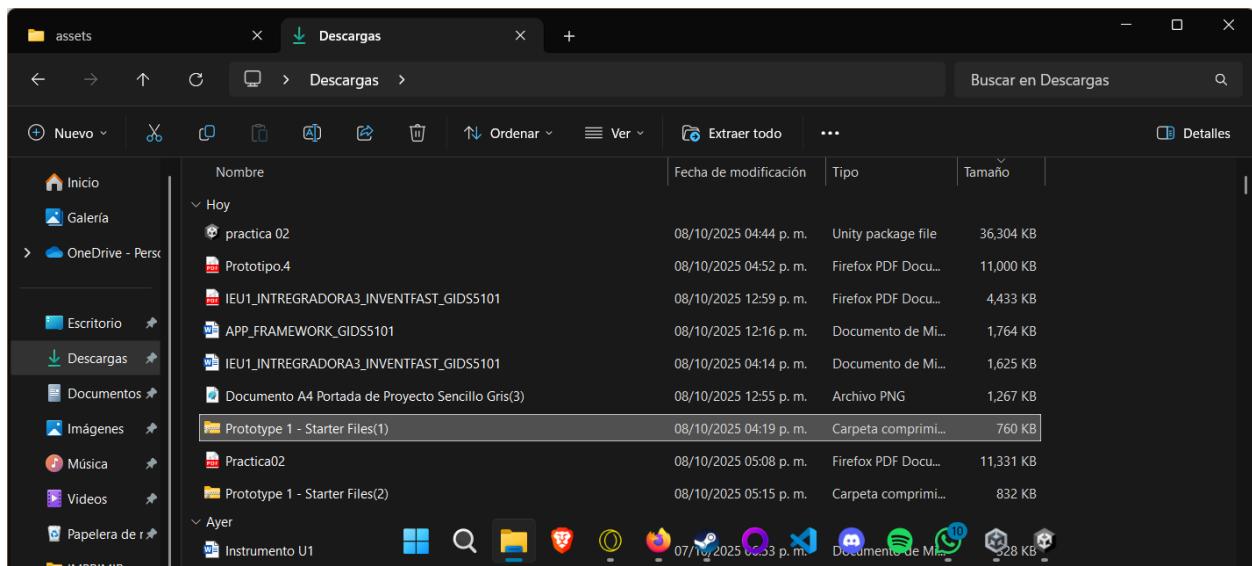
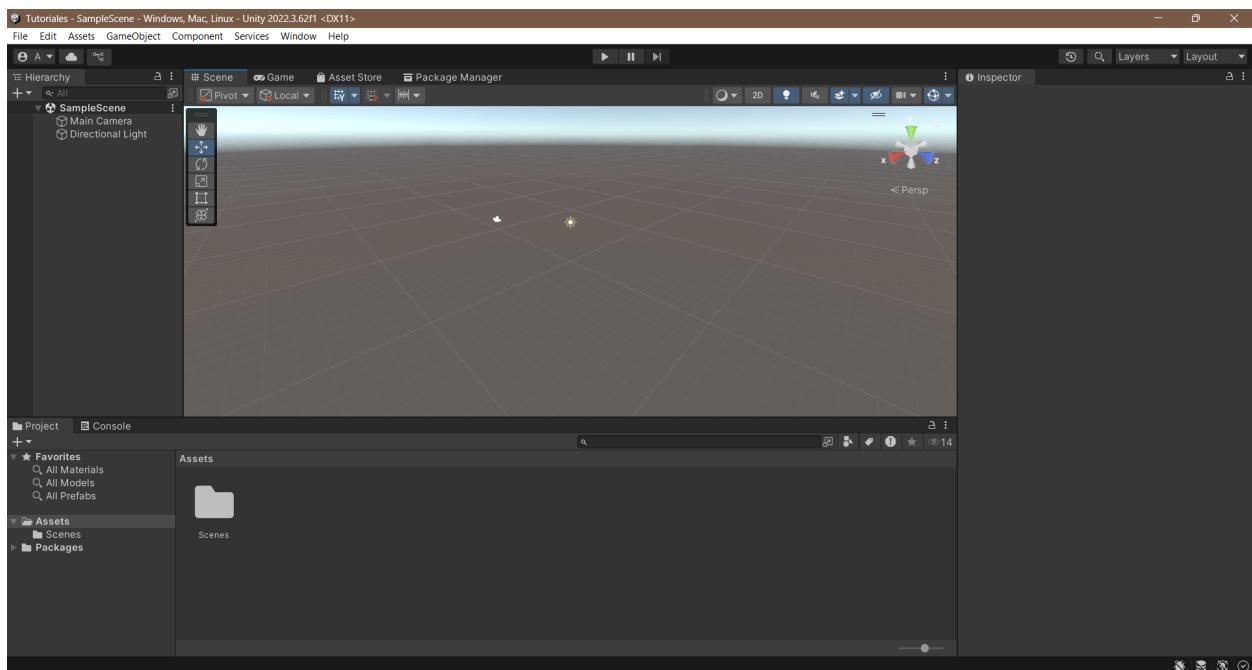
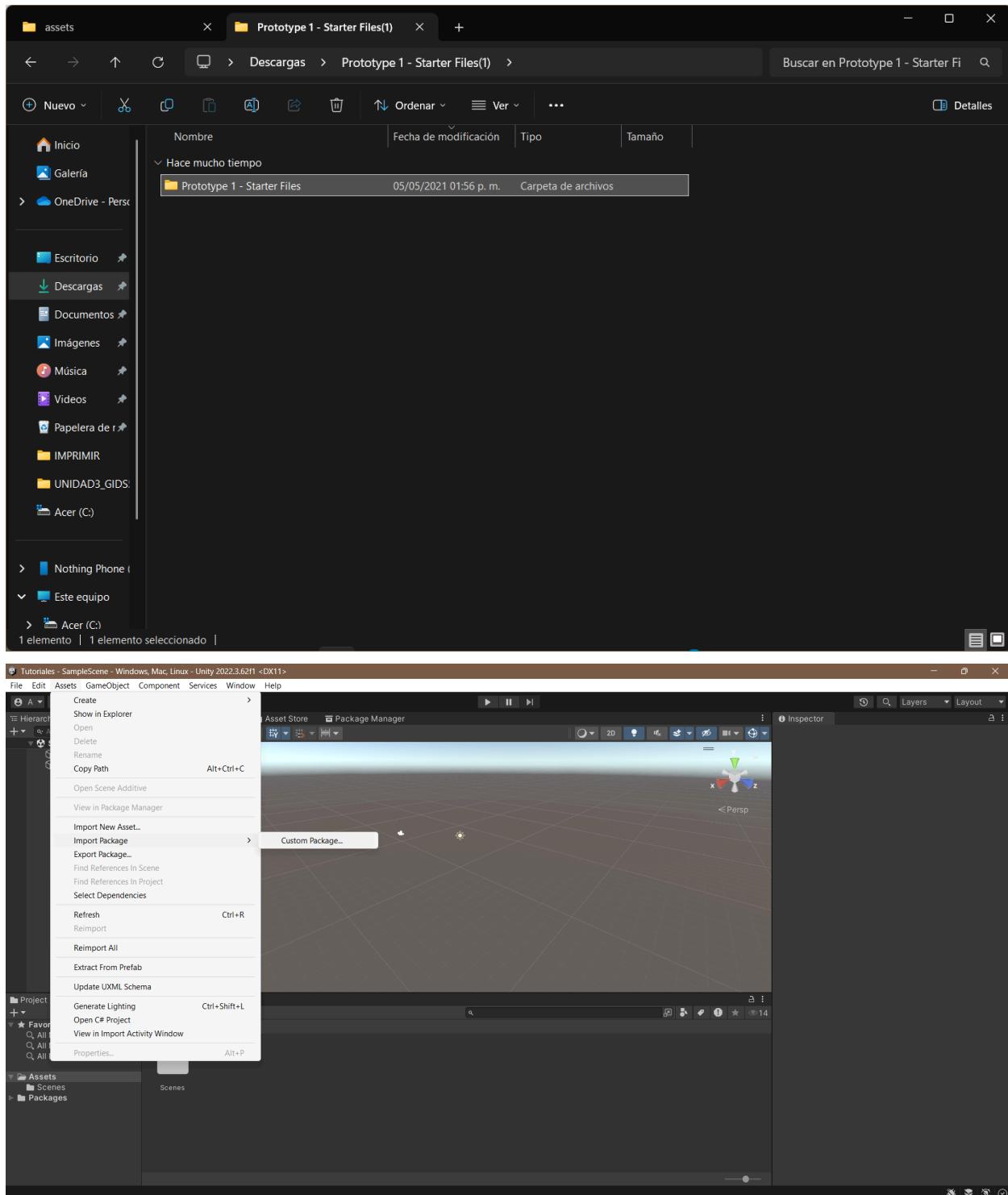
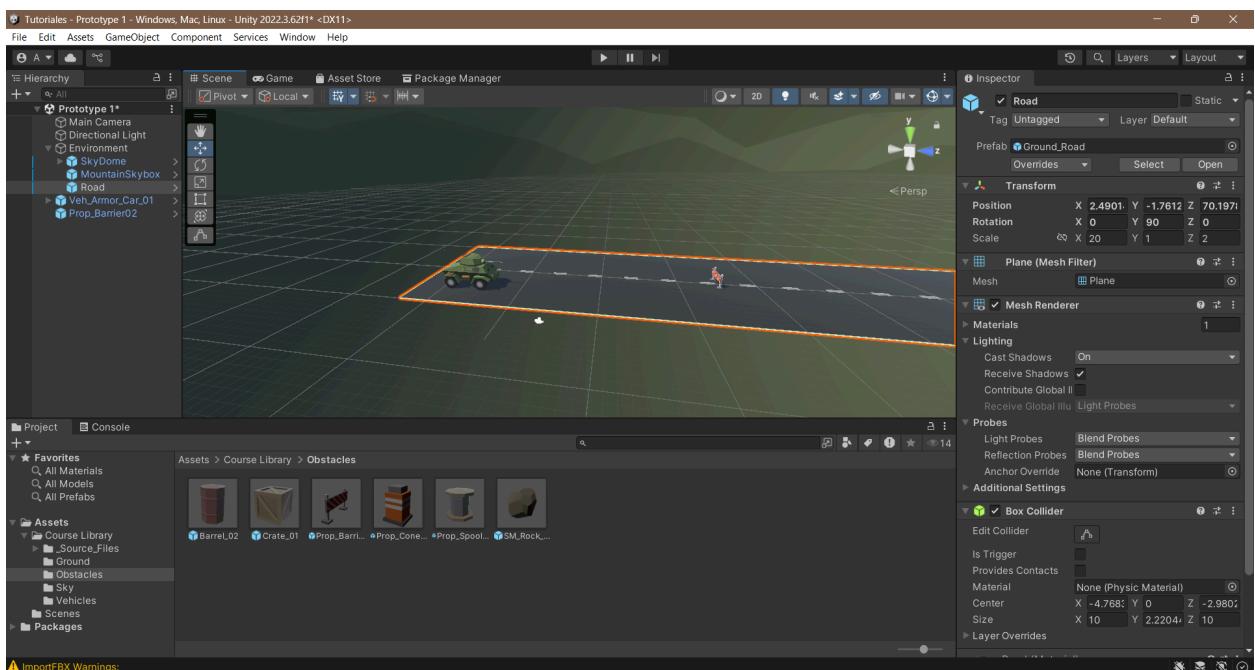
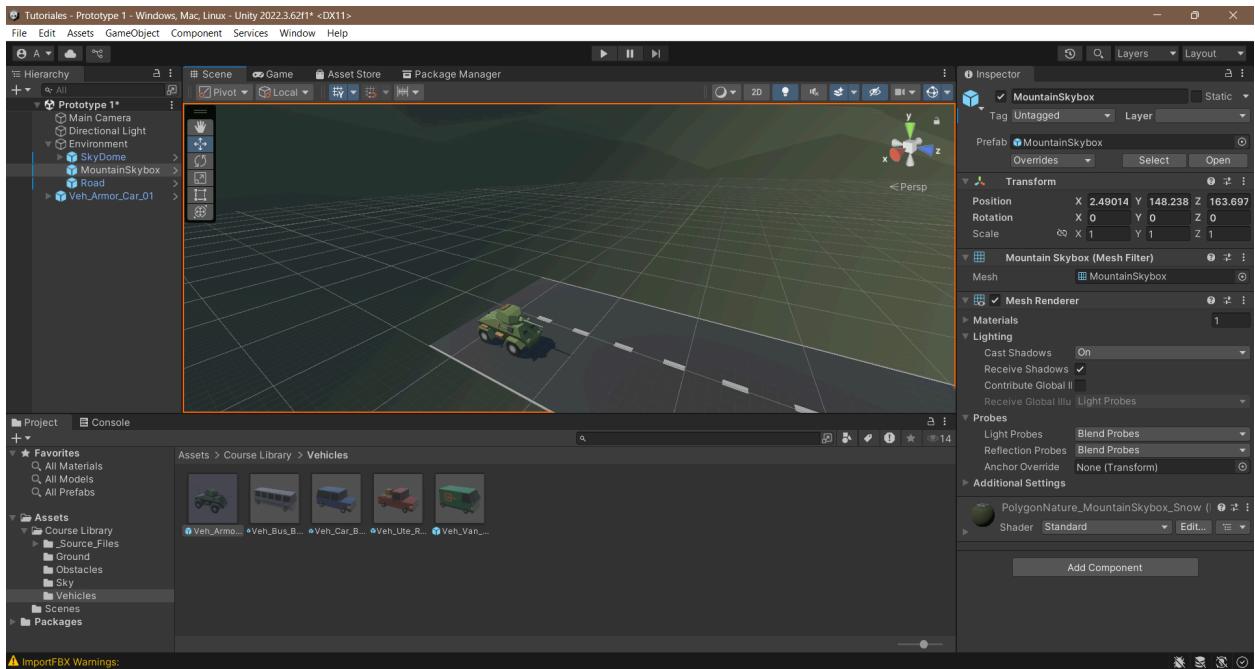


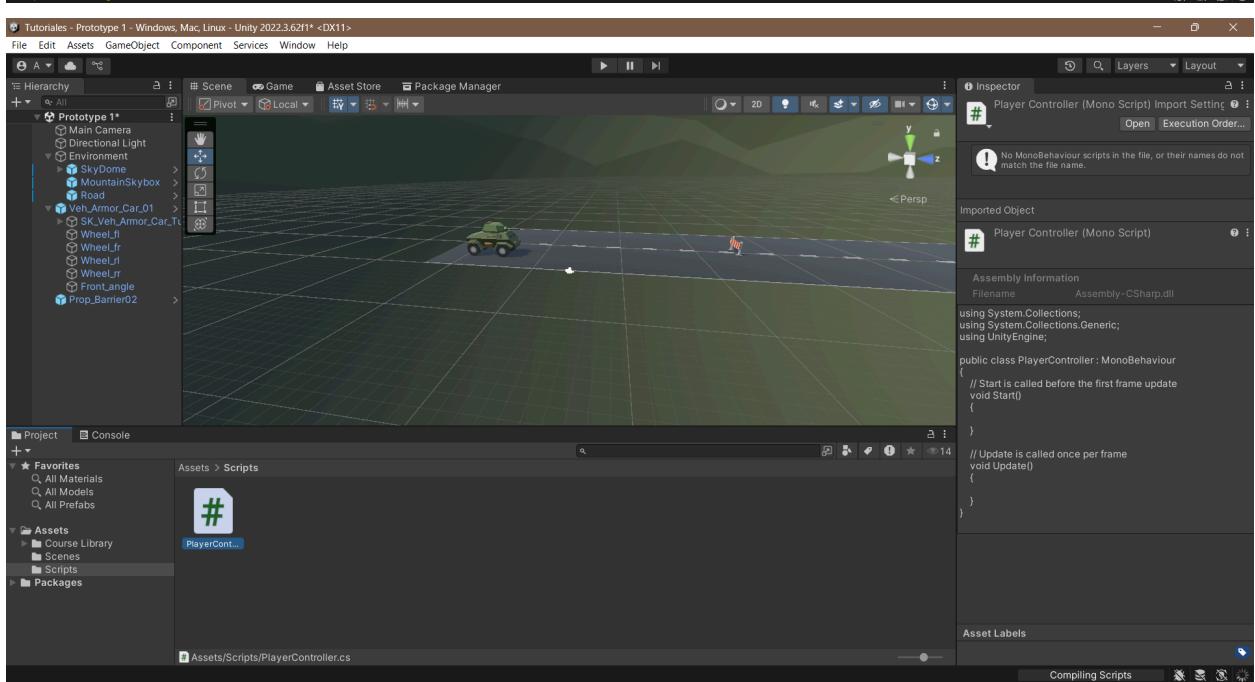
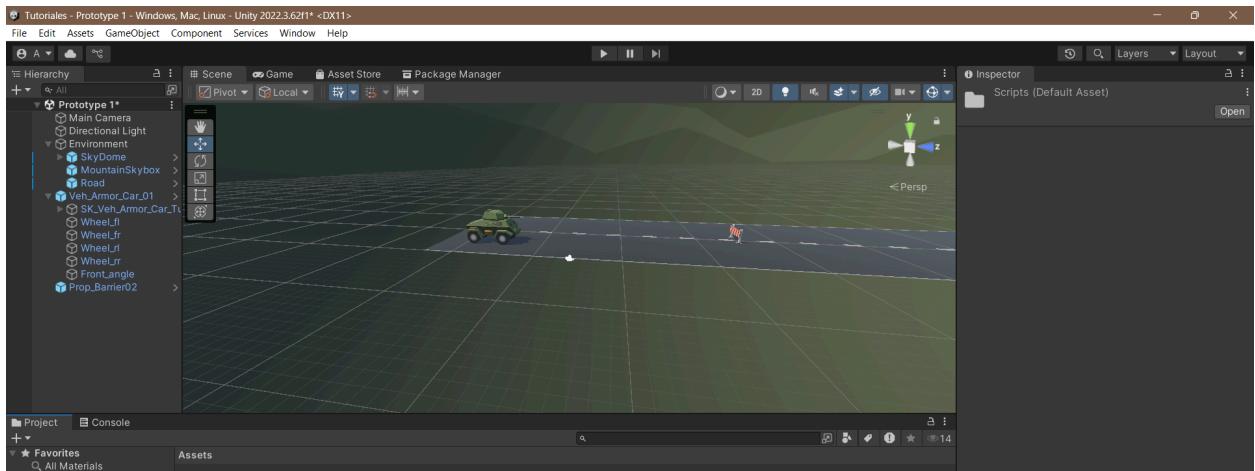
Tutorial 01

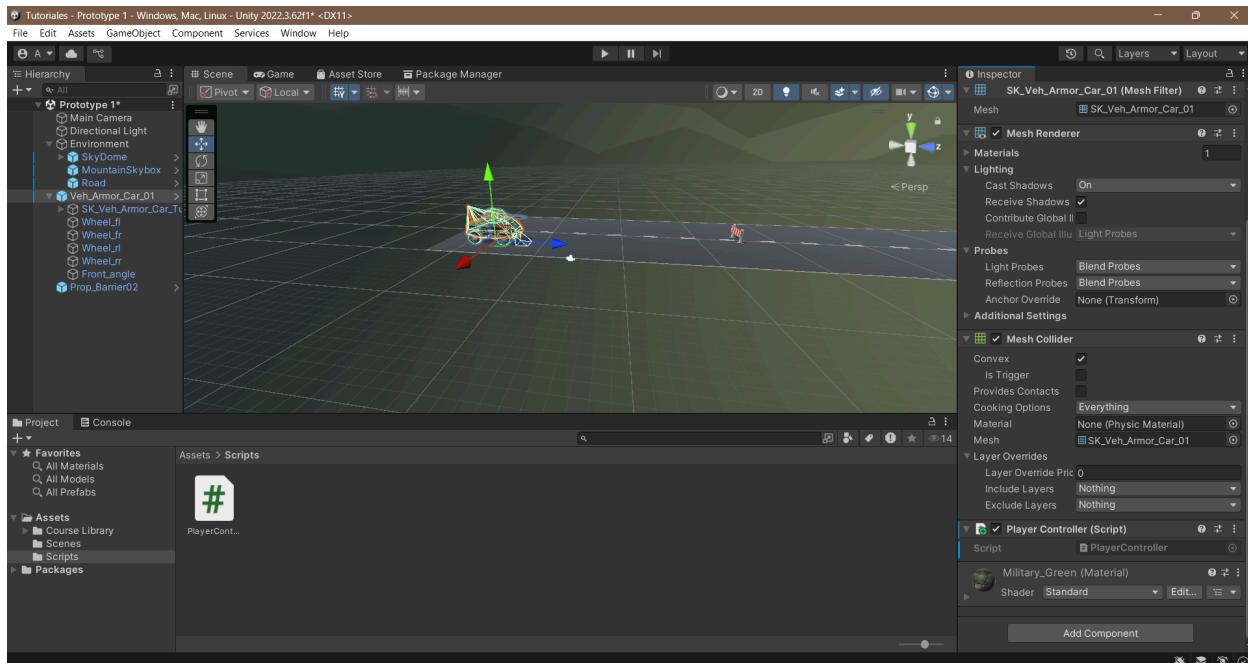












The screenshot shows the GitHub Copilot interface integrated with a code editor. The main area displays the `PlayerController.cs` script:1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4
5 public class PlayerController : MonoBehaviour
6 {
7 // Start is called before the first frame update
8 void Start()
9 {
10
11 }
12
13 // Move the vehicle forward
14 void Update()
15 {
16
17 }
18 }A sidebar on the right contains AI-generated text:

Hola, soy GitHub Copilot. Uso el poder de la IA para ayudarte a:

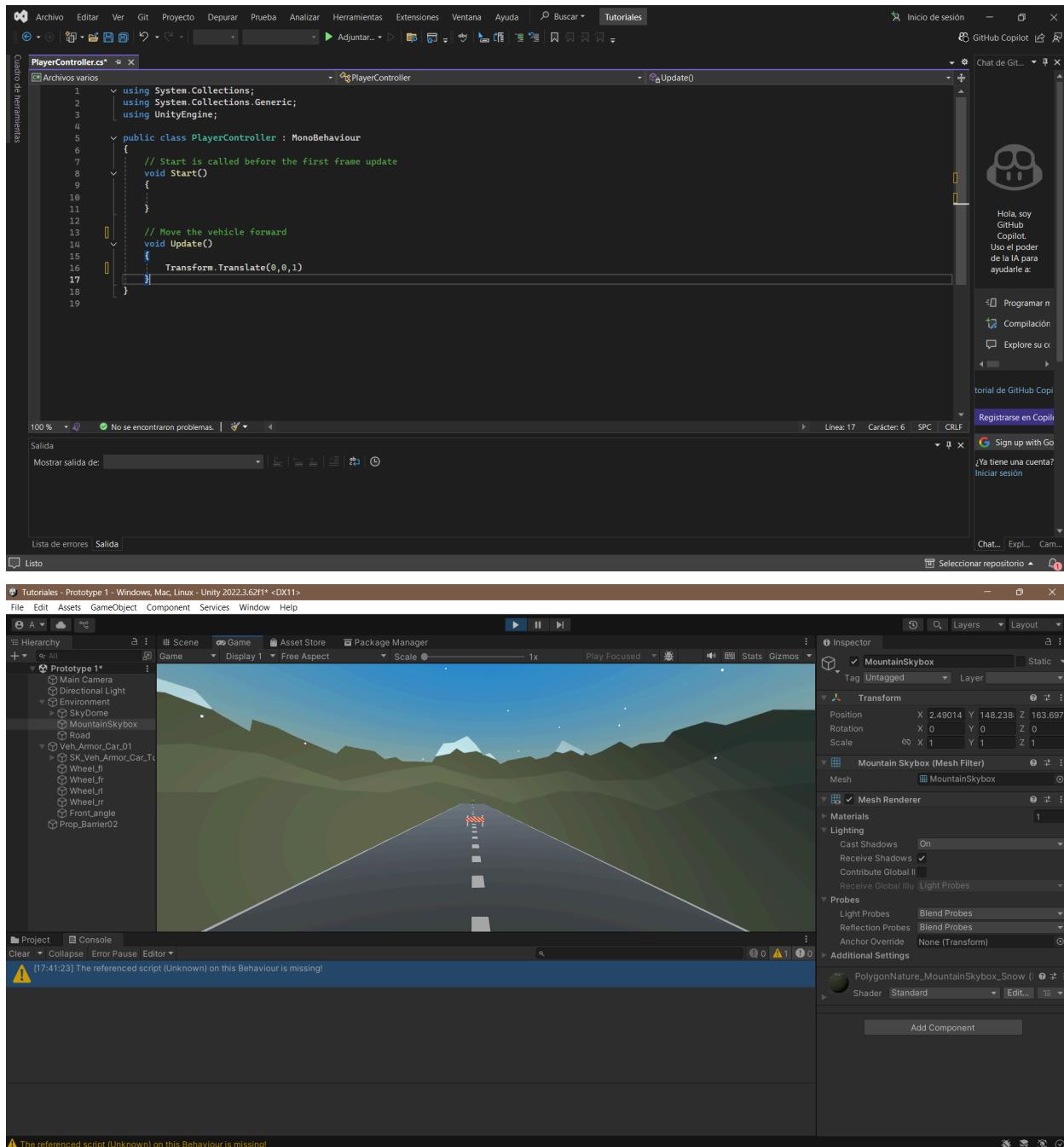
- Programar
- Compilación
- Explore su código

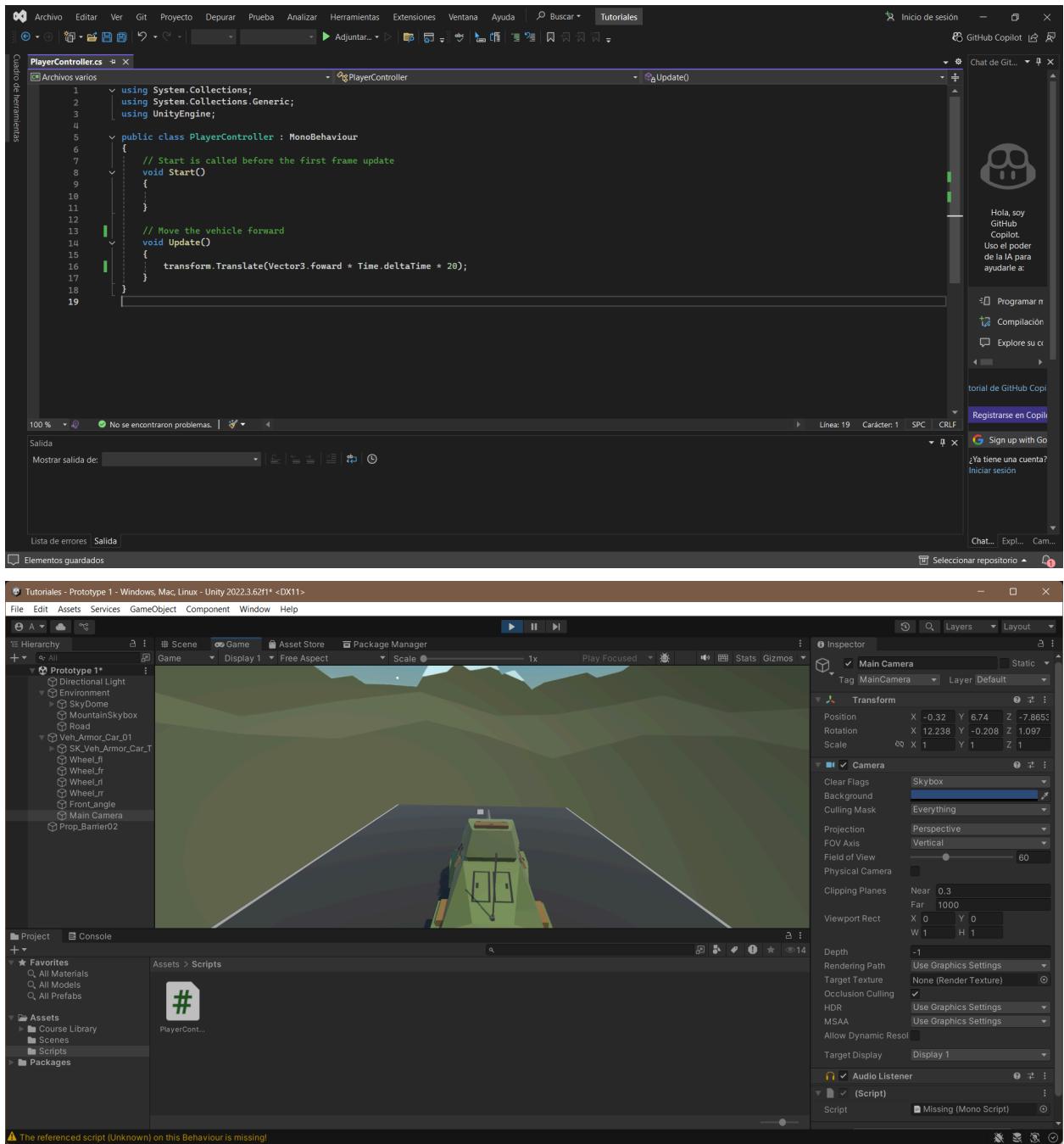
Chat de GitHub Copilot

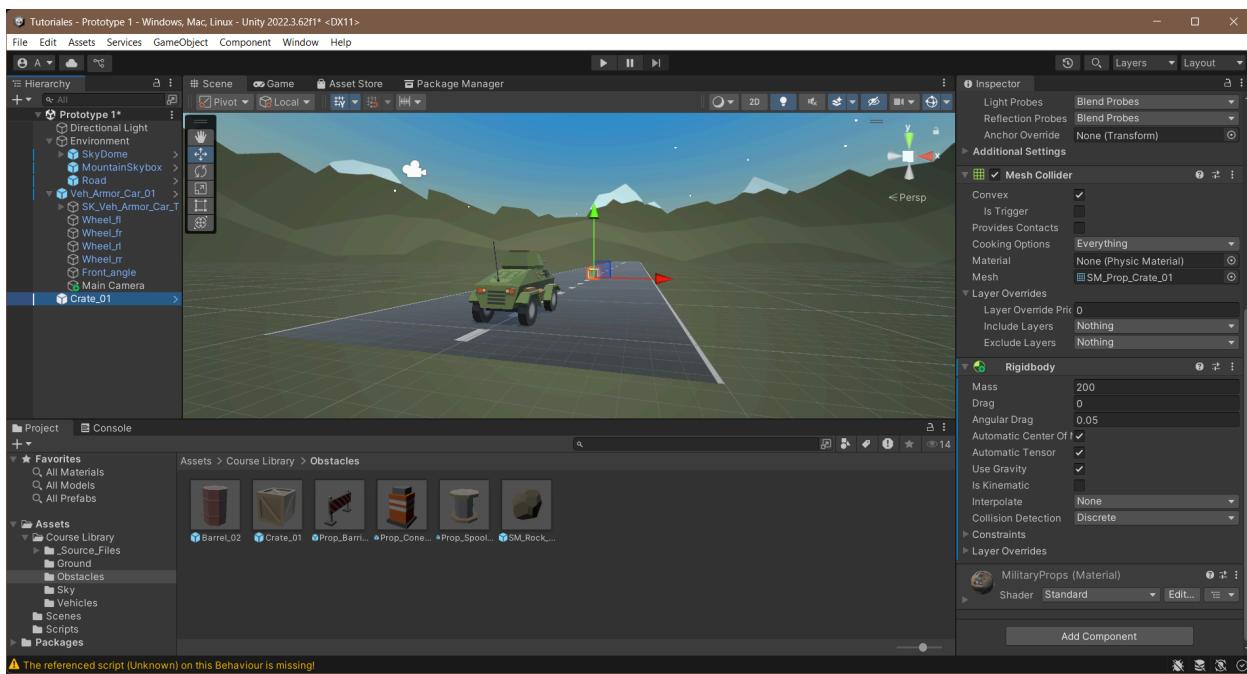
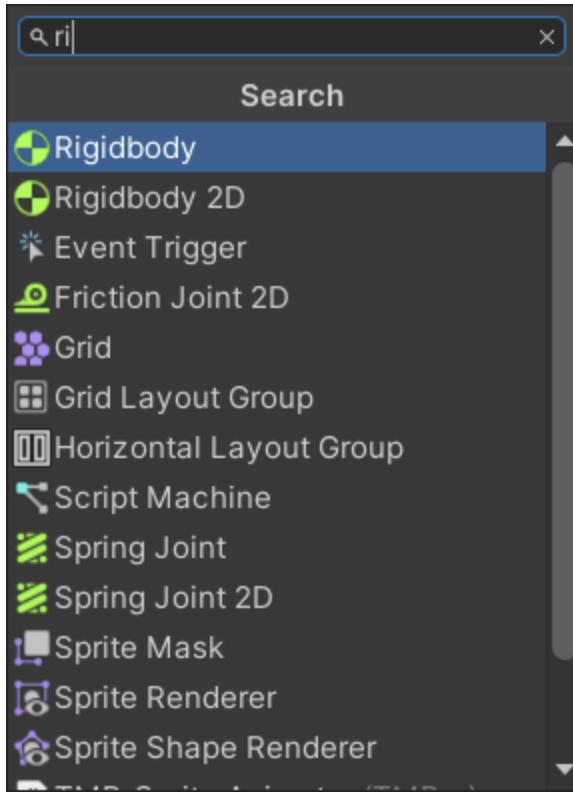
Regístrate en Copilot

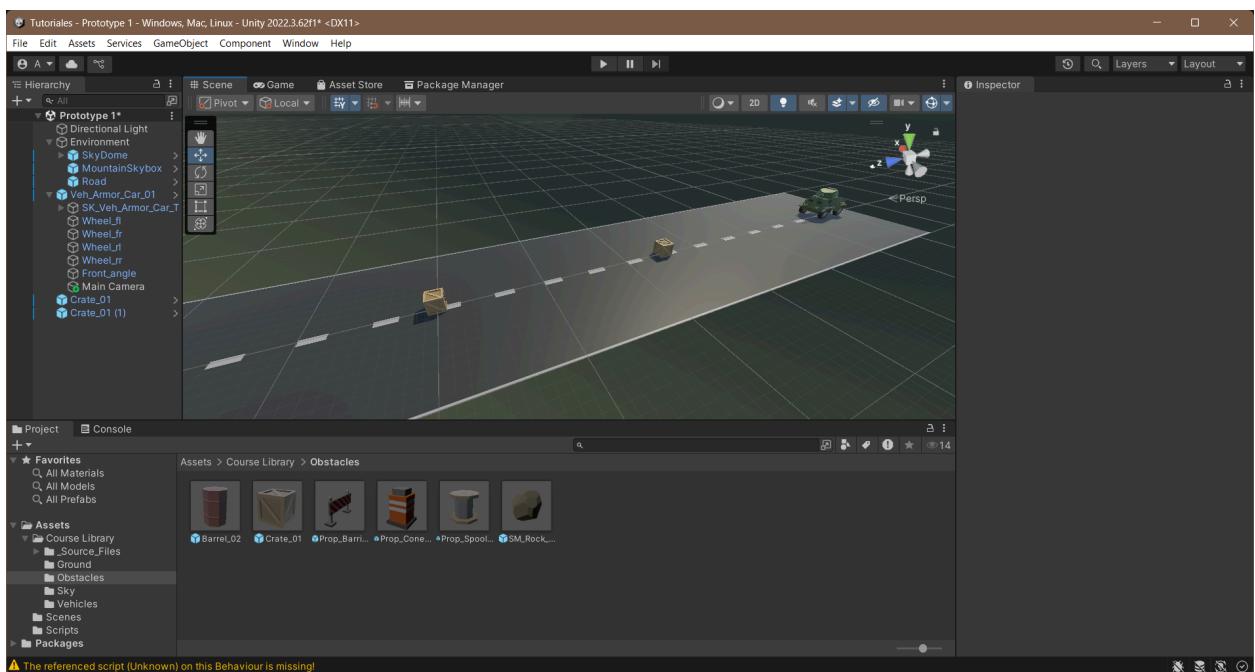
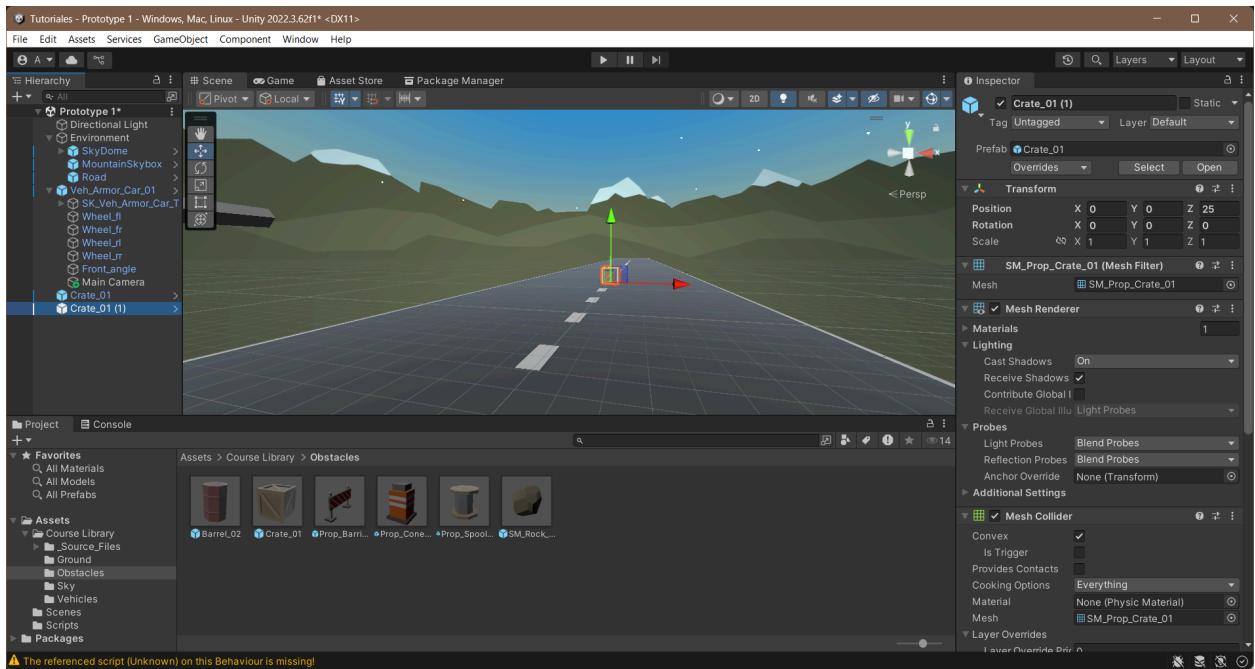
Sign up with GitHub

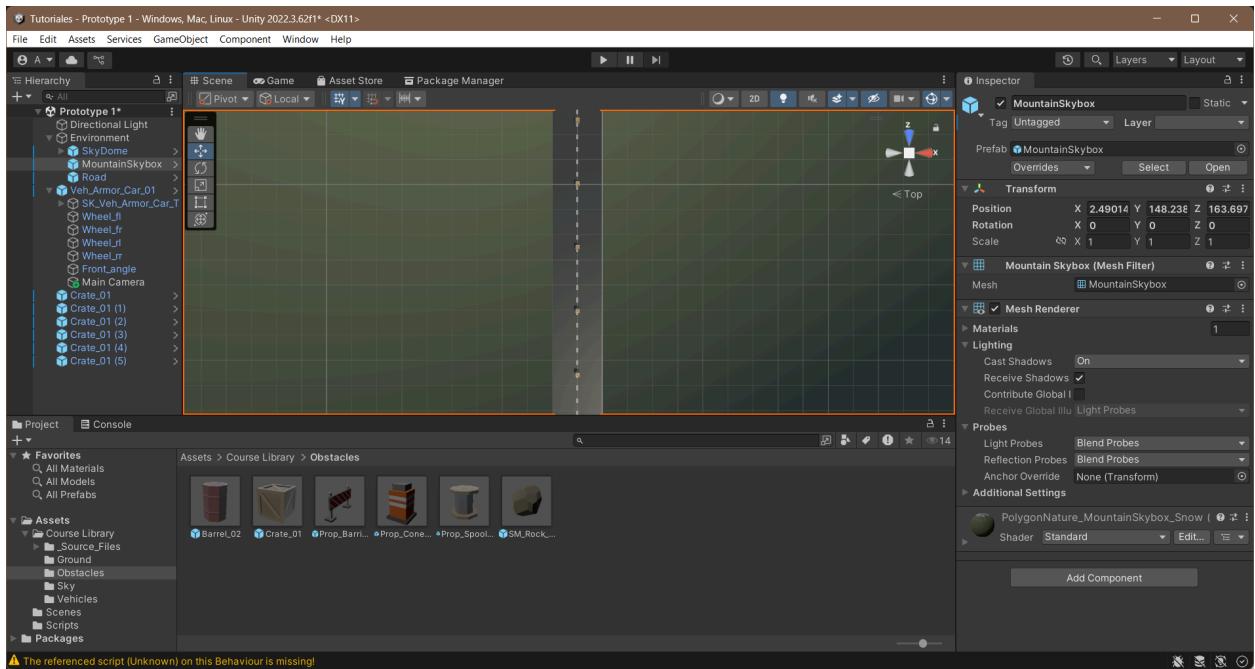
¿Ya tiene una cuenta? Iniciar sesión







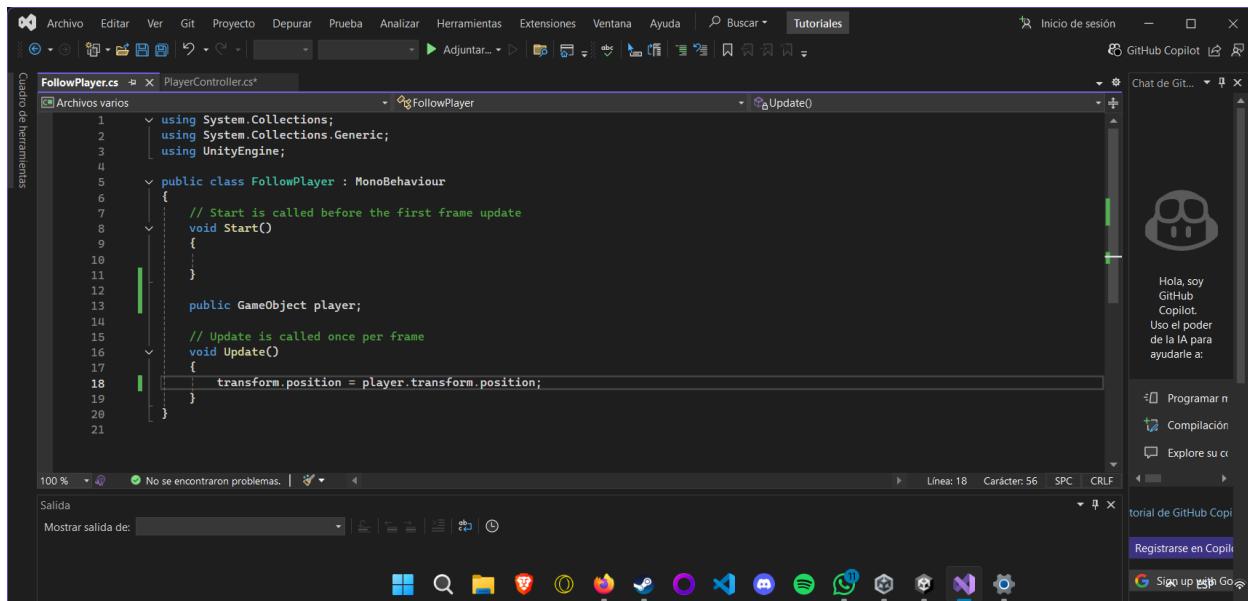
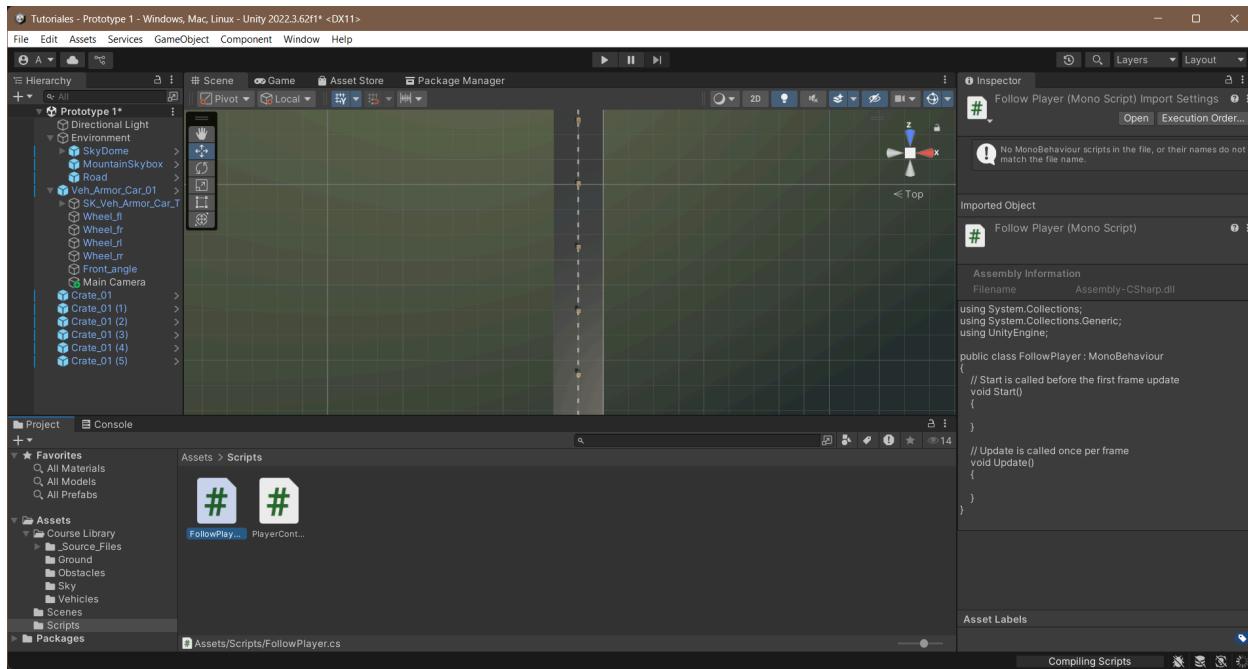


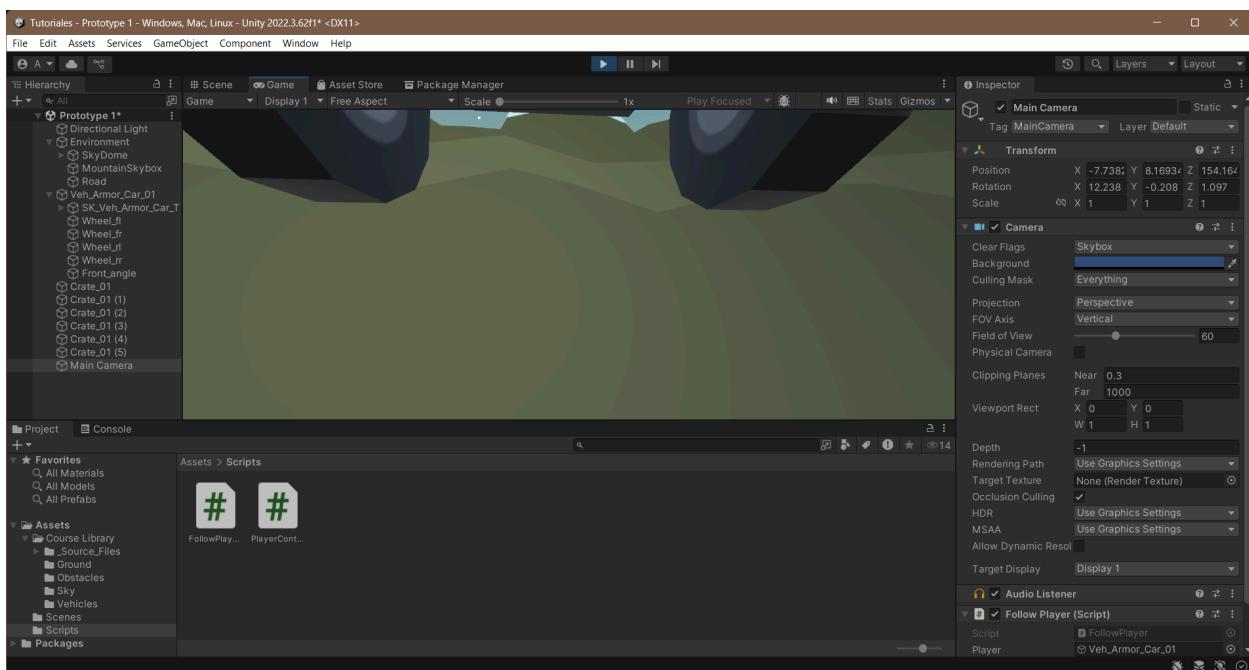
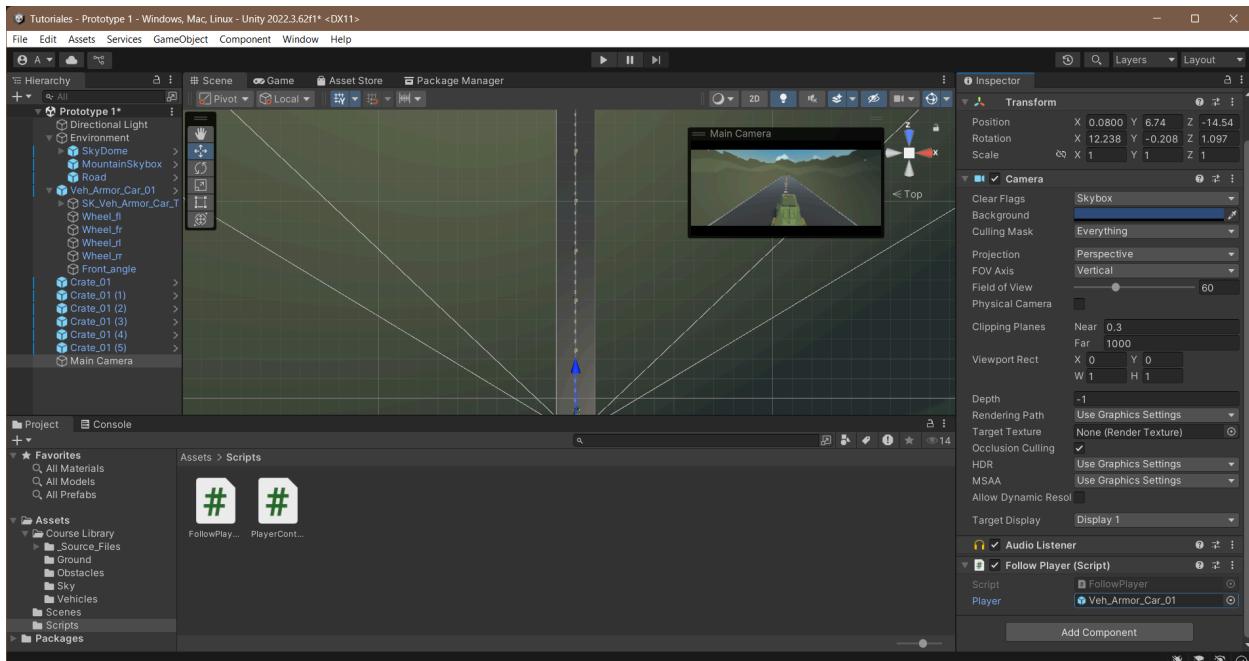


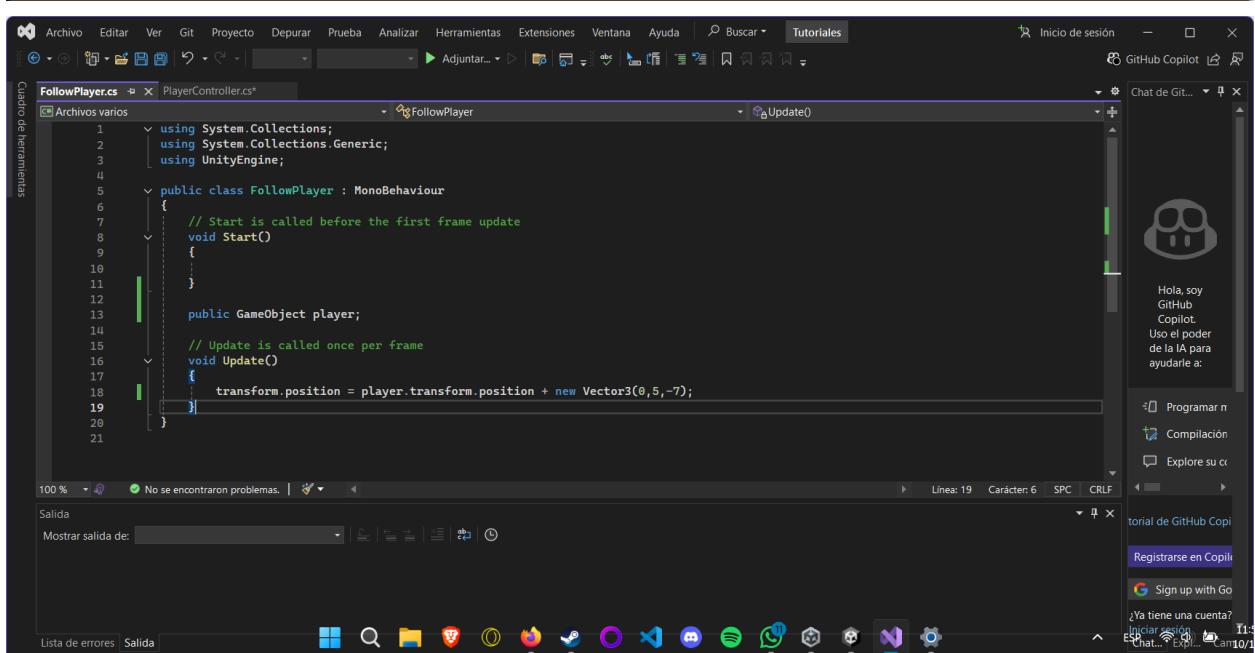
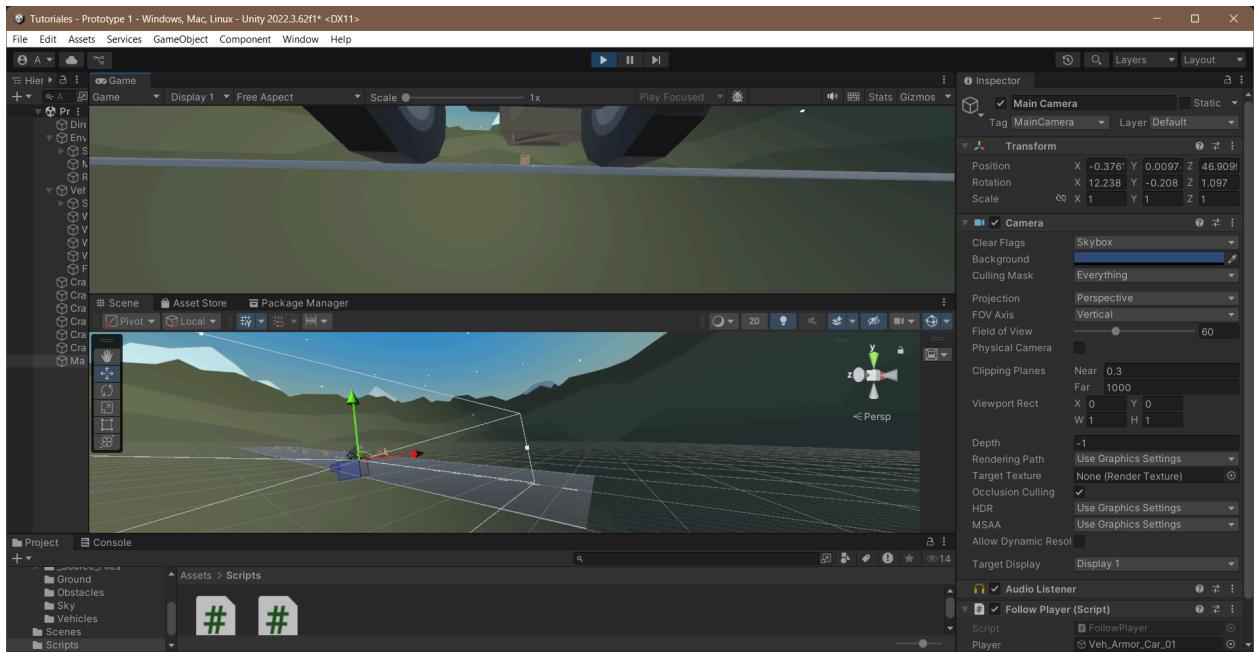
A screenshot of the Visual Studio code editor showing the 'PlayerController.cs' script. The code defines a MonoBehaviour class with a Start() method and an Update() method that moves the vehicle forward.

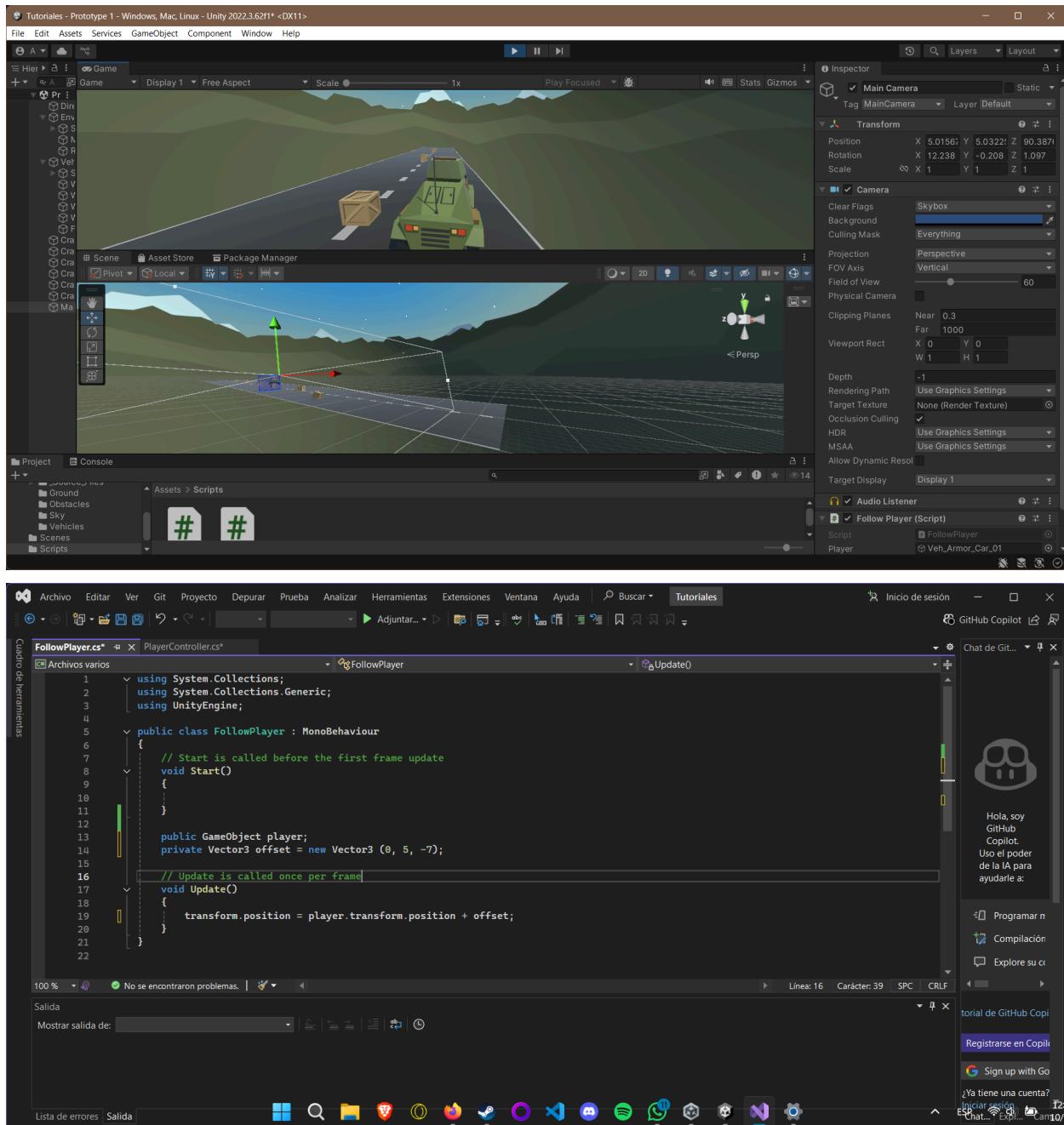
```
1  using System.Collections;
2  using System.Collections.Generic;
3  using UnityEngine;
4
5  public class PlayerController : MonoBehaviour
6  {
7      // Start is called before the first frame update
8      void Start()
9      {
10
11
12
13      public float speed = 5.0f;
14
15      // Move the vehicle forward
16      void Update()
17      {
18          transform.Translate(Vector3.forward * Time.deltaTime * speed);
19
20
21 }
```

The status bar at the bottom indicates 'No se encontraron problemas.' (No errors found) and the current line is 'Linea: 21'. The taskbar at the bottom shows icons for various applications including a browser, Spotify, and messaging.





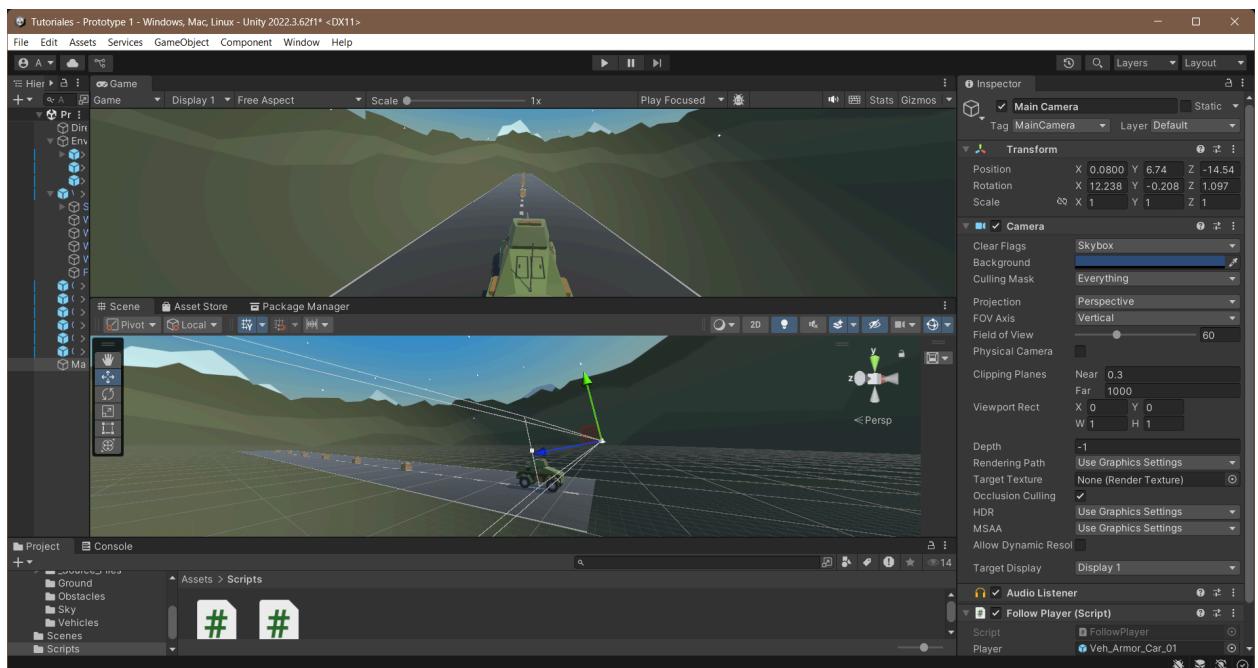


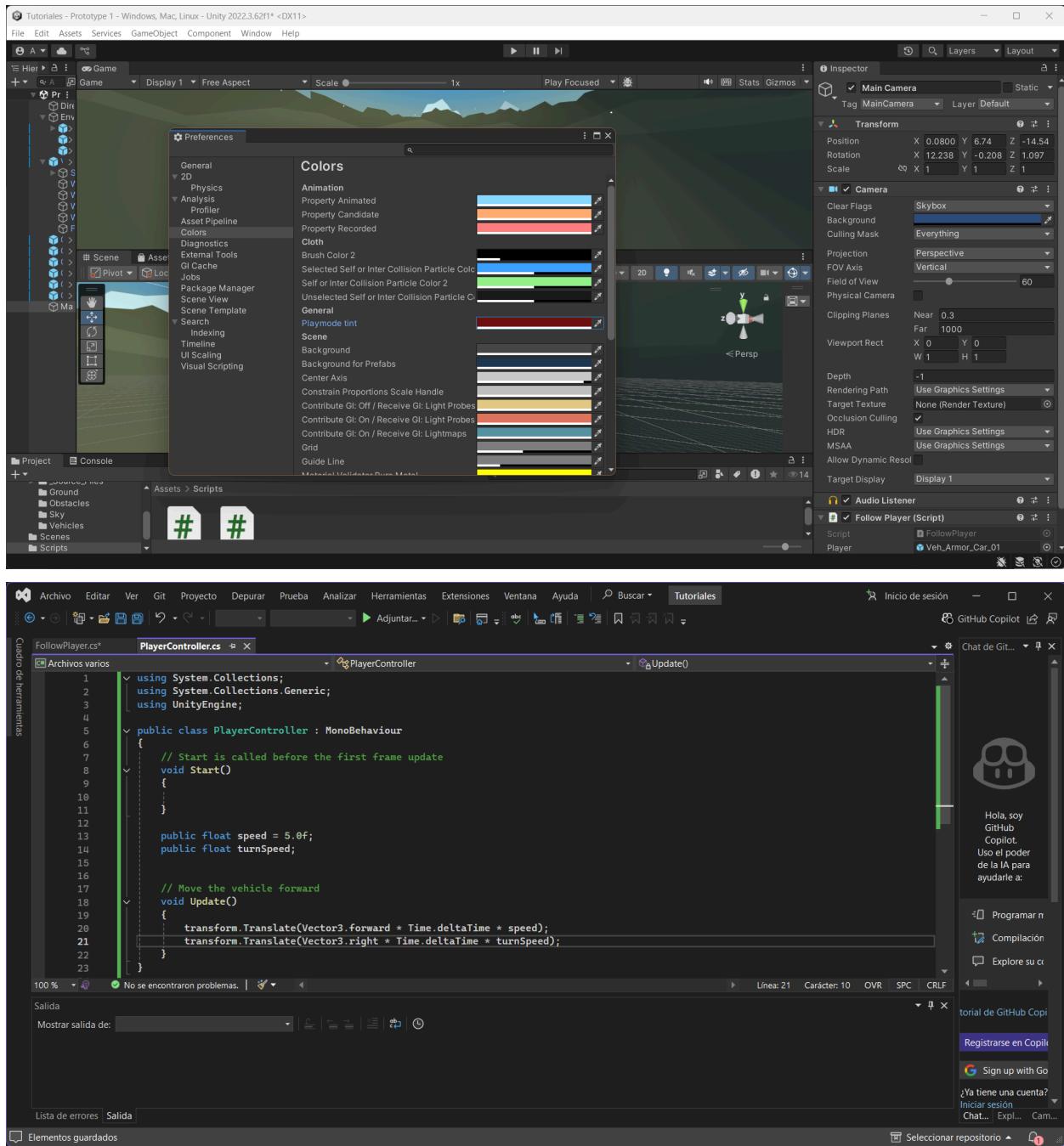


The screenshot shows the Unity Editor interface with the GitHub Copilot plugin integrated. The top menu bar includes 'Archivo', 'Editar', 'Ver', 'Git', 'Proyecto', 'Depurar', 'Prueba', 'Analizar', 'Herramientas', 'Extensiones', 'Ventana', 'Ayuda', 'Buscar', and 'Tutoriales'. The main code editor window displays 'FollowPlayer.cs' and 'PlayerController.cs'. The 'FollowPlayer.cs' script contains the following code:

```
1  using System.Collections;
2  using System.Collections.Generic;
3  using UnityEngine;
4
5  public class FollowPlayer : MonoBehaviour
6  {
7      // Start is called before the first frame update
8      void Start()
9      {
10
11
12
13      public GameObject player;
14      private Vector3 offset = new Vector3(0, 5, -7);
15
16      // Update is called once per frame
17      void LateUpdate()
18      {
19          transform.position = player.transform.position + offset;
20      }
21  }
```

The GitHub Copilot sidebar on the right shows a message from GitHub Copilot: "Hola, soy GitHub Copilot. Uso el poder de la IA para ayudarte a:". Below this, there are sections for "Programar", "Compilación", and "Explore su código". A "Tutorial de GitHub Copilot" section is also present.





```

Cuadro de herramientas
Archivo Editar Ver Git Proyecto Depurar Prueba Analizar Herramientas Extensiones Ventana Ayuda Buscar Tutoriales
Adjuntar GitHub Copilot Chat de GitHub
FollowPlayer.cs* PlayerController.cs < PlayerController > Update()
Archivos varios
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4
5 public class PlayerController : MonoBehaviour
6 {
7     // Start is called before the first frame update
8     void Start()
9     {
10
11
12
13     }
14
15     public float speed = 5.0f;
16     public float turnSpeed;
17
18     // Move the vehicle forward
19     void Update()
20     {
21         transform.Translate(Vector3.forward * Time.deltaTime * speed);
22         transform.Translate(Vector3.right * Time.deltaTime * turnSpeed);
23     }
}
100 % No se encontraron problemas | Salida
Mostrar salida de: Salida
Lista de errores Salida
Elementos guardados

```

The screenshot shows the Unity Editor's code editor with two scripts open: FollowPlayer.cs and PlayerController.cs. The code for FollowPlayer.cs is as follows:

```

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

public class FollowPlayer : MonoBehaviour
{
    void Start()
    {

    }

    public float speed = 5.0f;
    public float turnSpeed;

    void Update()
    {
        transform.Translate(Vector3.forward * Time.deltaTime * speed);
        transform.Translate(Vector3.right * Time.deltaTime * turnSpeed);
    }
}

```

The code for PlayerController.cs is as follows:

```

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

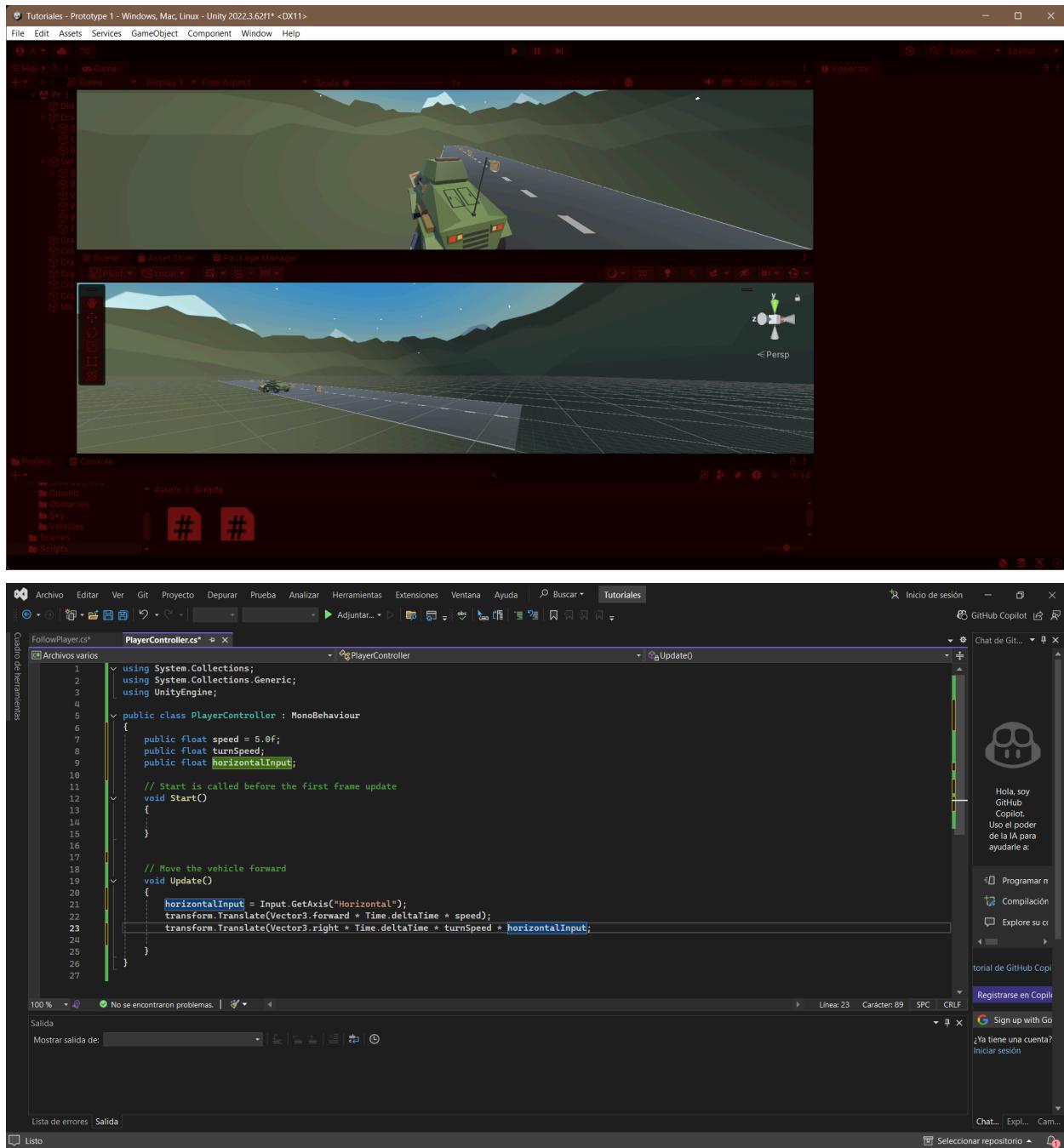
public class PlayerController : MonoBehaviour
{
    // Start is called before the first frame update
    void Start()
    {
    }

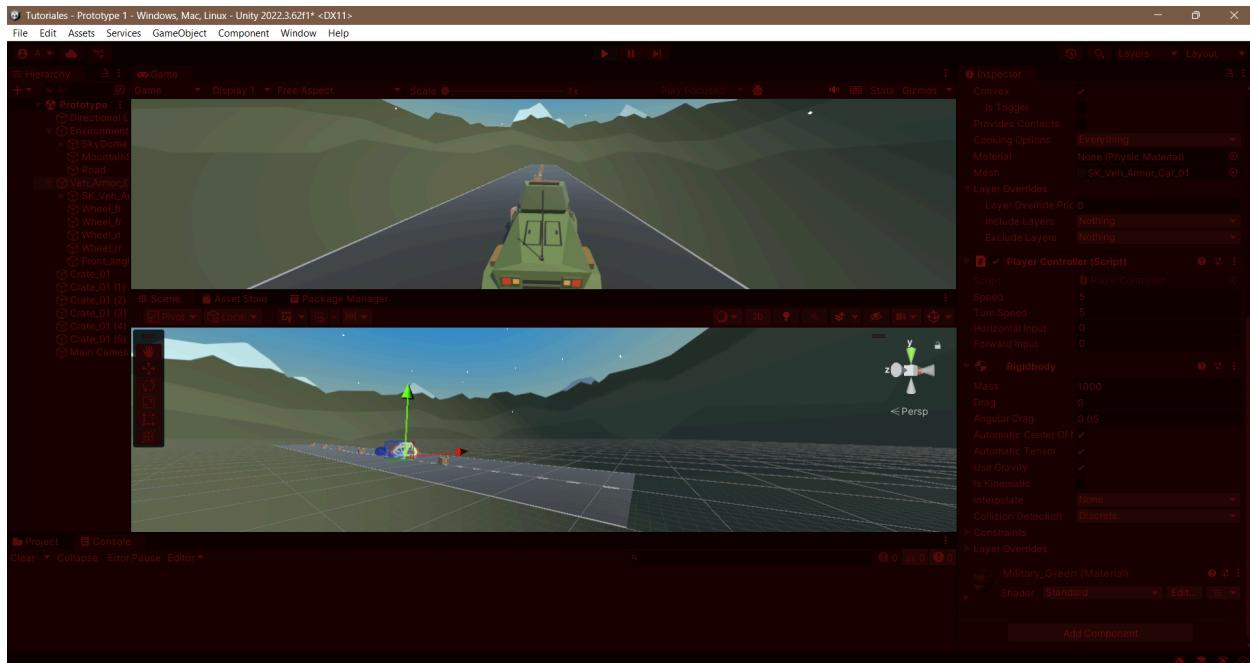
    public float speed = 5.0f;
    public float turnSpeed;

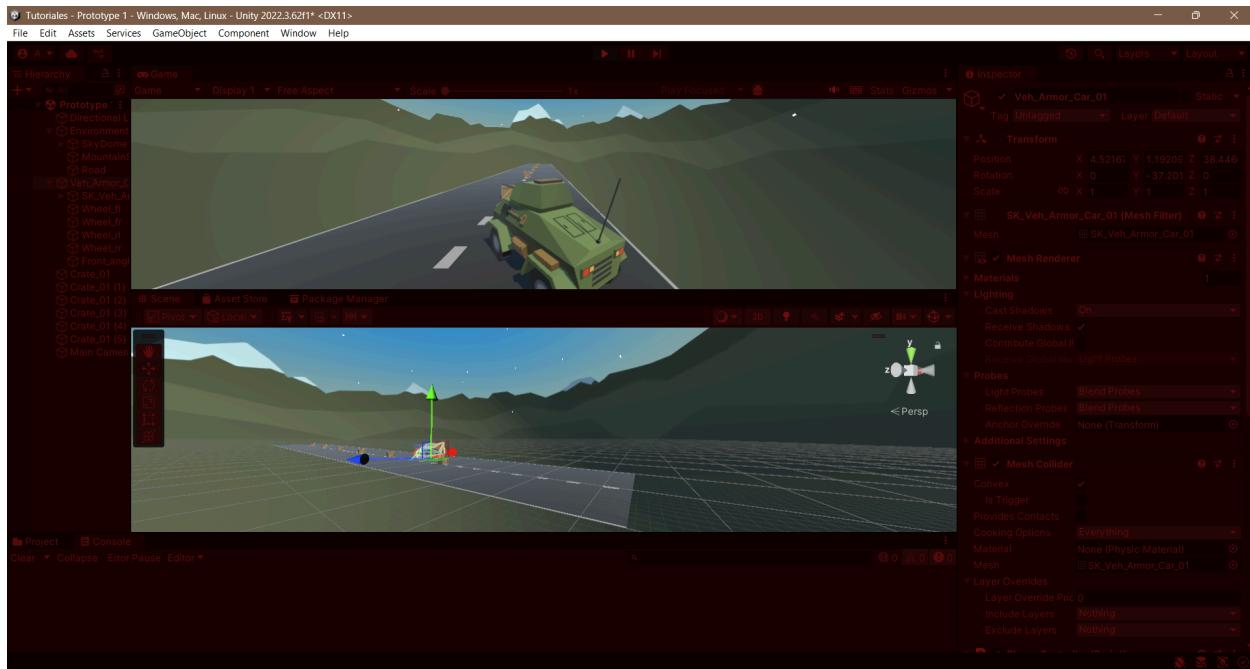
    // Move the vehicle forward
    void Update()
    {
        transform.Translate(Vector3.forward * Time.deltaTime * speed);
        transform.Translate(Vector3.right * Time.deltaTime * turnSpeed);
    }
}

```

The GitHub Copilot feature is active on the right side of the screen, displaying a message from the AI copilot.



A screenshot of the Visual Studio Code editor. The left sidebar shows 'Cuadro de herramientas' (Toolbox) and 'Archivos varios' (Various files) with 'FollowPlayer.cs' and 'PlayerController.cs' listed. The main editor window displays the 'PlayerController.cs' code. The code defines a 'PlayerController' class that inherits from 'MonoBehaviour'. It contains fields for speed (5.0f), turn speed (50.0f), horizontal input, and forward input. The 'Update' method uses these inputs to move and rotate the transform. The right side of the screen features the GitHub Copilot AI sidebar, which includes a message from GitHub Copilot, sections for 'Programar n', 'Compilación', 'Explore su c', 'Tutorial de GitHub Copi', 'Regístrate en Copi', and links to 'Sign up with Go' and '¿Ya tiene una cuenta? Iniciar sesión'.



```
1  using System.Collections;
2  using System.Collections.Generic;
3  using UnityEngine;
4
5  public class PlayerController : MonoBehaviour
6  {
7      public float speed = 20.0f;
8      public float turnSpeed = 45.0f;
9      public float horizontalInput;
10     public float forwardInput;
11
12     void Update()
13     {
14         horizontalInput = Input.GetAxis("Horizontal");
15         forwardInput = Input.GetAxis("Vertical");
16         // Moves the car forward based on vertical input
17         transform.Translate(Vector3.forward * Time.deltaTime * speed * forwardInput);
18         // Rotates the car forward based on horizontal input
19         transform.Rotate(Vector3.up * Time.deltaTime * turnSpeed * horizontalInput);
20     }
21 }
22
```

The GitHub Copilot interface includes a sidebar with a GitHub icon, a message in Spanish, and links for programming, compilation, and exploring GitHub Copilot. It also shows a sign-up button and a login link.

