

```
using UnityEngine;
using System.Collections;

public class MoveChar : MonoBehaviour {

    protected Animator anim;
    public float originalSpeed = 10f;
    public float runSpeed = 1.8f;

    void Start () {
        anim = GetComponent<Animator>();
    }

    //moves and animates the character, given a direction
    public void Move(Direction dir, bool isRunning){
        float speed = originalSpeed;
        if(isRunning)
            speed = speed * runSpeed;
        switch(dir){
            case Direction.down:
                transform.Translate(-Vector2.up*speed*Time.deltaTime);
                break;
            case Direction.up:
                transform.Translate(Vector2.up*speed*Time.deltaTime);
                break;
            case Direction.left:
                transform.Translate(-Vector2.right*speed*Time.deltaTime);
                break;
            case Direction.right:
                transform.Translate(Vector2.right*speed*Time.deltaTime);
                break;
            case Direction.none:
                //if the direction is none, then the character didn't move
                anim.SetBool("IsMoving",false);
                //function returns before modifying once again "IsMoving" and "Direction"
                return;
        }
        // (int) dir gets the index of Direction variable (0=down, 1=left, 2=up, 3=right)
        anim.SetInteger("Direction",(int) dir);
        anim.SetBool("IsMoving",true);
    }
}
```