Unity RPG Tutorial #8- Adding Collision Physics And Rigidbody Movement.

1. We need to add collision physics and rigidbody movement to make the player detect boundaries and such, like from the last lesson #7.
2. Click on your “Player” in unity. Now click Add component on the inspector to the right. Type in Box Collider 2D.
3. Now click on your “Player” in unity (to the left again). Now in the inspector to the right, click add component( on the bottom) and Type RigidBody 2D and click enter. In Rigidbody 2d in the inspector, set Gravity Scale to 0. Click on constraints under rigid body 2d as well, and click the box to freeze rotation for z axis (so the game does not glitch you sideways).
4. Open up the PlayerController in your scripts folder (located under console at the bottom box in the middle left of unity. Add these new scripts, and add the two slashes to the vector 3 scripts

Public class PlayerController : MonoBehaviour {

Private RigidBody2D myRigidbody;

void Start() {

myRigidBody = GetComponent<RigidBody2D>();

}

void Update(){

if(Input.GetAxisRev(“Horizontal”)….

//transform.Translate (new Vector3(Input.GetAxisRaw(“Horizontal”) \* moveSpeed \* Time.deltaTime, 0f.

myRigidbody.velocity = new Vector2(Input.GetAxisRaw(“Horizontal”) \* moveSpeed, myRigidbody.velocity.y);

if(Input.GetAxisRev(“Vertical”)….

//transform.Translate (new Vector3(Input.GetAxisRaw(“Vertical”) \* moveSpeed \* Time.deltaTime, 0f.

myRigidbody.velocity = new Vector2(myRigidbody.velocity.x, Input.GetAxisRaw(“Vertical”) \*moveSpeed );

save this script.

Now you should not bounce, but your force is making your character go skating. (which would be good for a skating minigame).

To change this, go back to the script

Type this

void Update() {

if(Input.GetAxisRaw(“Horizontal”) < 0.5f && Input.GetAxisRaw(“Horizontal”) > -0.5f) {

myRigidbody.velocity = new Vector2(0f, myRigidbody.velocity.y);

}

if(Input.GetAxisRaw(“Vertical”) < 0.5f && Input.GetAxisRaw(“Vertical”) > -0.5f) {

myRigidbody.velocity = new Vector2( myRigidbody.velocity.x, 0f);

}

Save the script.

1. Now that you saved the script, the ice skating has stopped. You can choose to save this as a separate script to add, and create an ice skating part if your playing an ice level. Now he can’t walk through collision, and you can enjoy the collision effects more fluidly.