

Control Character by Button

```
public void BackCT()
{
    // khia bao 2 gia tri
    float forceX = 0f;
    float forceY = 0f;
    // nhan gia toc hien tai cua nhan vat
    float velo = Mathf.Abs(mybody.velocity.x);
    // nhan hanh dong tu ban phim

    // kiem tra gia toc
    if (velo < 4f)
    {
        forceX = -155f;
    }
    anim.SetBool("walked", true);
    // hanh dong xaoy mat
    Vector2 scale = transform.localScale;
    scale.x = -1.5f;
    transform.localScale = scale;

    if (checkdie)
    {
        anim.SetBool("playdie", true);
    }
    // cap nhat thong tin vi tri
    mybody.AddForce(new Vector2(forceX, forceY));
}
```

```
public void GoCT()
{
    // khia bao 2 gia tri
    float forceX = 0f;
    float forceY = 0f;
    // nhan gia toc hien tai cua nhan vat
    float velo = Mathf.Abs(mybody.velocity.x);
    // nhan hanh dong tu ban phim
    //float key = Input.GetAxisRaw("Horizontal");
    // xet cac truong hop

    // kiem tra gia toc
    if (velo < 4f)
    {
        forceX = 155f;
    }
    // hanh dong di chuyen
    anim.SetBool("walked", true);
    // hanh dong xaoy mat
    Vector2 scale = transform.localScale;
    scale.x = 1.5f;
    transform.localScale = scale;

    if (checkdie)
    {
        anim.SetBool("playdie", true);
    }
    // cap nhat thong tin vi tri
    mybody.AddForce(new Vector2(forceX, forceY));
}
```

```

95     public void JumpCT()
96     {
97         // khia bao 2 gia tri
98         float forceX = 0f;
99         float forceY = 0f;
100        // nhan gia toc hien tai cua nhan vat
101        float velo = Mathf.Abs(mybody.velocity.x);
102        // nhan hanh dong tu ban phim
103        float key = Input.GetAxisRaw("Horizontal");
104        // xet cac truong hop
105        if (key > 0) // khi nhan D
106        {
107            // kiem tra gia toc
108            if (velo < 4f)
109            {
110                forceX = 15f;
111            }
112            // hanh dong di chuyen
113            //anim.SetBool("walked", true);
114            anim.SetBool("walked", true);
115            // hanh dong xaoy mat
116            Vector2 scale = transform.localScale;
117            scale.x = 1.5f;
118            transform.localScale = scale;
119        }
120        else if (key < 0)
121        {
122            // kiem tra gia toc
123            if (velo < 4f)
124            {
125                forceX = -15f;
126            }
127            anim.SetBool("walked", true);
128            // hanh dong xaoy mat
129            Vector2 scale = transform.localScale;
130            scale.x = -1.5f;
131            transform.localScale = scale;
132        }else

```

```
132     }else
133     {
134         anim.SetBool("walked", false);
135     }
136
137     if (grounded)// chỉ nhảy khi nó dừng trên đất
138     {
139         forceY = 300f;
140         grounded = false;
141         anim.SetBool("jump", true);
142     }
143     else
144     {
145         anim.SetBool("jump", false);
146     }
147
148
149     if (checkdie)
150     {
151         anim.SetBool("playdie", true);
152     }
153     // cập nhật thông tin vị trí
154     mybody.AddForce(new Vector2(forceX,forceY));
155 }
156
```