# Jump Force

## Overview:

The goal of this lesson is to set up the basic gameplay for this prototype. We will start by creating a new project and importing the starter files. Next we will choose a beautiful background and a character for the player to control, and allow that character to jump with a tap of the spacebar. We will also choose an obstacle for the player, and create a spawn manager that throws them in the player’s path at timed intervals.

## Project Outcome:

The character, background, and obstacle of your choice will be set up. The player will be able to press spacebar and make the character jump, as obstacles spawn at the edge of the screen and block the player’s path.

By the end of this lesson, you will be able to:

* Use GetComponent to manipulate the components of GameObjects
* Influence physics of game objects with ForceMode.Impulse
* Tweak the gravity of your project with Physics.gravity
* Utilize new operators and variables like &&
* Use Bool variables to control the number of times something can be done
* Freeze or constrain the RigidBody component to halt movement on certain axes

[Unity Video Series](https://learn.unity.com/tutorial/lesson-3-1-jump-force?uv=2020.3&courseId=5cf96c41edbc2a2ca6e8810f&projectId=5cf9639bedbc2a2b1fe1e848)

[Written Instructions](https://drive.google.com/file/d/1lNQKKFd9CTmrUBpMexu-JVvJ6Lxf80AI/view?usp=sharing)