



### Flappy Bird Movement 2D.

<https://youtu.be/GIFd8f6DCP8>

Give the Flappy bird game Object a Circle collider 2D and a Rigidbody2D with the gravity set to 1.  
Give the game Object this script :

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

```
public class FlappyMovement : MonoBehaviour
{
```

```
// Flappy bird movement by René Pol for the Script Library -2021- RP-Interactive.nl©//
```

```
public float velocity = 4;
private Rigidbody2D rb;
```

```
void Start()
{
    rb = GetComponent<Rigidbody2D>();
}
```

```
void Update()
{
    if (Input.GetMouseButtonDown(0))
    {
        rb.velocity = Vector2.up * velocity;
    }
    transform.eulerAngles = new Vector3(0,0,rb.velocity.y);
}
}
```

Every time the player uses the mousebutton the bird will go up a little. You can use key or touch function as well for the flying.