a = Input.GetAxis("Horizontal");

transform.Translate(Input.GetAxis("Horizontal") \* 15f \* Time.deltaTime, 0f, 0f);

Vector3 character = transform.localScale;

if (Input.GetAxis("Horizontal") < 0)

{

character.x = 10;

}

if (Input.GetAxis("Horizontal") > 0)

{

character.y = 10;

}

transform.localScale = character;

b = Input.GetAxis("Vertical");

transform.Translate(0f, Input.GetAxis("Vertical") \* 15f \* Time.deltaTime, 0f);

Vector3 character2 = transform.localScale;

if (Input.GetAxis("Vertical") > 0)

{

character2.x = 10;

}

if (Input.GetAxis("Vertical") < 0)

{

character2.y = 10;

}

transform.localScale = character2;