**USER CODE TO CONTROL THE USER MOVEMENT**

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class PlayerTest : MonoBehaviour

{

static Animator anim;

public float speed = 2.0f;

public float rotaionspeed = 75.0f;

public float translation;

public float rotation;

public GameObject car;

void Start()

{

anim = GetComponent<Animator>();

}

void FixedUpdate()

{

translation = Input.GetAxis("Vertical") \* speed;

rotation = Input.GetAxis("Horizontal") \* rotaionspeed;

translation \*= Time.deltaTime;

rotation \*= Time.deltaTime;

transform.Translate(0, 0, translation);

transform.Rotate(0, rotation, 0);

// These two if conditions control the user from entering and exiting from car

if (translation == 0)

{

}

else

{

anim.SetBool("ExitCar", true);

}

if (Input.GetKeyDown(KeyCode.Space))

{

//

gameObject.SetActive(false);

Debug.Log("AAAASSS");

//gameObject.GetComponent<PlayerTest>().enabled = false;

car.GetComponent<Car>().enabled = true;

}

}

public void OnTriggerEnter(Collider other)

{

//Renderer render = GetComponent<Renderer>();

//render.material.color = Color.red;

Debug.Log("ASD");

//anim.SetTrigger("HitCar");

//car.GetComponent<ScriptableObject>.

}

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