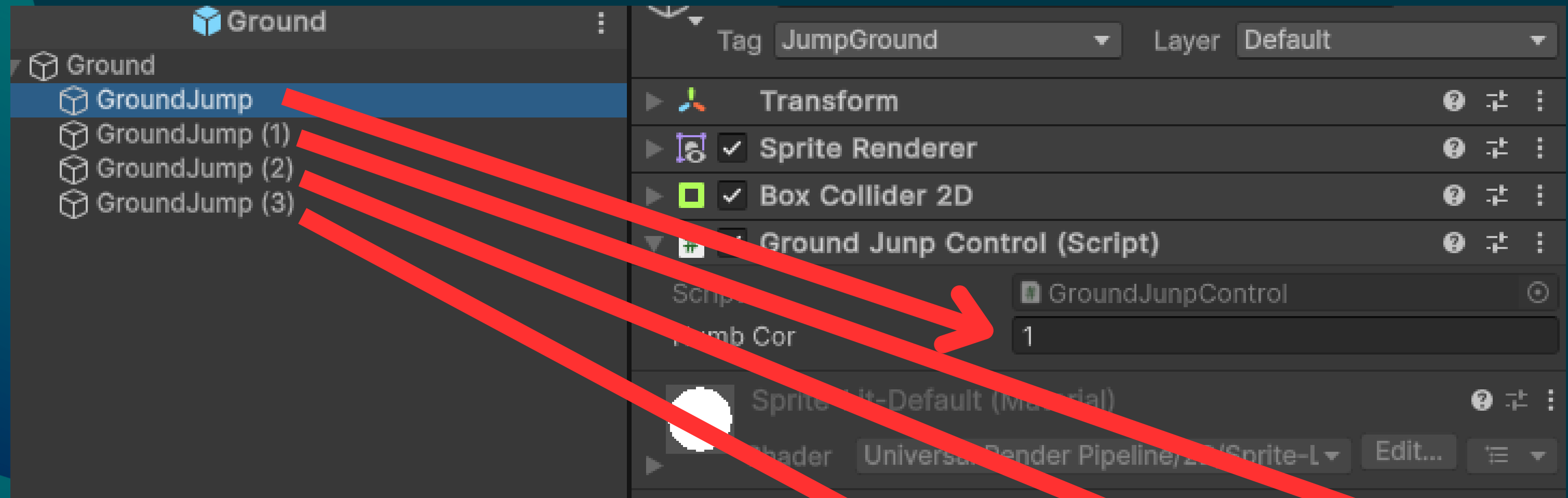


# Declare \_numbCor

 [Script do Unity \(4 referências de ativo\)](#) | 0 referências

```
public class GroundJunpControl : MonoBehaviour
{
    public int _numbCor;
}
```

# Declare \_numbCor

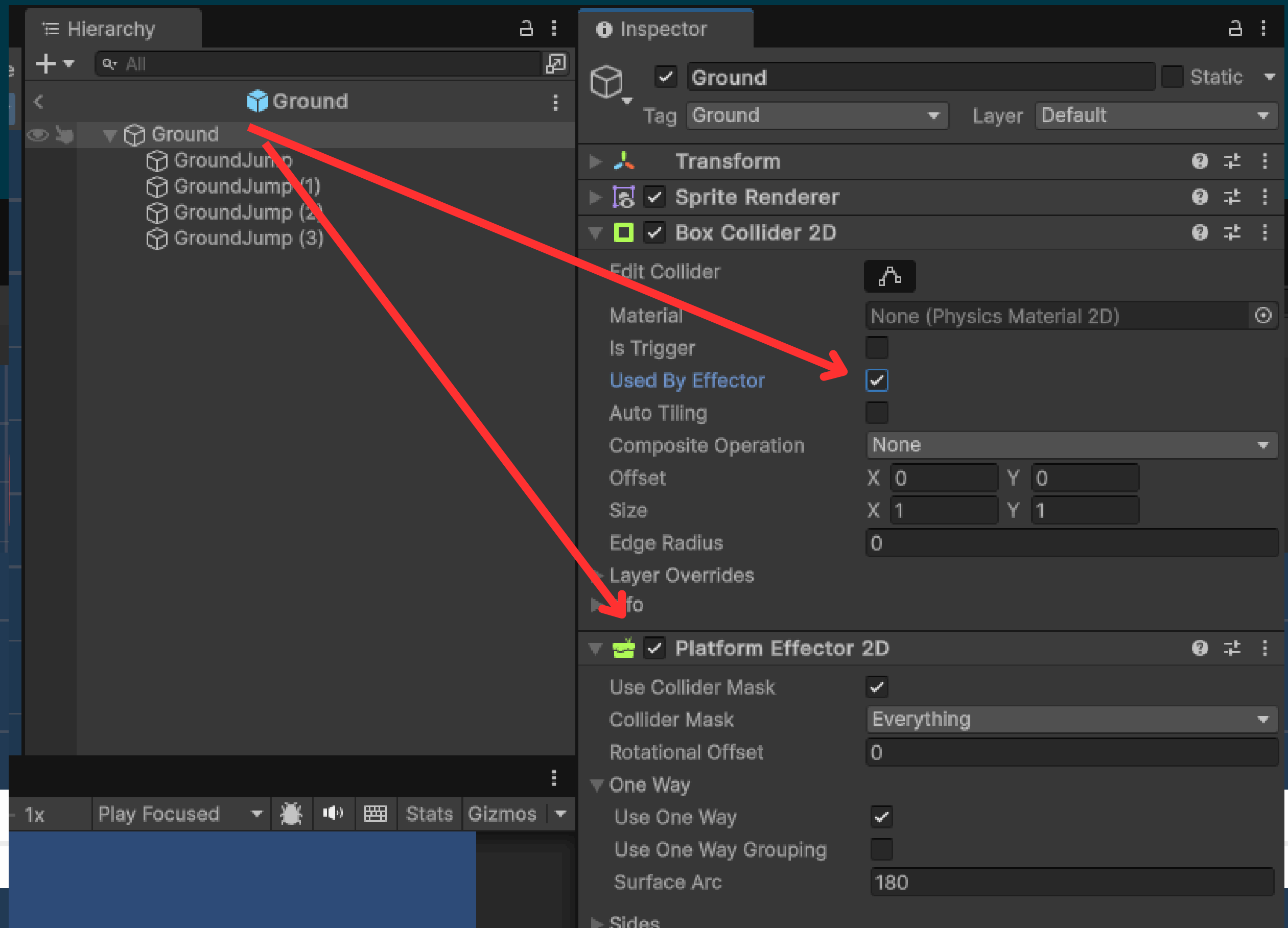


# Atualize O MovePlayer

📦 Mensagem do Unity | 0 referências

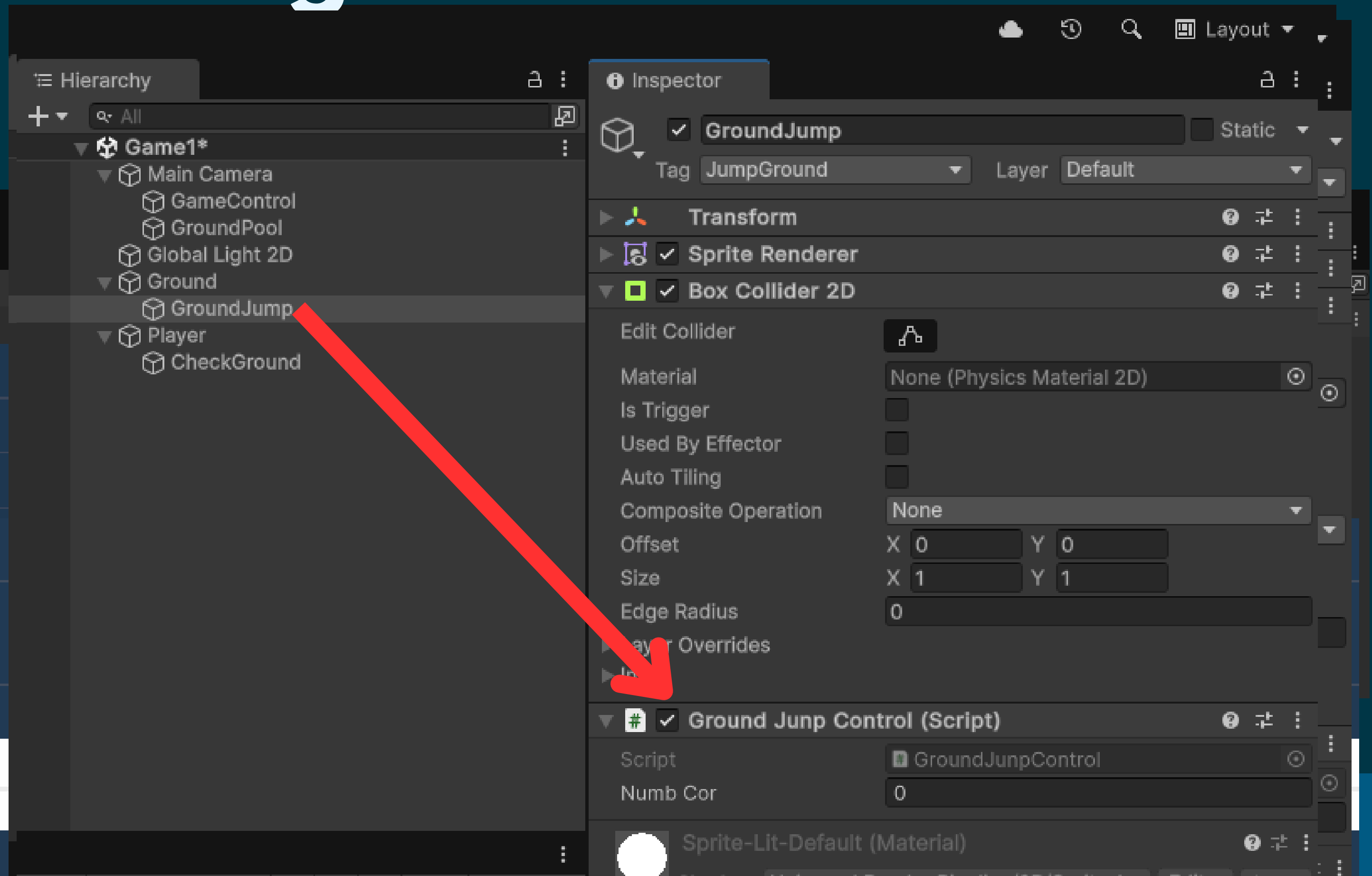
```
private void OnTriggerEnter2D(Collider2D collision)
{
    if (collision.gameObject.CompareTag("JumpGround"))
    {
        if (collision.gameObject.GetComponent<GroundJunpControl>()._numbCor == 1)
        {
            Jump();
            Debug.Log("Pular");
        }
    }
}
```

# No Prefab





# No ground Base



# Atualize 0 MovePlayer

📦 Mensagem do Unity | 0 referências

```
private void OnTriggerEnter2D(Collider2D collision)
```

```
{
```

```
    if (collision.gameObject.CompareTag("JumpGround"))
```

```
    {
```

```
        GroundJunpControl groundJump = collision.gameObject.GetComponent<GroundJunpControl>();
```

```
        if (groundJump._numbCor == 1 || groundJump._numbCor==0)
```

```
        {
```

```
            Jump();
```

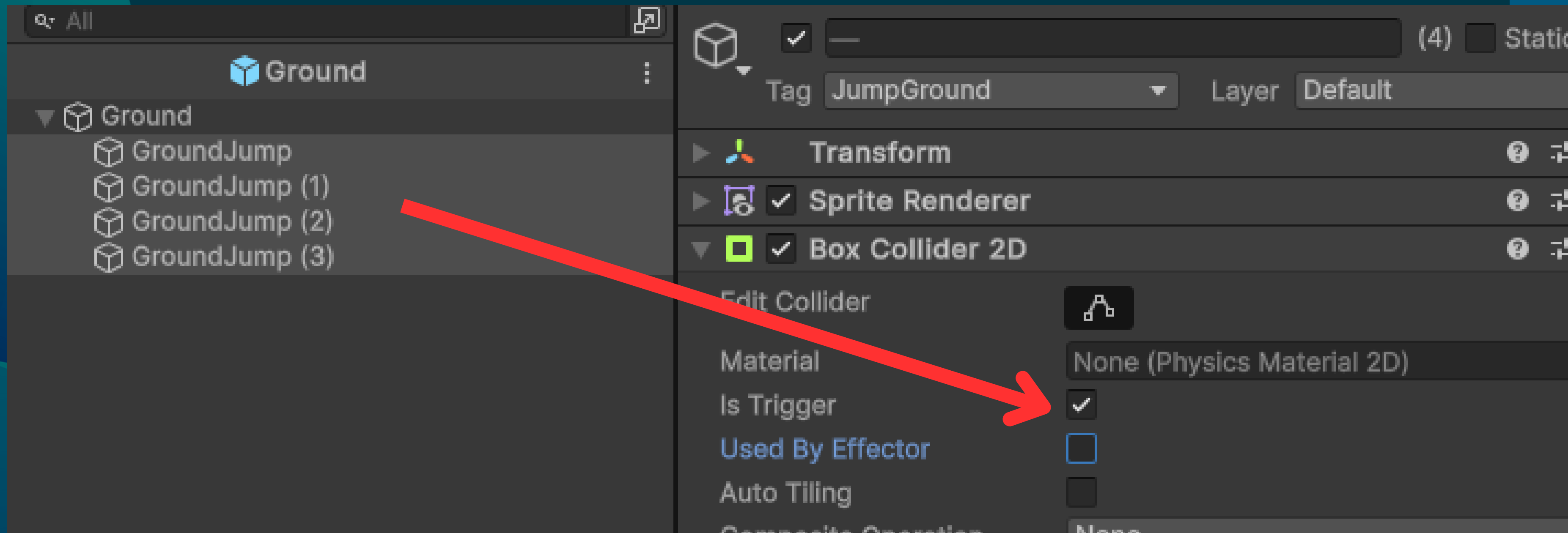
```
            Debug.Log("Pular");
```

```
        }
```

```
    }
```

```
}
```

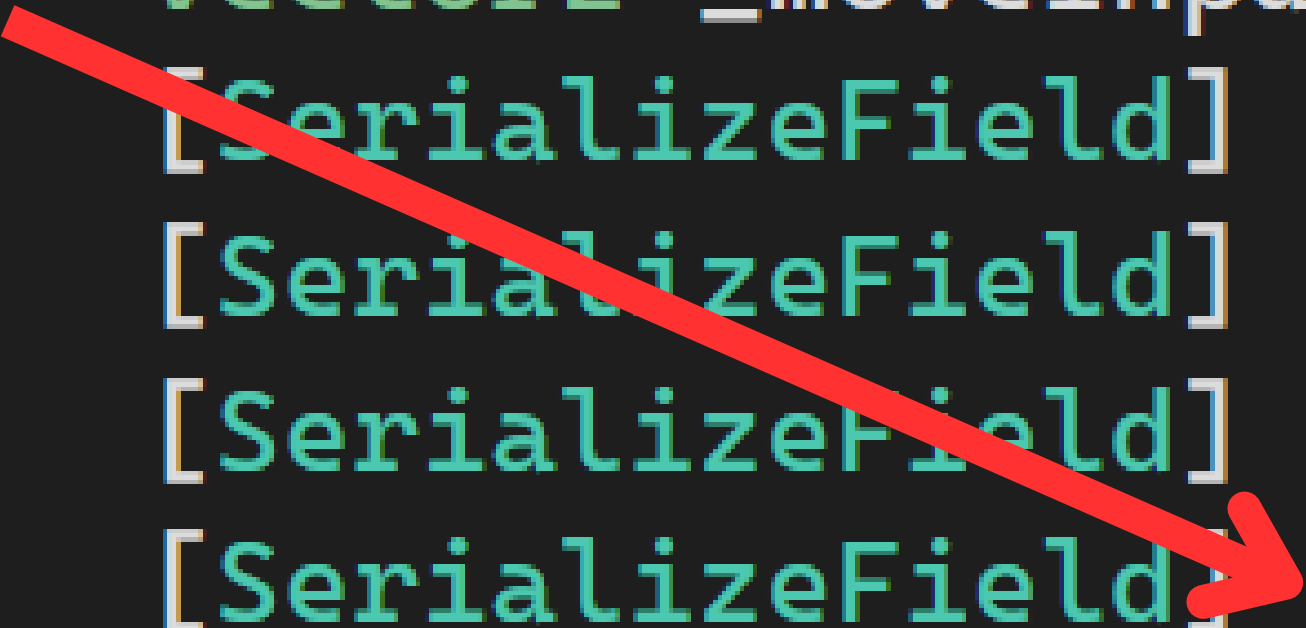
# Ative o trigger



# Declare esta variavel

Script do Unity (1 referência de ativo) | 0 referências

```
public class MovePlayer : MonoBehaviour
{
    Rigidbody2D _rb;
    Vector2 _moveInput;
    [SerializeField] float _speed;
    [SerializeField] float _forceJump;
    [SerializeField] bool _checkGround;
    [SerializeField] int _numbSort;
```



# implente nesta função

```
private void OnTriggerEnter2D(Collider2D collision)
{
    if (collision.gameObject.CompareTag("JumpGround"))
    {
        GroundJumpControl groundJump = collision.gameObject.GetComponent<GroundJumpControl>();

        if (groundJump._numbCor == _numbSort || groundJump._numbCor==0)
        {
            Jump();
            Debug.Log("Pular");

            _numbSort= Random.Range(1, 5);
        }
    }
}
```