SCRIPT EM C# DO JOGADOR (VISUAL STUDIO E UNITY):

Legenda (verde já vem no visual studio o resto você q tem q colocar).

Using System.Collections;

Using System.Collectiion.Generic;

Using UnityEngine;

Public class Jogador : MonoBehavior

{

Public float speed;

Public keycode up;

Public keycode down;

Ptivate rigidbody2D rb;

// start is called before the first frame update

void Start()

{

rb = GetComponent<Rigidbody2D>();

}

// Update is called once per frame

void Update()

{

If (input.getkey(up))

{

rb.velocity = new vector2(0, speed);

}

Else If (input.getkey(down))

{

rb.velocity = new vector2(0, -speed);

}

Else

{

Rb.velocity = new vector2D(0,0);

}

}

}