

```

using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class PlayerController : MonoBehaviour
{
    public GameObject player;
    public GameObject camera;

    //Mouse input will be stored in x and y. Rotation speed (kind of
    sensitivity)
    //is stored in speed, public, so you can change it in the inspector.
    //By default it will be null (zero), so it will not work until you
    change it.
    private float x;
    private float y;
    private float xMuv;
    private float yMuv;
    public float speed;

    void Update()
    {
        //Read mouse input values.
        x = Input.GetAxis("Mouse X");
        xMuv = Input.mousePosition.x;
        y = Input.GetAxis("Mouse Y");
        yMuv = Input.mousePosition.y;

        //Rotate the player right and left
        player.transform.Rotate(0, x * speed, 0);

        //Look up and down only with your camera
        camera.transform.Rotate(y * speed, 0, 0);
    }
}

```