1st Batch (30 minutes)

Task 1A (about 10min)

A screen shot of a computer program

Description automatically generated

Set 2 velocity to separate horizontal and vertical directions. Then right and up + the velocity, left and down – the velocity. \*~~Time.deltaTime for each line otherwise I’m committing a crime~~

Task 1B (about 50mins)

A screenshot of a computer program

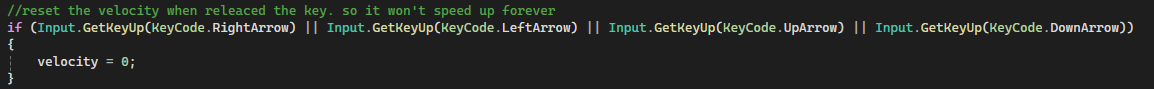
Description automatically generated

Set velocity to a float, so in if(GetKeyThing) could keep simple

Velpcity \* vector3.some direction

Problem is when press arrow button again, velocity keep what it got before and growing from that.

Add this



Fix some of the problem. But the movement is not smooth when change direction. Cause every time when I release some key the velocity set back to 0, even I set to bigger number.

A screen shot of a computer program

Description automatically generatedwork a little, but still not smooth move

Other try like set 4 vector3 represent vector3.some direction \* time deltatim, then if release key set that vector 3 to zero. But not work.

Then finally, normalize the direction then do other thing.

A screen shot of a computer program

Description automatically generated

But player will keep moving when release the key. I run out of time to do more changes.

2nd batch

Task 1C

Oh, it’s next task work.