﻿using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class HeroMovement : MonoBehaviour

{

public float speed;

void Update()

{

if(Input.GetKey(KeyCode.W))

{

transform.position += new Vector3(0, 1 \* Time.deltaTime \* speed, 0);

}

if (Input.GetKey(KeyCode.S))

{

transform.position += new Vector3(0, -1 \* Time.deltaTime \* speed, 0);

}

if (Input.GetKey(KeyCode.D))

{

transform.position += new Vector3(1 \* Time.deltaTime \* speed, 0, 0);

}

if (Input.GetKey(KeyCode.A))

{

transform.position += new Vector3(-1 \* Time.deltaTime \* speed, 0, 0);

}

}

}