Coding cheat sheet

Gravity move controller

using UnityEngine;  
public class **CharacterMover** : MonoBehaviour  
{  
 public CharacterController **controller**;  
 public float **moveSpeed** = 5f, **gravity**= -9.81f;  
   
 private Vector3 moveDirection;  
 private float yDirection;  
  
 private void **Update**()  
 {  
 var moveSpeedInput = moveSpeed \* Input.GetAxis("Horizontal");  
 moveDirection.Set(moveSpeedInput,yDirection,0);  
  
 yDirection += gravity \* Time.deltaTime;  
  
 if (controller.isGrounded)  
 {  
 yDirection = -1f;  
 }  
   
 var movement = moveDirection \* Time.deltaTime;  
 controller.Move(movement);  
 }  
}