Player Movement Tutorial

***This tutorial details how to enable left and right movement of a sprite/character so running can be a thing in my 2D platformer game.***

1. Create a scripts folder in the project window. Enter the folder, right-click the empty space, click *create* and then *c#* script.
2. In order to connect the script to the player, drag the script onto the player object.
3. Title the class something related to the player’s movement, create a private class linked to the *RigidBody* component of the sprite. Create a private class for when the script is being loaded that calls the *RigidBody* component: A screen shot of a computer program

   Description automatically generated
4. Use Unity’s built-in *Update* method and use the velocity function to have control over the speed of the character’s movement.
5. Assign the velocity using the *vector*s and use the property *Input.GetAxis* . Because it’s a 2D platformer game, inputting the string “Horizontal” within the parentheses means that movement can be made as a result of pressing the left and right arrow keys.
6. To exert greater control over the speed, create a variable for it and *SerializeField* so that it is directly editable from Unity itself: A screen shot of a computer program

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7. To implement jumping, use an if statement using *Input.GetKey(KeyCode.*(LETTER YOU WISH TO USE FOR JUMPING)). Then construct and connect a new vector given the x component for the player’s velocity and speed.