

No selection

```
1  using System.Collections;
2  using System.Collections.Generic;
3  using UnityEngine;
4  using UnityEngine.SceneManagement;
5
6  public class Player : MonoBehaviour {
7
8      public Vector2 jumpForce = new Vector2(0, 300);
9      public Rigidbody2D rb;
10
11      // Update is called once per frame
12      void Update () {
13
14          if (Input.GetKeyUp ("space"))
15          {
16              rb.velocity = Vector2.zero;
17              rb.AddForce (jumpForce);
18          }
19          Vector2 screenPosition = Camera.main.WorldToScreenPoint(transform.position);
20          if (screenPosition.y > Screen.height || screenPosition.y < 0)
21          {
22              Die ();
23          }
24      }
25      void OnCollisionEnter2D(Collision2D collision)
26      {
27          Die ();
28      }
29
30      void Die ()
31      {
32          SceneManager.LoadScene ("EndGame");
33      }
34  }
35
36  |
```