2- Unity RPG Tutorial – Player Movement

1. Create a new folder in assets, call it Scenes. Save the scene under “file” and call it lvl1.
2. There is a built in system that handles controls in Unity! Under “edit” from the top tab, Go under “Project Settings” then “Input”. Click on Axes and look at all the controls that are applicable to your game. For this game, we will be using Horizontal and Vertical, since it is a 2D rpg. Go to “Scripts” under “Assets”. Right Click and go under “Create” and C# script. Name it PlayerController. Double Click and Open the file.
3. Under is the script to use

public class PlayerController : MonoBehaviour {

public float moveSpeed;

// Use this for initialization

void Start() {

}

//Update is called once per frame

void Update() {

if(Input.GetAxisRaw(“Horizontal”) > 0.5f || Input.GetAxisRaw(“Horizontal”) < -0.5f)

{

transform.Translate (new Vector3(Input.GetAxisRaw(“Horizontal”) \* moveSpeed \* Time.deltaTime, 0f, 0f));

}

if(Input.GetAxisRaw(“Vertical”) > 0.5f || Input.GetAxisRaw(“Vertical”) < -0.5f)

{

transform.Translate (new Vector3(0f, Input.GetAxisRaw(“Vertical”) \* moveSpeed \* Time.deltaTime, 0f ));

}

}

}

1. Click on your player in the inspector click add component at the bottom of the inspector. Add PlayerController. You can now change the move speed in the inspector.