How to Do auto-walk and jump mechanic:

/\*\* This is still kinda buggy right now, need to put it into fixed update later \*\*/

**Setup Character**

Open create a new scene

Drag and drop-in sprite sheet

Drag in the sprite sheet

Select the walking animation you want and drag onto the scene.

Unity will automatically create two automatic objects

Your sprite/object in screen will have to have two different elements box Collider 2D (so your character can interact with other objects in the game) and more importantly Rigitbody 2D (for gravity, physics..)

**Once that is done, you’ll need to create a script for your character.**

I’ve set the walking to be automatic and jump to be triggered by an action

Right now using update function , not yet in fixed update

**Grab Character with script**

public Rigidbody2D myRigitBody;

//outside of update declare a variable structure for your character

Under the default function void start()

{ //myRigitBody will now be the thing you wanna control

myRigitBody = GetComponent<Rigidbody2D>(); //set my RigitBody to the character at start

}

**Update character to go horizontal**

Within Update() I’ve put

//This can be implemented in fixedupdate later

{

myRigitBody.transform.Translate(Vector3.right \* \_\_amount of move\_\_\_\_f \* Time.deltaTime);

//now your character should automatically walk to the right with increasing time

}

**For Jump**

I set action required for jump. Either a click of a button or touch

You can have a jumpforce set outside

public float jumpForce = \_\_number\_\_f;

I’ve set it to 60 so

public float jumpForce = 60f;

Within Update()

{

if (Input.touchCount >= 1 || Input.GetKey("z") //if touched or z button is registered

{

myRigitBody.AddForce(transform.up \* jumpForce);

//Rigitbody of the character will go up by the amount of jumpforce

}

}

Some links to reference

http://answers.unity3d.com/questions/30127/how-can-i-make-my-character-jump.html

https://docs.unity3d.com/ScriptReference/CharacterController.Move.html