**How to make a Video Game in Unity - MOVEMENT (E03)**

Following this tutorial we will use unity and some C# scripting to enable a left and right movement that can be used in a game. This tutorial will add friction, forward movement of the player and also sideways movement of the player. The player will eventually have a slide effect that can be used such as in racing games. We will be using variables. Variables store data in code and that are used in UNITY . We will need a floor ready in UNITY to start this tutorial.

1. Open UNITY project.
2. Create a cube for the floor, scale it to create a flat long surface.
3. Create a new a cube that will represent the player, go to the player, add a rigid body from the inspector by clicking on add component.
4. Go to the constraint on the rigid body then freeze the rotation on every axis
5. Right click in the project, create – physical material
6. Rename material to something I.E = Slippery
7. Put dynamic and static friction to 0.
8. Drag ‘slippery’ onto the ground
9. Select the player, create the movement Script by clicking add component and writing movement script and click new script
10. Inside the class, delete the Start and Update function.
11. Instead, write these lines:

public Rigidbody rb;

public float forward = 2000f;

public float sideways = 500f;

void FixedUpdate()

{

rb.AddForce(0, 0, forward \* Time.deltaTime);

if (Input.GetKey("d"))

{

rb.AddForce(sideways \* Time.deltaTime, 0, 0);

}

if (Input.GetKey("a"))

{

rb.AddForce(-sideways \* Time.deltaTime, 0, 0);

}

}

1. Save, Go back into Unity.
2. In the inspector, drag the player in the slot next to rb;