UNITY 2D:

movimiento:

```
using UnityEngine; public class JohnMovement : MonoBehaviour { private Rigidbody2D
Rigidbody2D; private float Horizontal; void Start() { Rigidbody2D = GetComponent(); } //
Update is called once per frame void Update() { Horizontal =
Input.GetAxisRaw("Horizontal"); } private void FixedUpdate() { Rigidbody2D.linearVelocity =
new Vector2(Horizontal, Rigidbody2D.linearVelocityY); } }
```

salto:

```
void Update() { Horizontal = Input.GetAxisRaw("Horizontal"); if
(Input.GetKeyDown(KeyCode.W)) { Jump(); } } private void Jump() {
Rigidbody2D.AddForce(Vector2.up); }
```

UNITY 3D:

Movimiento:

carpeta scripts:

Create > Scripting > MonoBehaviour Script.

JugadorMovimiento:

```
using UnityEngine;

public class JugadorMovimiento : MonoBehaviour
{
    public float Speed = 1.0f;
    public float RotationSpeed = 1.0f;
    public float JumpForce = 1.0f;

    private Rigidbody Physics;

    void Start()
    {
        Cursor.lockState = CursorLockMode.Locked;
        Cursor.visible = false;

        Physics = GetComponent<Rigidbody>();
    }

    void Update()
    {
        // MOVIMIENTO
        float horizontal = Input.GetAxis("Horizontal"); // 1 si es "D" y -1 si es "A"
        float vertical = Input.GetAxis("Vertical");     // 1 si es "W" y -1 si es "S"
        transform.Translate(new Vector3(horizontal, 0.0f, vertical) * Time.deltaTime * Speed);

        // ROTACIÓN
        float rotationY = Input.GetAxis("Mouse X");
```

```
        transform.Rotate(new Vector3(0, rotationY * Time.deltaTime * RotationSpeed, 0));

        // SALTO
        if (Input.GetKeyDown(KeyCode.Space))
        {
            Physics.AddForce(new Vector3(0, JumpForce, 0), ForceMode.Impulse);
        }
    }
}
```

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Movimiento:

```
using UnityEngine;

public class CogerObjeto : MonoBehaviour
{
    public GameObject handPoint;
    private GameObject pickedObject = null;

    void Start()
    {
    }

    void Update()
    {
    if (pickedObject != null)
    {
        if (Input.GetKey("r"))
        {
            pickedObject.GetComponent<Rigidbody>().useGravity = true;
            pickedObject.GetComponent<Rigidbody>().isKinematic = false;
            pickedObject.gameObject.transform.SetParent(null);
            pickedObject = null;
        }
    }
}


    private void OnTriggerStay(Collider other)
    {
        if (other.gameObject.CompareTag("Objeto"))
        {
            if (Input.GetKey("e") && pickedObject == null)
            {
```

```
                other.GetComponent<Rigidbody>().useGravity = false;
                other.GetComponent<Rigidbody>().isKinematic = true;
                other.transform.position = handPoint.transform.position;
                other.gameObject.transform.SetParent(handPoint.gameObject.transform);
                pickedObject = other.gameObject;
            }
        }
    }
}
```