Intro to Unity – Keystrokes to Trigger Events

Input Key Strokes

- Tie a key to an action
- Command: Input.GetKey ("d")
- If the "d" key is pressed, the code following the command will be executed
- Example:

```
if(Input.GetKey("d"))
{
        print("the deee key was pressed!");
}
```

Lab

- Move your GameObject by pressing specific keys
- Use the "d" key to move your character to the left
- Use the "a" key to move your character to the right
- Watch the sample output video for an example