using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class player\_contols : MonoBehaviour

{

    //Variaveis

    private Rigidbody2D rb;

    public float inputX;

    public bool inputJump;

    public float speed;

    public float forceJump;

    public bool inGround;

    // Start is called before the first frame update

    void Start()

    {

        rb = GetComponent<Rigidbody2D>();

    }

    // Update is called once per frame

    void Update()

    {

        input ();

        JumpLogic();

    }

    private void FixedUpdate()

    {

       MoveLogic();

    }

    private void OnCollisionEnter2D (Collision2D collision){

        if(collision.gameObject.layer == LayerMask.NameToLayer("Ground"))

    inGround = true;

    }

    private void OnCollisionExit2D (Collision2D collision){

        if(collision.gameObject.layer == LayerMask.NameToLayer("Ground"))

    inGround = false;

    }

    public void input ()

    {

        inputX = Input.GetAxisRaw("Horizontal");

        inputJump = Input.GetKeyDown(KeyCode.Space);

    }

    public void JumpLogic()

    {

        if(inputJump == true && inGround == true)

        {

            rb.velocity = new Vector2(rb.velocity.x, forceJump);

        }

    }

    public void MoveLogic()

    {

     rb.velocity = new Vector2(inputX \* speed, rb.velocity.y);

    }

}