```
void OnCollisionEnter2D(Collision2D other){
    if (other.gameObject.tag == "GROUND" || other.gameObject.tag == "BOX") {
            isGrounded = true;
            canDoubleJump = false;
            Jumping = false;
            anim.SetInteger ("State", 0);
        }
if (other.gameObject.CompareTag ("Enemy")||other.gameObject.CompareTag ("Rock")) {
        GameCtrl.instance.PlayerDiedAnimation (gameObject);
    }
}

public void WalkLeft(){
```