**Notes on Unity Learning**

* Use Input.GetAxis(), Edit > Project Settings > Input to set keys.
* ForceMode.Impulse adds instantaneous force based on the object’s mass, use this.
  + Edit: Don’t use this?
* Basic movement pseudocode:
  + Vector3 movement;
  + Movement = input(x, y)
  + Character.AddForce(movement \* speed)
* Attach the camera as a child of the player object (obvious)

The following code allows basic movement + camera aiming with mouse, we can modify this to also create upwards & downwards mouse aiming.

public Rigidbody Rigid;

public float MouseSensitivity;

public float MoveSpeed;

public float JumpForce;

void Update()

{

Rigid.MoveRotation(Rigid.rotation \* Quaternion.Euler(new Vector3(0, Input.GetAxis("Mouse X") \* MouseSensitivity, 0)));

Rigid.MovePosition(transform.position + (transform.forward \* Input.GetAxis("Vertical") \* MoveSpeed) + (transform.right \* Input.GetAxis("Horizontal") \* MoveSpeed));

if (Input.GetKeyDown("space"))

Rigid.AddForce(transform.up \* JumpForce);

}

We’ll use the same line as the Rigid.MoveRotation in the above code to also rotate the camera only (not the player object) up and down without affecting the players forwards/backwards movements.