

## #3-04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
    Animator animCtrl;

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

        downSpeed = 0;
    }

    // Update is called once per frame
    void Update () {
        RaycastHit2D hit;
        hit = Physics2D.Raycast(transform.position + new Vector3(-0.32f, -0.32f), Vector2.right,
0.64f);
        if (hit.transform != null) {
            downSpeed = 0;
            animCtrl.SetBool("IsGround", true);
            if (Input.GetButtonDown("Jump")) { //ジャンプのボタン判定
                downSpeed = 6.5f;
                transform.Translate(Vector3.up * 0.01f);
            }
        } else {
            animCtrl.SetBool("IsGround", false);
            downSpeed += -0.3f;    //落下速度をどんどん早くする
        }

        Vector2 nowpos = rb.position;
        nowpos += new Vector2(1, downSpeed) * Time.deltaTime;
        rb.MovePosition(nowpos);

        animCtrl.SetFloat("DownSpeed", downSpeed);
    }
}
```