Rope Swing 2D

Hello there! I Hope you make good use of this asset!

I explain how I made it step by step here:

https://www.youtube.com/playlist?list=PLQzQtnB2ciXTKSqtErTGQHGRmkGQn21xE

Scripts description:

- **PlayerScript.cs:**

  This script is not needed for the ropeswing to work, it is only used to apply force to the player

- **Throwhook.cs:**

  This script is necessary for the ropeswing to work. It check the key to create a rope or delete current one.

- **RopeScript.cs:**

  Here is where all the magic happens. This script is present in the hook of the rope. What it does is that as the hook travels away from the player into the desired position, it instantiates nodes. Node are no more than joints/rotation points where the rope can bend.