

C# Player.cs X

Assets > Scripts > C# Player.cs > ...

```
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     public GameObject projectile;
11     public float projectileSpeed;
12     public float firingRate = 1.0f;
13
14     private float lastShot = 0.0f;
15
16     // Update is called once per frame
17     void Update () {
18
19         //Jump
20         if (Input.GetKeyUp ("space")) {
21             rb.velocity = Vector2.zero;
22             rb.AddForce (jumpForce);
23         }
24
25         if (Input.GetKeyUp(KeyCode.LeftControl))
26         {
27             //this calls the method for firing when player hits left control button
28             Fire();
29         }
30
31         // Die by offscreen
32         Vector2 screenPosition = Camera.main.WorldToScreenPoint(transform.position);
33         if (screenPosition.y > Screen.height || screenPosition.y < 0)
34         {
35             Die ();
36         }
37     }
38 }
```