```csharp
1  using System.Collections;
2  using System.Collections.Generic;
3  using UnityEngine;
4
5  public class PlayerMovement : MonoBehaviour
6  {
7      public float moveSpeed = 5f;
8
9      public Rigidbody2D rb;
10     public Animator animator;
11
12     Vector2 movement;
13
14     // Update is called once per frame
15     void Update()
16     {
17         movement.x = Input.GetAxisRaw("Horizontal");
18         movement.y = Input.GetAxisRaw("Vertical");
19
20         animator.SetFloat("Horizontal", movement.x);
21         animator.SetFloat("Vertical", movement.y);
22         animator.SetFloat("Speed", movement.sqrMagnitude);
23     }
24
25     private void FixedUpdate()
26     {
27         // moviment
28         rb.MovePosition(rb.position + movement * moveSpeed *
            Time.fixedDeltaTime);
29     }
30
31
32 }
33
```