

Report second assignment

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Implemented basic movement system. When the player presses the corresponding key, the character's position is altered accordingly based on the movement speed i.e:

- W: $\text{Vector3.forward} * \text{movementSpeed}$
- A: $\text{Vector3.left} * \text{movementSpeed}$
- D: $\text{Vector3.right} * \text{movementSpeed}$
- S: $\text{Vector3.back} * \text{movementSpeed}$