Code Examples

Basic Input Script

```
1.  public class PlayerInput : MonoBehaviour
2.  {
3.    [SerializeField] Movement movement;
4.
5.    void Update()
6.    {
7.      Vector3 moveDirection = new Vector3(Input.GetAxis("Horizontal"), 0,
8.      Input.GetAxis("Vertical"));
9.    }
10. }
```

Basic Movement Script

```
1.  public class Movement : MonoBehaviour
2.  {
3.    public float moveSpeed = 1;
4.
5.    public void Move(Vector3 direction)
6.    {
7.      transform.position += direction * moveSpeed * Time.deltaTime;
8.    }
9.  }
```