Code Camera flollow

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class camerafl : MonoBehaviour

{

public Transform player;

public Vector3 offset;

// Start is called before the first frame update

void Start()

{

player = GameObject.Find("Idle (32x32)\_0").GetComponent<Transform>();

}

// Update is called once per frame

void Update ()

{

transform.position = new Vector3 (player.position.x + offset.x, player.position.y + offset.y, offset.z); // Camera follows the player with specified offset position

}

}

Code DiChuyenNhanVat

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

using UnityEngine.UI;

using TMPro;

public class DiChuyenNhanVat : MonoBehaviour

{

public Animator hanhdong;

bool isground;

public float speed = 5f;

private Rigidbody2D player;

public float jumpSpeed = 8f;

public bool TrangThaiNhay = false;

private static GameObject Instance;

[SerializeField] private int count=0;

[SerializeField] private int countgem=0;

public TMP\_Text cherytext;

public TMP\_Text gemtext;

void Start()

{

player = GetComponent<Rigidbody2D>();

}

void Awake() {

if (Instance == null)

{

Instance = gameObject;

DontDestroyOnLoad(gameObject);

}

else

{

Destroy(gameObject);

}

}

void Update()

{

direction = Input.GetAxis("Horizontal");

// Debug.Log(direction);

hanhdong.SetFloat("ChuyenTT",Mathf.Abs(direction));

Flip();

if (Input.GetButtonDown("Jump")

{

player.velocity = new Vector2(player.velocity.x, jumpSpeed);

hanhdong.SetBool("TTNhay", true);

}

}

void FixedUpdate ()

{

if (direction > 0f)

{

player.velocity = new Vector2(direction \* speed, player.velocity.y);

}

else if (direction < 0f)

{

player.velocity = new Vector2(direction \* speed, player.velocity.y);

}

else

{

player.velocity = new Vector2(0, player.velocity.y);

}

}

private bool isFacingRight = true;

private float direction = 0f;

private void Flip()

{

if (isFacingRight && direction < 0f || !isFacingRight && direction > 0f)

{

isFacingRight = !isFacingRight;

Vector3 localScale = transform.localScale;

localScale.x \*= -1f;

transform.localScale = localScale;

}

}

public void OnTriggerEnter2D(Collider2D collision) {

if(collision.gameObject.tag=="item")

{

Destroy(collision.gameObject);

count +=5;

cherytext.text = count.ToString();

}

if(collision.gameObject.tag=="gem")

{

Destroy(collision.gameObject);

countgem +=10;

gemtext.text = countgem.ToString();

}

}

private void OnCollisionEnter2D(Collision2D other)

{

if (other.gameObject.CompareTag("dat"))

{

isground = false;

hanhdong.SetBool("TTNhay", false);

}

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

{

Destroy(other.gameObject);

}

}

}

Code Change Level

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

using UnityEngine.SceneManagement;

public class change\_level : MonoBehaviour

{

public int iLevelToLoad;

private void OnTriggerEnter2D(Collider2D collision)

{

GameObject coll = collision.gameObject;

if (coll.name == "Idle (32x32)\_0")

{

SceneManager.LoadScene(iLevelToLoad);

coll.transform.position = new Vector3(0,8, 0);

}

}

}

Code Start game menu

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

using UnityEngine.UI;

using UnityEngine.SceneManagement;

public class StartGame : MonoBehaviour

{

public Button yourButton;

// Start is called before the first frame update

void Start()

{

Button btn = yourButton.GetComponent<Button>();

btn.onClick.AddListener(PlayGame);

}

public void PlayGame()

{

SceneManager.LoadScene("SampleScene");

}

}

Code bot

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class enemy\_move : MonoBehaviour

{

public float speed = 0.8f;

public float range = 3;

float startingX;

int dir = 1;

void Start()

{

startingX = transform.position.x;

}

void FixedUpdate()

{

transform.Translate(Vector2.left \* speed \* Time.deltaTime \* dir);

if (transform.position.x < startingX || transform.position.x > startingX + range)

dir \*= -1;

transform.localScale = new Vector3(-dir\*2, 2, 1);

}

}