



Start()

[SerializeField]

private float speed;

[SerializeField]

private int maxHP;

private string stageName;

private float \_nowHP;

private Rigidbody2D \_rigidBody;

private Vector3 \_itemPosition;

public int Coins;

```
//
[SerializeField]
private float speed;

//
[SerializeField]
private int maxHP;

//
[SerializeField]
private string stageName;
```

private

```
//
private float _nowHP;

//
private Rigidbody2D _rigidBody;

//
private Vector3 _itemPosition;
```

public

```
//
public int Coins;
```

```
// 最大HPを返す
public int MaxHP {
    get { return _maxHP; }
}

// 現在のHPを返す
public string NowHP
{
    get { return _nowHP; }
    set { _nowHP = Mathf.Clamp(value, 0, _maxHP); }
}
```

-         

```
// 2つの整数の和を返す
private int Sum (int a, int b)
{
    // 2つの整数の和を計算
    int c = a + b;
    return c;
}
```

-         

```
// 攻撃
public void Attack()
{
}

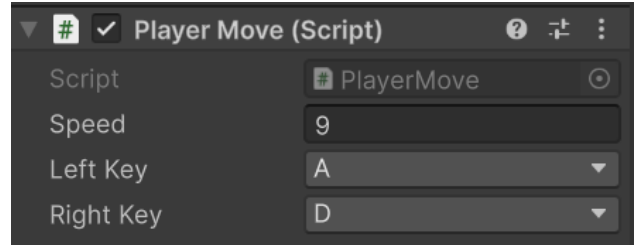
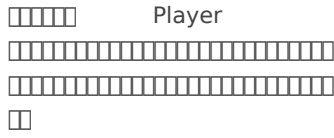
// ゲームオーバーかどうかを判定
private void IsGameOver()
{
}

// 更新
private void Update()
{
}
```



```
_rigidbody.linearVelocity = velocity;  
}
```

??????????



Revision #3

Created 2026-04-15 02:56:34 UTC by Menendez Francisco

Updated 2026-04-15 03:01:14 UTC by Menendez Francisco