

#2-02 ソースコード

Player.cs

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class Player : MonoBehaviour {

    float downSpeed;    //落下速度
    Rigidbody2D rb;    //物理演算コンポーネント

    // Use this for initialization
    void Start () { //初期化处理
        rb = GetComponent<Rigidbody2D>();
        downSpeed = 0;
    }

    // Update is called once per frame
    void Update () {
        downSpeed += -0.3f;    //落下速度をどんどん早くする
        Vector2 nowpos = rb.position;
        nowpos += new Vector2(0, downSpeed) * Time.deltaTime;
        rb.MovePosition(nowpos);
    }
}
```