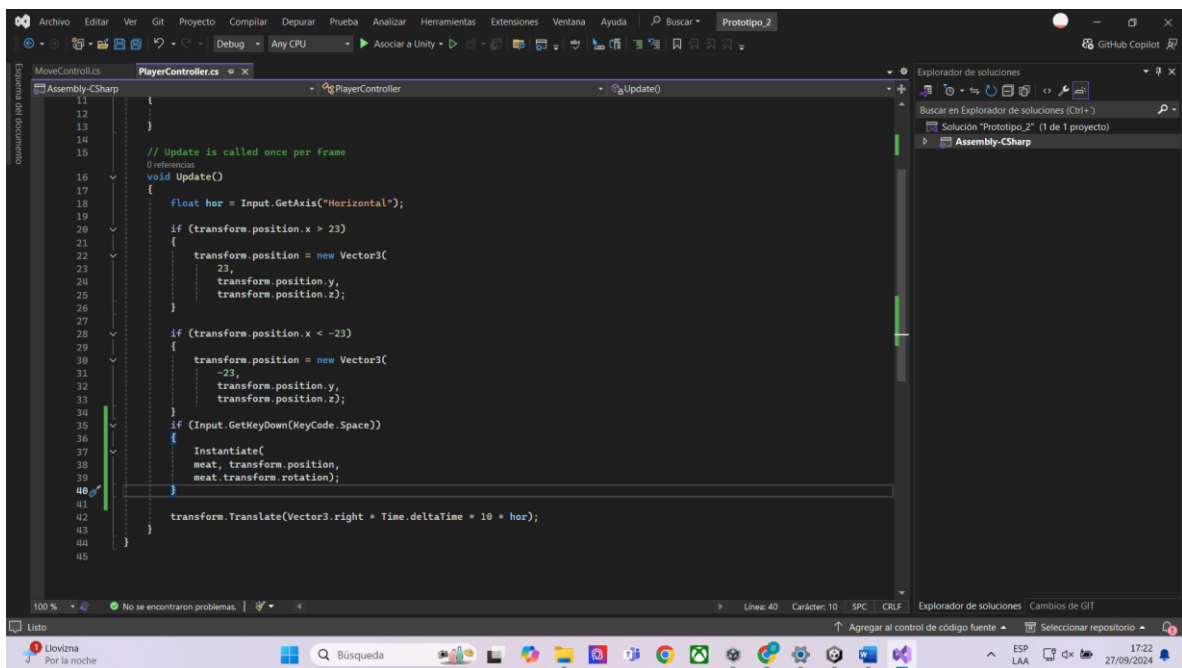


This screenshot shows the Visual Studio IDE with the `FoodControll.cs` file open. The file is part of the `Assembly-CSharp` project. The code defines a `FoodControll` class that inherits from `MonoBehaviour`. It includes a `Start()` method and an `Update()` method. The `Update()` method contains logic to destroy the game object if its position is outside a certain range and to move it forward by 10 units per frame.

```
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4
5 public class FoodControll : MonoBehaviour
6 {
7     // Start is called before the first frame update
8     void Start()
9     {
10
11     }
12
13     // Update is called once per frame
14     void Update()
15     {
16         if (transform.position.x > 35)
17         {
18             Destroy(gameObject);
19         }
20         else if (transform.position.x < -17)
21         {
22             Destroy(gameObject);
23         }
24
25         transform.Translate(Vector3.forward * Time.deltaTime * 10);
26     }
27 }
28
```



This screenshot shows the Visual Studio IDE with the `PlayerController.cs` file open. The file is part of the `Assembly-CSharp` project. The code defines a `PlayerController` class that inherits from `MonoBehaviour`. It includes a `Start()` method and an `Update()` method. The `Update()` method contains logic to move the player horizontally based on the horizontal axis input, to instantiate a meat object when the space key is pressed, and to move the player right by 10 units per frame.

```
11
12
13
14
15 // Update is called once per frame
16 void Update()
17 {
18     float hor = Input.GetAxis("Horizontal");
19
20     if (transform.position.x > 23)
21     {
22         transform.position = new Vector3(
23             23,
24             transform.position.y,
25             transform.position.z);
26     }
27
28     if (transform.position.x < -23)
29     {
30         transform.position = new Vector3(
31             -23,
32             transform.position.y,
33             transform.position.z);
34     }
35
36     if (Input.GetKeyDown(KeyCode.Space))
37     {
38         Instantiate(
39             meat, transform.position,
40             meat.transform.rotation);
41     }
42
43     transform.Translate(Vector3.right * Time.deltaTime * 10 * hor);
44 }
45
```

