using System.Collections;

using System.Collections.Generic;

using UnityEngine;

using UnityEngine.InputSystem;

using TMPro;

using UnityEngine.SceneManagement;

public class playerController : MonoBehaviour

{

    public float speed = 0;

    private Rigidbody rb;

    private float movementX;

    private float movementY;

    // Start is called before the first frame update

    void Start()

    {

        rb = GetComponent<Rigidbody>();

    }

    private void OnMove(InputValue movementValue)

    {

        Vector2 movementVector = movementValue.Get<Vector2>();

        movementX = movementVector.x;

        movementY = movementVector.y;

    }

    private void FixedUpdate()

    {

        Vector3 movement = new Vector3(movementX, 0.0f, movementY);

        rb.AddForce(movement \* speed);

    }

    private void OnTriggerEnter(Collider other)

    {

        if (other.gameObject.CompareTag("PickUp"))

        {

            other.gameObject.SetActive(false);

        }

    }

}