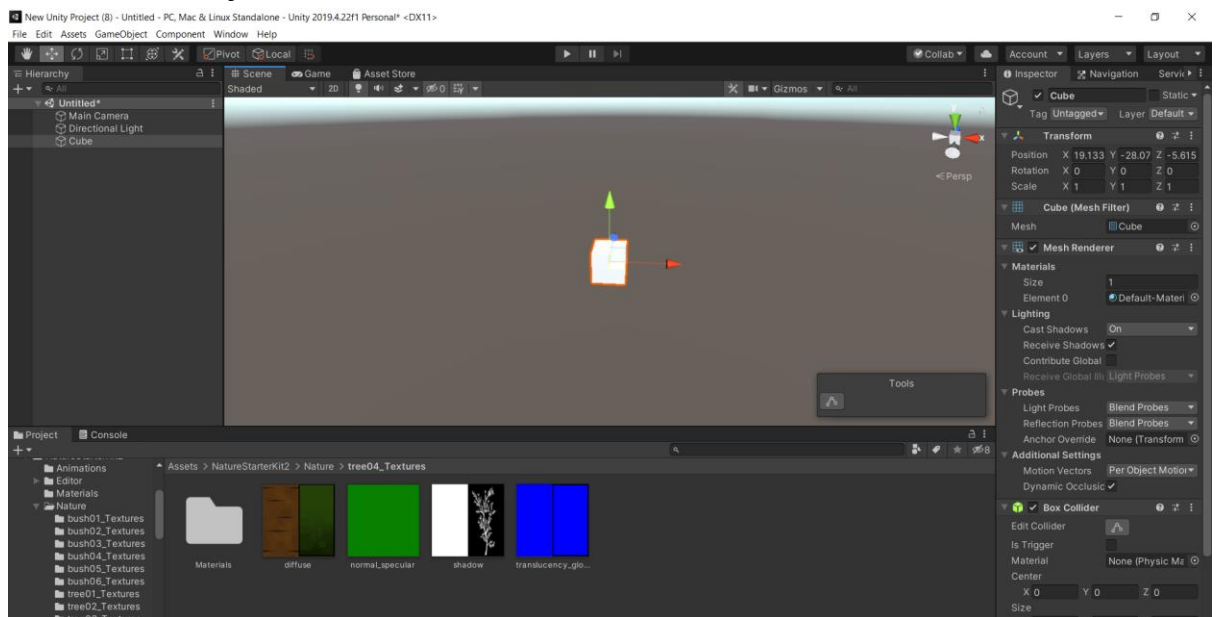# How to make an object moving game In Unity:

1. Create an object.

2. Attach a script to the object with the following code in it.

```
using System.Collections;
 using System.Collections.Generic;
 using UnityEngine;
public class assingment2 : MonoBehaviour
{ public int score = 0; public int value = 0; public float
moveSpeed = 20; // Start is called before the first frame update
void Start() {
} // Update is called once per frame void Update() { float
moveHorizontal = Input.GetAxis("Horizontal");
 float moveVertical = Input.GetAxis("Vertical");
Vector3 movement = new Vector3(moveHorizontal, 0f,
moveVertical); transform.Translate(movement *
Time.deltaTime * moveSpeed);
Vector3 position = this.transform.position;
if (transform.position.x >= 200) { score++; Debug.Log(score); } if
(transform.position.y >=200) { score++; Debug.Log(score); } } }
```
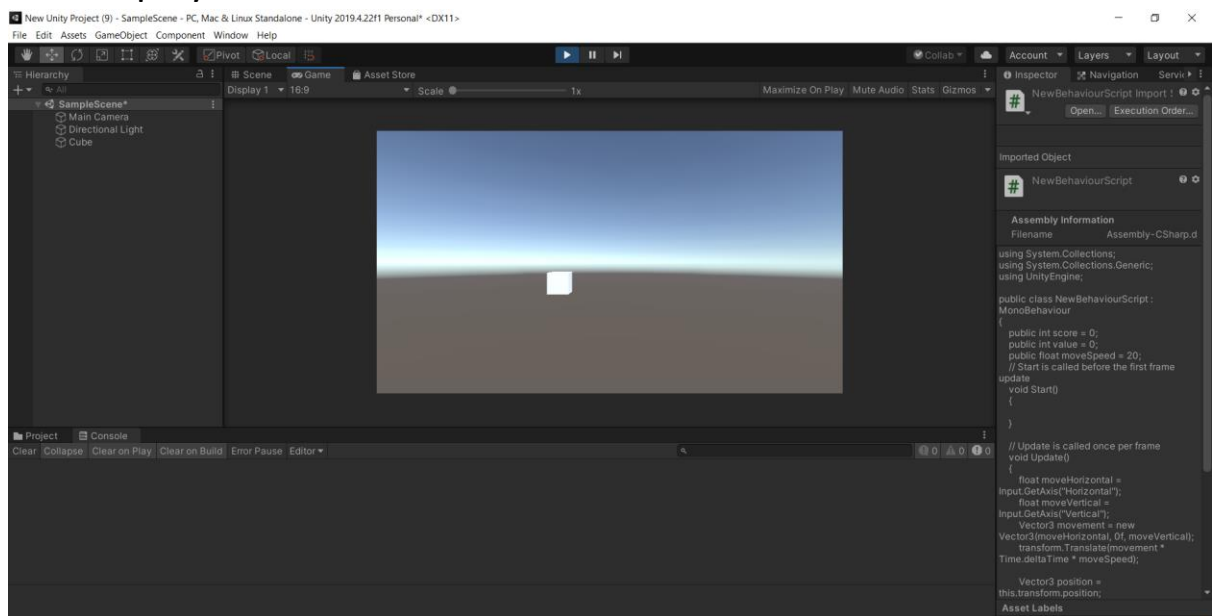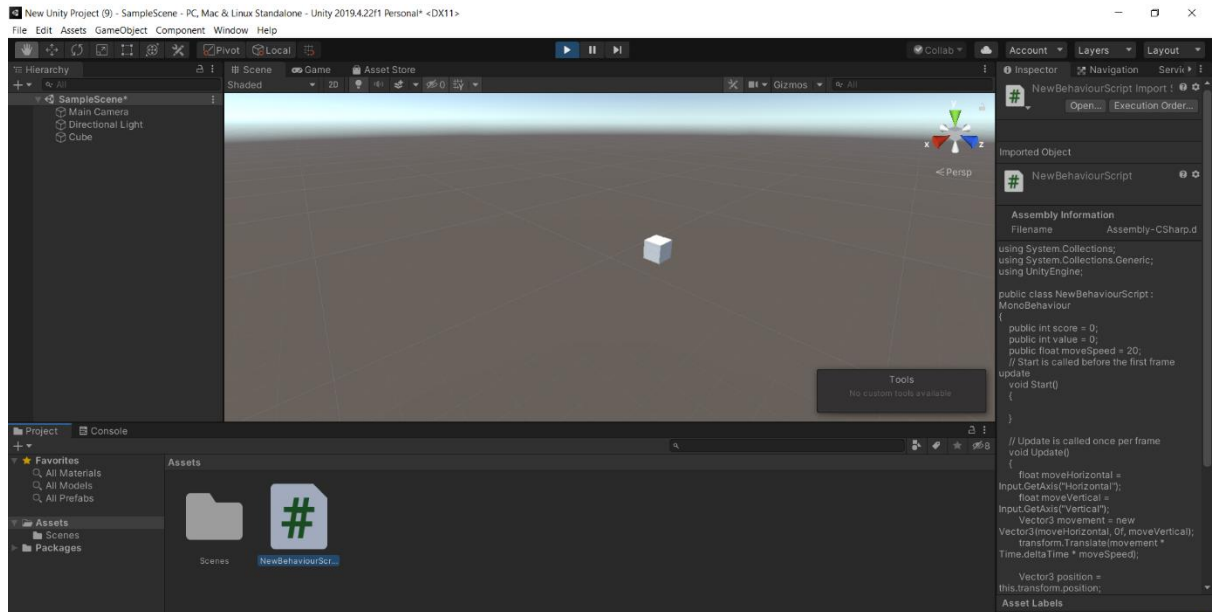
3. Hit the play button.

4. Enjoy!

Made by

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