extends KinematicBody2D

var speed = 30

var jumpForce = 250

var gravity = 150

var vel = Vector2()

const BULLET = preload("res://Bullet.tscn")

# Called when the node enters the scene tree for the first time.

func \_physics\_process(delta):

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

vel.x -= speed

$Player.play("move")

$Player.flip\_h = true

$Position2D.position.x = abs($Position2D.position.x)\*-1

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

vel.x += speed

$Player.play("move")

$Player.flip\_h =false

$Position2D.position.x = abs($Position2D.position.x)

elif Input.is\_action\_pressed("ui\_accept") && is\_on\_floor():

$Player.play("shoot")

else:

$Player.play("idle")

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

vel.y -= jumpForce

vel.y += gravity\*delta

vel = move\_and\_slide(vel,Vector2.UP)

vel.x = lerp(vel.x,0,0.2)

func \_on\_Player\_animation\_finished():

if $Player.animation== "shoot":

var bullet = BULLET.instance()

bullet.position = $Position2D.global\_position

get\_parent().add\_child(bullet)

bullet.direction=sign($Position2D.position.x)















