#Player:

extends CharacterBody2D

var speed = 350

func \_process(delta):

if !is\_on\_floor():

velocity.y += 10

if Input.is\_action\_pressed("ui\_right"):

velocity.x = speed

elif Input.is\_action\_pressed("ui\_left"):

velocity.x = -speed

else:

velocity.x = 0

if is\_on\_floor() and Input.is\_action\_pressed("ui\_up"):

velocity.y -= 300

#ANIMAÇÃO

if velocity.x !=0:

$AnimatedSprite2D.play("correndo")

else:

$AnimatedSprite2D.play("parado")

if velocity.x < 0:

$AnimatedSprite2D.flip\_h = true

if velocity.x > 0:

$AnimatedSprite2D.flip\_h = false

move\_and\_slide()

pass

#Espinho:

extends Area2D

func \_on\_body\_entered(body):

if body.name == 'Player':

get\_tree().reload\_current\_scene()

pass # Replace with function body.