Unity3d Moving GameObjects

1. Transform SetPosition

transform.position += transform.forward \* Time.deltaTime

1. Transform Translate

transform.Translate(Vector3.forward\*Time.deltaTime)

1. Rigidbody AddForce()

Will add force and move object faster gradually.

rigidbody.AddForce(new Vector3(x,0,z) \* force \* Time.fixedDeltaTime);

1. Rigidbody MovePosition()

Similar to transform.SetPosition

Vector3 newPosition = transform.position + (transform.forward\*force\*Time.deltaTime)

rigidbody.MovePosition(newPosition)

1. Rigidbody SetVelocity()

Move object with velocity (at constant speed)

rigidbody.velocity(transform.forward\*force\*Time.deltaTime)