



We all know the game Flappybird. Well that bird movement is easy to recreate by adding a few lines to the script.

- Change the players script into this:

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

public class FallingDown : MonoBehaviour
{
    private Rigidbody2D rb;
    public Sprite originalSprite;
    public Sprite newSprite;
    public AudioClip balloonpop;
    public float Force = 300;

    private void Start()
    {
        rb = GetComponent<Rigidbody2D>();
        rb.gravityScale = 0;
    }

    void OnCollisionEnter2D(Collision2D other)
    {
        if (other.gameObject.tag == "Ground")
        {
            transform.position = new Vector3(0, 4, 0);
        }
    }

    public void Update()
    {
        if (Input.GetKeyDown(KeyCode.Space))
        {
            GetComponent<Rigidbody2D>().AddForce(Vector2.up * Force);
        }

        if (Input.GetKeyDown(KeyCode.A))
        {
            AudioSource.PlayClipAtPoint(balloonpop, new Vector3(0, 0, -10));
            rb.gravityScale = 1;
            this.GetComponent<SpriteRenderer>().sprite = newSprite;
        }

        if (Input.GetKeyDown(KeyCode.D))
        {
            this.GetComponent<SpriteRenderer>().sprite = originalSprite;
            rb.velocity = Vector3.zero;
            rb.gravityScale = 0;
        }
    }
}
```

Now when the player is falling every time you press the Spacebar it goes up a little. It uses the force variable we made so like a push of 300 moves the players Rigidbody2D up. Vector2 is a Representation of 2D vectors and points. You can change the force or the force direction bij changing the Force variable and the Vector2. (up,down,left,right)