extends CharacterBody2D

const DEFAULT\_SPEED = 130.0

const JUMP\_VELOCITY = -400.0

#Variables for Sprinting

var sprintSpeed = 240

var speed = DEFAULT\_SPEED

# Get the gravity from the project settings to be synced with RigidBody nodes.

var gravity = ProjectSettings.get\_setting("physics/2d/default\_gravity") \* 1.5

func \_physics\_process(delta):

# Add the gravity.

if not is\_on\_floor():

velocity.y += gravity \* delta

# Handle Jump.

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

velocity.y = JUMP\_VELOCITY

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

speed = sprintSpeed

else:

speed = DEFAULT\_SPEED

# Get the input direction and handle the movement/deceleration.

# As good practice, you should replace UI actions with custom gameplay actions.

var direction = Input.get\_axis("ui\_left", "ui\_right")

if direction:

velocity.x = direction \* speed

else:

velocity.x = move\_toward(velocity.x, 0, speed)

move\_and\_slide()