#2-04ソースコード

CameraFixing.cs

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

public class CameraFixing : MonoBehaviour {

  // Use this for initialization
  void Start () {

  }

  // Update is called once per frame
  void Update () {
    Vector3 pos = transform.position;
    pos.y = 0;
    transform.position = pos;
  }
}
```

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 () { //初期化処理
    rb = GetComponent<Rigidbody2D>();
    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;    //すぐ下がってめり込んでしまうのに対処
      if (Input.GetButtonDown("Jump")) {  //ジャンプのボタン判定
        downSpeed = 6.5f;
        transform.Translate(Vector3.up * 0.01f);  //ジャンプしてもRaycastに引っかかってしまう対策

      }
    } else {
      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);
  }
}
```