* Create a sprite and attach a 2D box collider to it, then create and attach a script.
* Start by creating three variables to be used throughout the script. Make these all private variables.

*private float startPosX;*

*private float startPosY;*

*private bool isBeingHeld = false;*

* You can delete the void start section as this won’t be used. Create two new private voids:

*private void OnMouseDown()*

*private void OnMouseUp()*

* Under the on mouse down void, write this if statement that will tell the script the sprite is being held when the mouse is held on the object.

*if(Input.GetMouseButtonDown(0))*

*{*

*isBeingHeld = true;*

*}*

* Under the on mouse up void, we only need one line of code to tell the computer that the sprite is not being clicked on:

*isBeingHeld = false;*

* Under void Update, we’ll need another if statement. Write out these lines of code:

*if (isBeingHeld == true)*

*{*

*Vector3 mousePos;*

*mousePos = Input.mousePosition;*

*mousePos = Camera.main.ScreenToWorldPoint(mousePos);*

*this.gameObject.transform.localPosition = new Vector3(mousePos.x, mousePos.y, 0);*

*}*

If the sprite is being held, this code will set the position of the sprite to the same position as the mouse.