

```
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4
5 [RequireComponent(typeof (Controller2D))]
6 public class Player : MonoBehaviour {
7
8     float moveSpeed = 6;
9     float gravity = -20;
10    Vector3 velocity;
11
12    float jumpVelocity = 8;
13
14    Controller2D controller;
15
16    // Use this for initialization
17    void Start () {
18        controller = GetComponent<Controller2D>();
19    }
20
21    // Update is called once per frame
22    void Update () {
23
24        if (controller.collisions.above || controller.collisions.below)
25        {
26            velocity.y = 0;
27        }
28
29        Vector2 input = new Vector2(Input.GetAxisRaw("Horizontal"),
30                                     Input.GetAxisRaw("Vertical"));
31
32        if (Input.GetKeyDown(KeyCode.W) && controller.collisions.below)
33        {
34            velocity.y = jumpVelocity;
35        }
36
37        velocity.x = input.x * moveSpeed;
38        velocity.y += gravity * Time.deltaTime;
39        controller.Move(velocity * Time.deltaTime);
40    }
41}
```