Lab 6 - Enemy di chuyển theo trục Y

```csharp
EnemyJump.cs    ✕

using UnityEngine;
using System.Collections;

public class EnemyJump : MonoBehaviour {
    private Rigidbody2D enemybody;
    public bool checkBotton;
    // Use this for initialization
    void Start () {
        enemybody = GetComponent<Rigidbody2D>();
    }

    // Update is called once per frame
    void Update () {
        float moveForceY = 0f;
        if (checkBotton)
        {
            moveForceY = -6f;
        }
        else
        {
            moveForceY = 6f;
        }
        enemybody.velocity = new Vector2(0, transform.localScale.y) * moveForceY;
    }
```

```
25          void OnCollisionEnter2D(Collision2D target)
26          {
27              if (target.gameObject.tag == "Botton")
28              {
29                  checkBotton = false;
30              }
31              if (target.gameObject.tag == "Maxhightcret")
32              {
33                  checkBotton = true;
34              }
35          }
36      }
37
```