```
1  using System.Collections;
2  using System.Collections.Generic;
3  using UnityEngine;
4
5  public class PlayerControlD : MonoBehaviour
6  {
7      public GameObject groundMap;
8
9      public LayerMask floor;
10     public float horizontal;
11     public float speed;
12     public int pownJump;
13     public int haveJump;
14     public float radiusPla;
15     Rigidbody2D rb;
16
17     Animator aniPla;
18     // Start is called before the first frame update
19     void Start()
20     {
21         rb = GetComponent<Rigidbody2D>();
22         aniPla = GetComponent<Animator>();
23     }
24
25     // Update is called once per frame
26     void Update()
27     {
28         PlayMove();
29         PlayJump();
30         Chackfloor();
31     }
32     void PlayMove()
33     {
34         horizontal = Input.GetAxis("Horizontal");
35         rb.velocity = new Vector2(horizontal * speed, rb.velocity.y) ;
36         if(horizontal != 0)
37         {
38             if(horizontal > 0)
39             {
40                 transform.localScale = new Vector2(1, 1);
41             }
42             else if (horizontal < 0)
43             {
44                 transform.localScale = new Vector2(-1, 1);
45
46             }
47             aniPla.Play("platermove");
48         }
49         else
```

```
50          {
51              aniPla.Play("idel");
52          }
53
54      }
55      void PlayJump()
56      {
57          if (Input.GetKeyDown("space") && haveJump > 0)
58          {
59              rb.velocity = new Vector2(rb.velocity.x, pownJump);
60              haveJump--;
61          }
62      }
63
64      void Chackfloor()
65      {
66          if(Physics2D.OverlapCircle(groundMap.transform.position, radiusPla,
              floor) && rb.velocity.y == 0)
67          {
68              haveJump = 2;
69          }
70      }
71  }
72
```