**MOVIMENTAÇÃO DO GAMBITO**

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class mvgamb : MonoBehaviour

{

public float speed = 20f;

private Rigidbody rb;

void Start() => rb = GetComponent<Rigidbody>();

void FixedUpdate()

{

float h = Input.GetAxis("Horizontal");

float v = Input.GetAxis("vertical");

vector3 movement = new vector3(h,0,v);

movement.Normalize();

rb.AddForce(movement \* speed);

}

}

**INIMIGO MOVIMENTANDO**

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class seguirespaco : MonoBehaviour

{

public float velocidadeDoinimigo;

private Transform posicaoDogambito;

void Start() => posicaoDogambito = GameObject.FindGameObjectwithtag("Bola Rei").transform;

void Update()

{

if (posicaoDogambito.GameObject ! = null)

{

transform.position = vector3.MoveTowards(transform.position, posicaoDoJogador.position, velocidadeDoinimigo \* Time.deltaTime);

}

}

}

**BOTÃO PAUSE E PLAY NO MENU**

**(Entra em Pause quando Clica-se no Botão Escape do Teclado)**

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class Botao : MonoBehaviour

{

public transform pauseMenu;

void start()

{

}

void Update()

{

if (Input.GetKeydown(KeyCode.Escape))

{

if (pauseMenu.gameobject.activeself)

{

pauseMenu.gameObject.setActive(false);

Time.timeScale = 1;

}

else

{

pauseMenu.gameObject.SetActive(true);

Time.timeScale = 0;

}

}

}

public void ResumeGame()

{

pauseMenu.gameObject.setActive(false);

Time.timeScale = 1;

}

}