﻿using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class CarMove : MonoBehaviour

{

float roty;

[SerializeField] float speed;

// Start is called before the first frame update

void Start()

{

speed = 0;

}

// Update is called once per frame

void Update()

{

roty = Input.GetAxis("Mouse X");

　　//スペースボタン押せばスピードが早くなります。

if (Input.GetKey(KeyCode.Space))

{

Debug.Log("move");

//最速は５．０ｆ、それ以上は5.0ｆになります

if(speed >= 5.0f)

{

speed = speed;

}

else

{

speed += 0.05f;

}

}

//ボタンが押せない時スピードが少しずつ減らす

else

{

if (speed > 0)

{

speed -= 0.01f;

}

else

{

speed = 0;

}

}

transform.Translate(speed, 0.0f, 0.0f);

transform.rotation \*= Quaternion.Euler(0, roty, 0.0f);

}

}