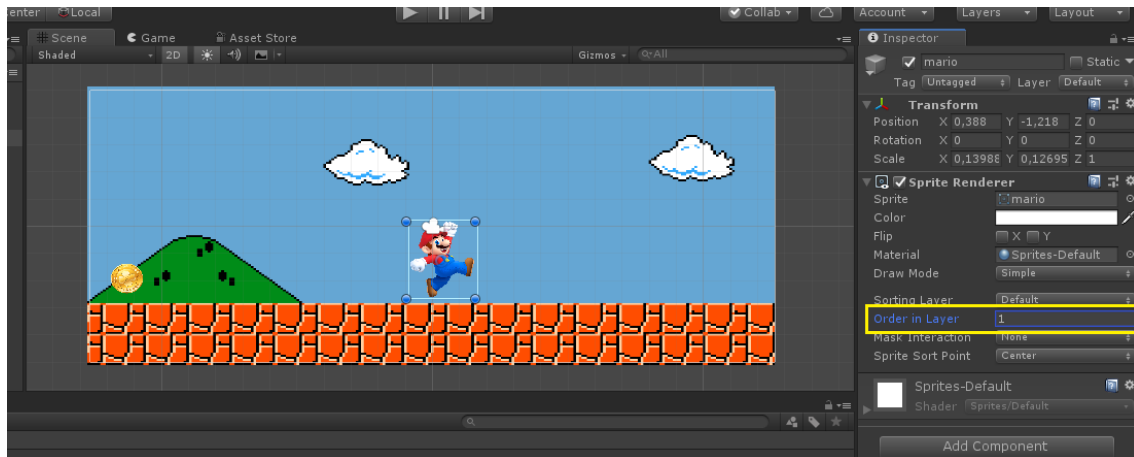
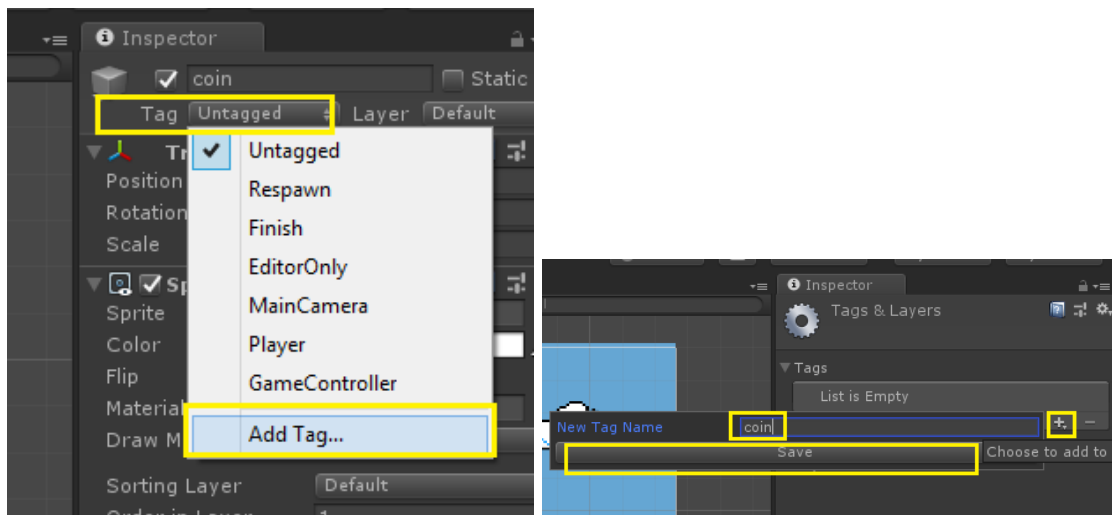


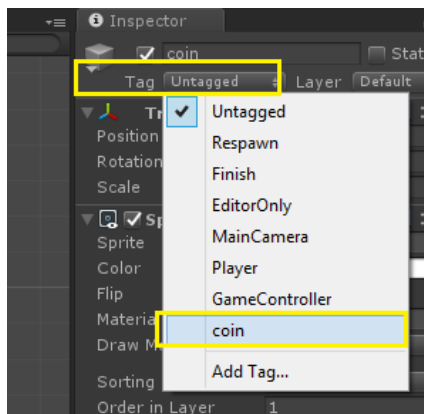
Crie um novo projeto 2D, importe os assets de background, player e coin.
Atenção com as layers dos coins e do player, mantenha os dois na layer 1.



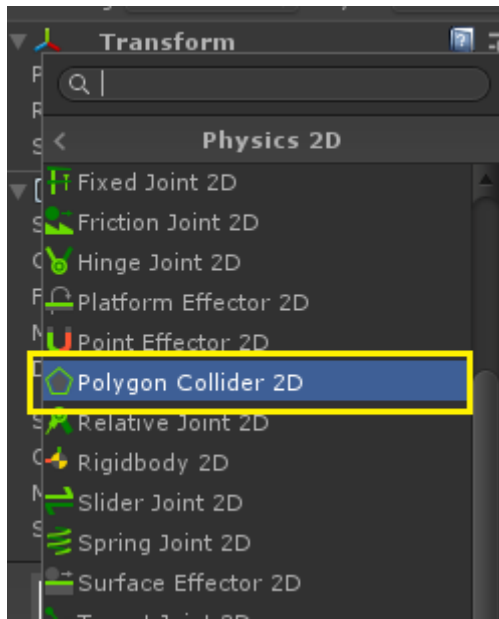
Selecione o coin e crie uma nova tag



Agora selecione o coin e coloque a tag que você acabou de criar



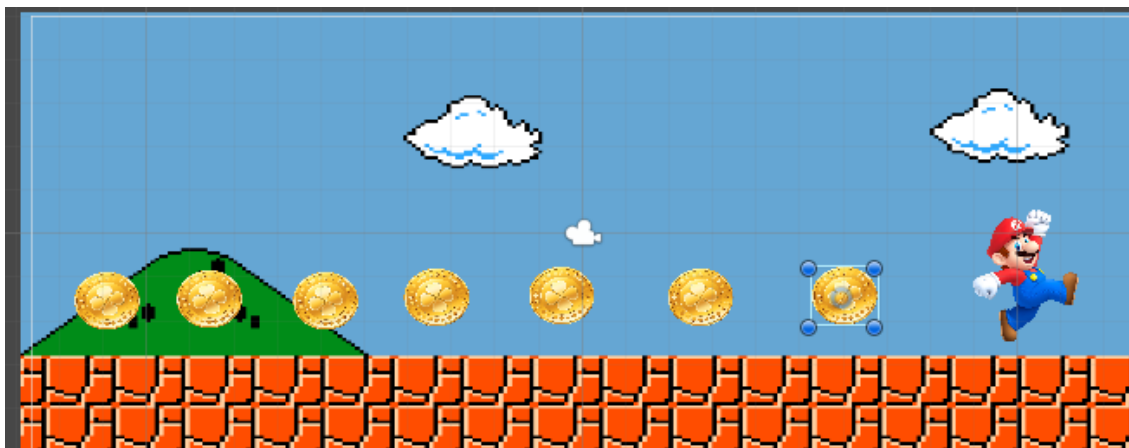
Adicione um Polygon Collider2D no coin e no player



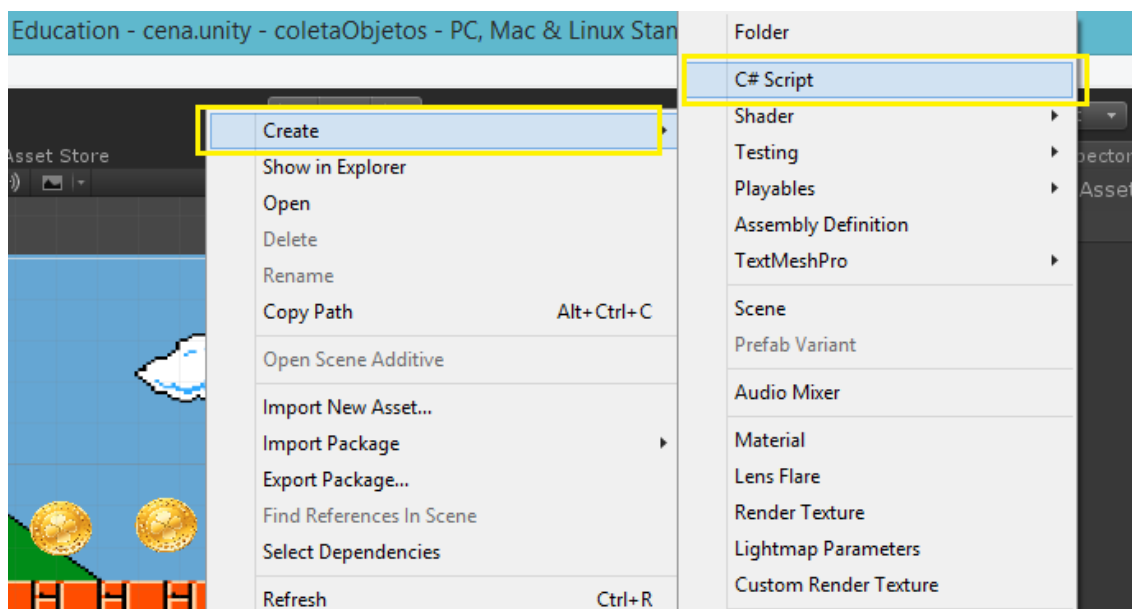
Adicione um Rigidbody 2D



Agora clique sobre o coin e aperte (ao mesmo tempo) as teclas Ctrl + d. isso vai duplicar seu coin.



Crie o script do player



Deixe seu script assim

```
public class Mario : MonoBehaviour
```

```
{
```

```
    float vel, scaleX, scaleY;
```

```
    void Start()
```

```
    {
```

```
        vel = 0.05f;
```

```
        scaleX = transform.localScale.x;
```

```
        scaleY = transform.localScale.y;
```

```
    }
```

```
void Update()
```

```
{
```

```
    if(Input.GetAxis("Horizontal") > 0)
```

```
    {
```

```
        transform.Translate(Vector3.right * vel);
```

```
        transform.localScale = new Vector2(scaleX, scaleY);
```

```
    }
```

```
    if (Input.GetAxis("Horizontal") < 0)
```

```
    {
```

```
        transform.Translate(Vector3.left * vel);
```

```
        transform.localScale = new Vector2(-scaleX, scaleY);
```

```
    }
```

```
}
```

```
private void OnCollisionEnter2D(Collision2D collision)
```

```
{
```

```
    if(collision.gameObject.tag == "coin")
```

```
    {
```

```
        Destroy(collision.gameObject);
```

```
    }
```

```
}
```