



Doodle jump (Continuously jumping on collision platform) 2D.

<https://youtu.be/OPsoy-05quE>

Make sure the platform has a tag Platform and a box collider 2D. Give the jumping object a box collider near its feet and a rigidbody2D with the Z constraint selected. Give the jumping object this script :

```
// Doodle jump////////  
//by René Pol for the Script Library -2021- RP-Interactive.nl@//
```

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

```
public class DoodleJump : MonoBehaviour  
{
```

```
public float JumpForce = 500;  
public float movement = 0f;  
public float movementSpeed = 10f;  
private Rigidbody2D rb;
```

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

```
public void OnCollisionEnter2D(Collision2D other)  
{  
if (other.gameObject.tag == ("Platform") && rb.velocity.y <= 0)  
{  
rb.AddForce(Vector2.up * JumpForce);  
}  
}
```

```
void Update()  
{  
movement = Input.GetAxis("Horizontal") *movementSpeed;  
}
```

```
void FixedUpdate()  
{  
Vector2 velocity = rb.velocity;  
velocity.x = movement;  
rb.velocity = velocity;  
}  
}
```



You can set the movement speed and the jump force in the inspector's view. In order to jump through a platform you have to give it a platform effector2D and make sure that the box used by effector is selected.