**Pseudo Code - PlayerMovement**

START:

Animator AnimatorController

Public bool isGrounded = false

INPUT:

If (ButtonDown(“Jump”) and isGrounded == true) // “Jump” set to SPACE and w key

GetComponent<RigidBody2D>.AddForce(0f, 0.5f)

AnimatorController.SetTrigger(“Jump”)

If (ButtonDown(“Slide”) and isGrounded == true) // “Slide” set to c key

AnimatorController.SetTrigger(“Slide”)

END: