

# 새 날기랑 조절

```
public class BirdJump : MonoBehaviour
{
    Rigidbody2D rb;
    AudioSource audioSource;

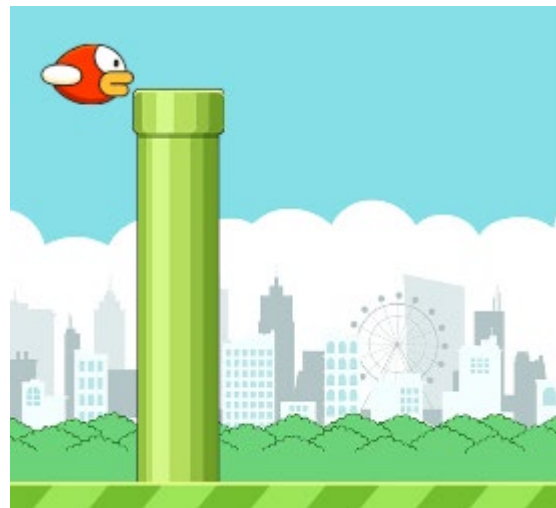
    public float JumpPower;
    Unity 메시지 | 참조 0개
    void Start()
    {
        rb = GetComponent<Rigidbody2D>();
        audioSource = GetComponent<AudioSource>();
    }

    Unity 메시지 | 참조 0개
    void Update()
    {
        if (Input.GetMouseButtonDown(0))
        {
            rb.velocity = Vector2.up * JumpPower;
            audioSource.Play();
        }
    }

    Unity 메시지 | 참조 0개
    private void OnCollisionEnter2D(Collision2D collision)
    {
        if (Score.score > Score.bestScore)
        {
            Score.bestScore = Score.score;
        }
        SceneManager.LoadScene("GameOverScene");
    }
}
```



마우스를 클릭하면 새가 날고



Unity에서 직접 Jump Power를 정할수 있다

Jump Power 3

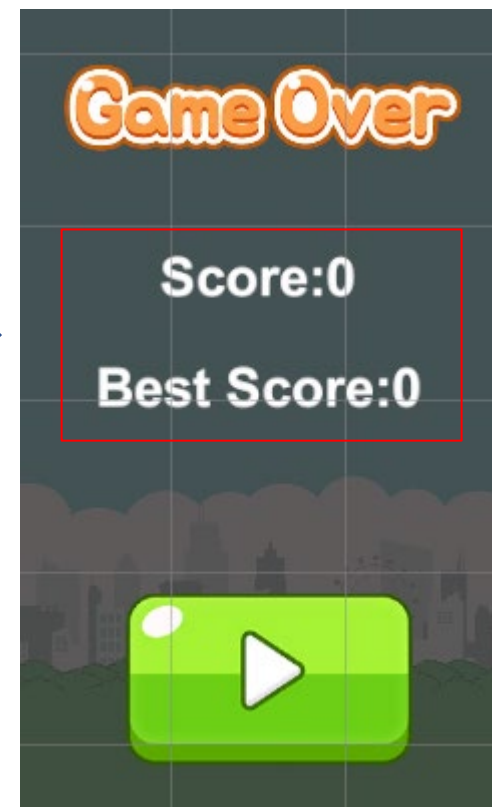
# 점수와 최고점수 기록

```
public static int score = 0;  
public static int bestScore = 0;  
Text uiText;
```

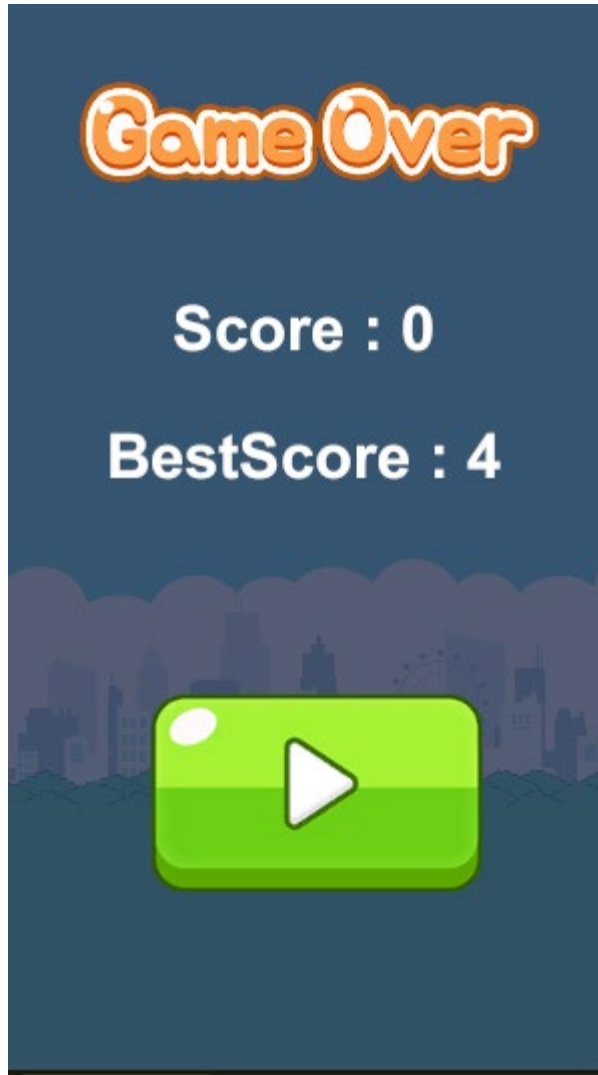
점수와 최고 점수를 표시해준다

```
void Start()  
{  
    uiText = GetComponent<Text>();  
    score = 0;  
}  
  
void Update()  
{  
    uiText.text = score.ToString();  
}
```

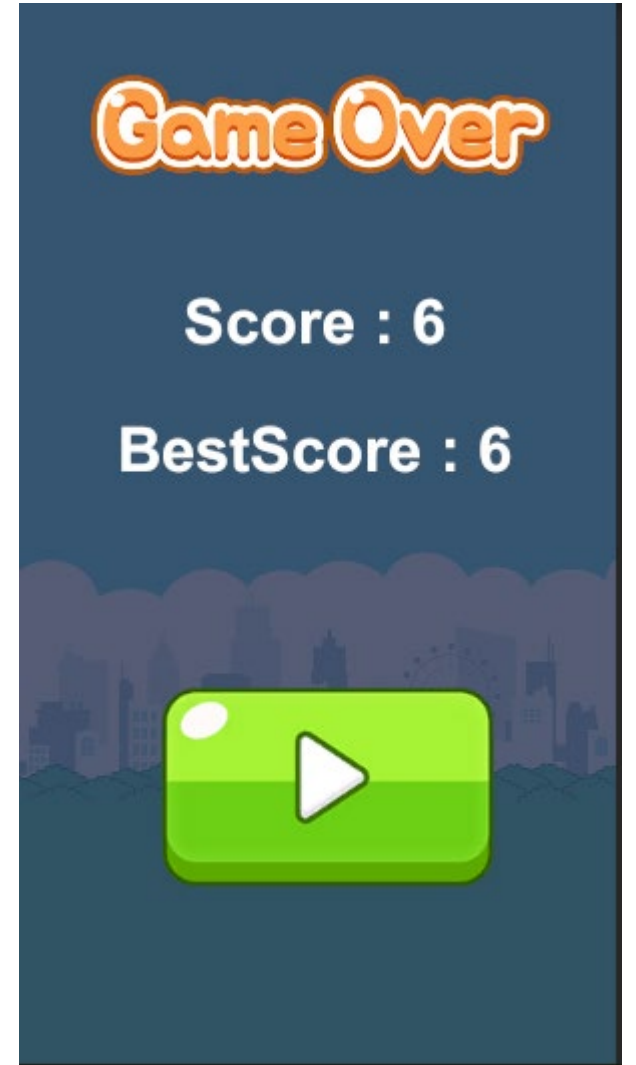
점수와 최고점수



# 점수와 최고기록



```
if (Score.score > Score.bestScore)
{
    Score.bestScore = Score.score;
}
SceneManager.LoadScene("GameOverScene");
```



최고 점수를 현재 점수를  
누가 더 높은지 판단하는 명령어