

# Flappy Dragon

## Player.cs

```
using UnityEngine;

public class Player : MonoBehaviour
{
    private Vector3 direction;
    public float gravity=-9.81f;
    public float strength=5f;

    private SpriteRenderer spriteRenderer;
    public Sprite[] sprites;
    private int spriteIndex;

    private void Awake()
    {
        spriteRenderer = GetComponent<SpriteRenderer>();
    }

    private void Start()
    {
        InvokeRepeating(nameof(AnimateSprite), 0.15f, 0.15f);
    }

    private void AnimateSprite()
    {
        spriteIndex++;
        if (spriteIndex >= sprites.Length)
            spriteIndex = 0;
        spriteRenderer.sprite = sprites[spriteIndex];
    }
}
```

```
// Update is called once per frame
private void Update()
{
    if (Input.GetKeyDown(KeyCode.Space) || Input.GetMouseButtonDown(0))
    {
        direction = Vector3.up * strength;
    }
    direction.y += gravity * Time.deltaTime;
    transform.position += direction * Time.deltaTime;
}
}
```