Basic Movement Tutorial

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I first created a cube and placed it into an empty scene. I named it “Player”, then created a script called “PlayerMovement”. I then wrote:

private float speed = 10f;

private float jumpForce = 20f;

private float gravity = 30f;

private Vector3 moveDir = Vector3.zero;

These variables will allow me to increase the speed at which the player, how much force is put into the player jumping and how much gravity will affect them. Within the void update I then wrote:

CharacterController controller = gameObject.GetComponent<CharacterController>();

if (controller.isGrounded) {

moveDir = new Vector3(Input.GetAxis("Horizontal"), 0, Input.GetAxis("Vertical"));

moveDir = transform.TransformDirection(moveDir);

moveDir \*= speed;

if (Input.GetButtonDown("Jump")) {

moveDir.y = jumpForce;

I used the character controller to allow the player to move in all directions and jump.

moveDir.y -= gravity \* Time.deltaTime;

controller.Move(moveDir \* Time.deltaTime);