

Assignment # 1

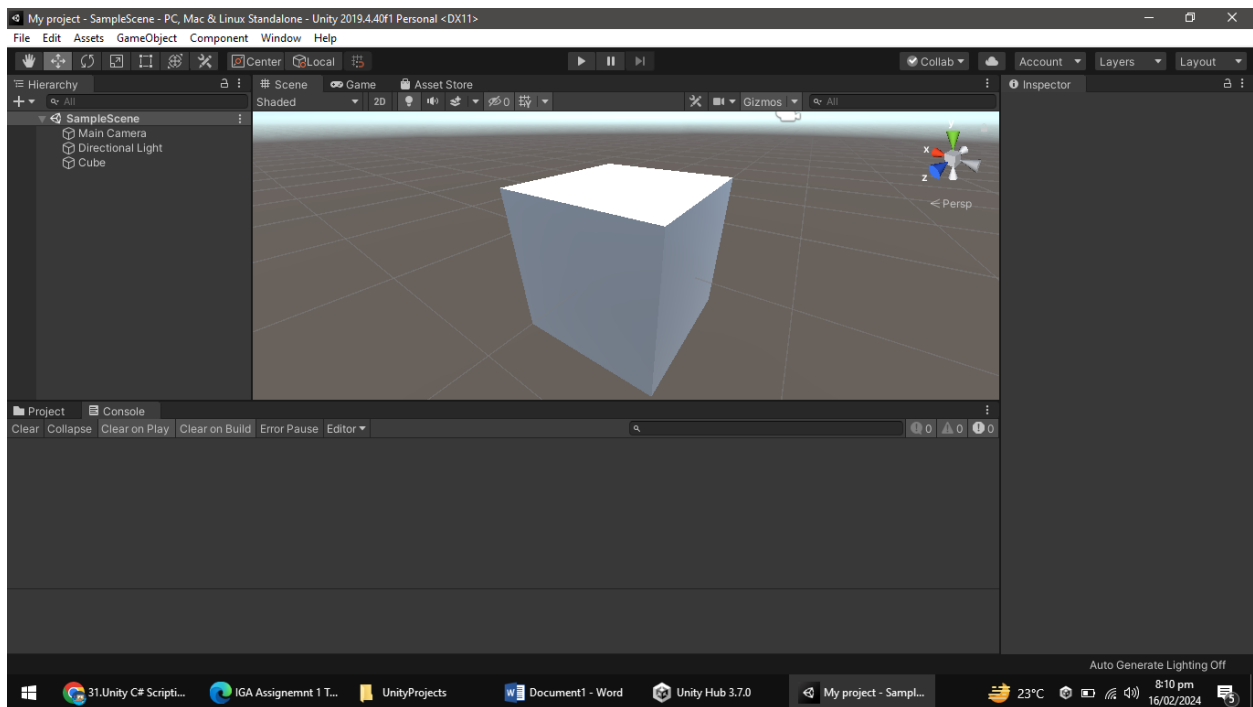
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Subject **Interactive Game and Audio**

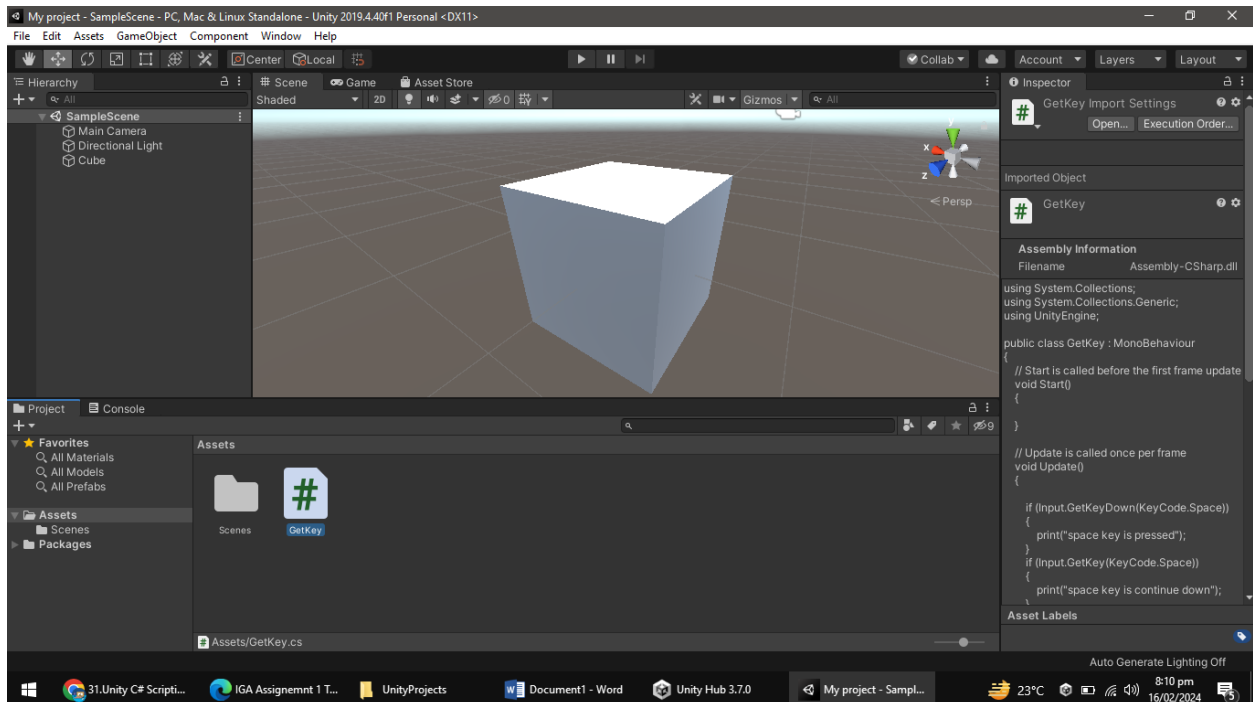
Submitted to **sir Sufyan**

Submitted by **Ahmad Raza**



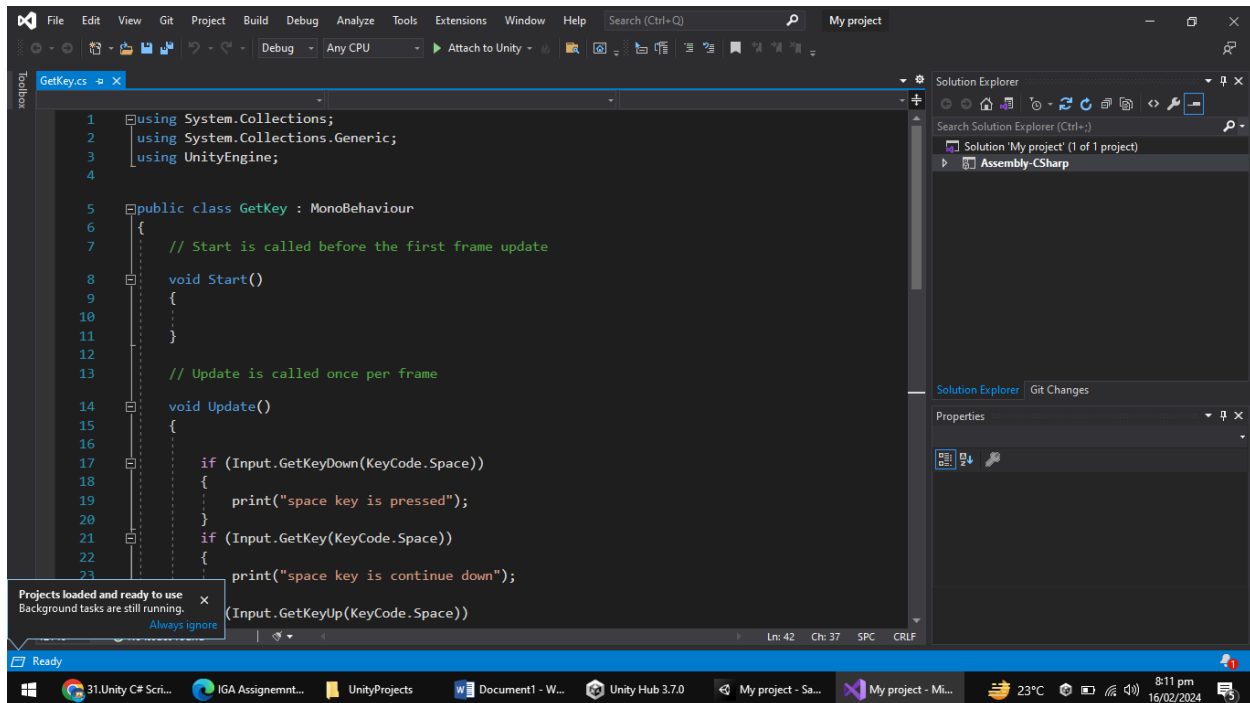
In Unity, the `GetKey` and `GetKeyDown` methods are used to check whether a specific key is currently being held down or was just pressed, respectively. Here's a brief overview:

`GetKey(KeyCode key)`: This method returns true as long as the specified key is held down. It continuously checks the state of the key, so it's suitable for actions that should be performed while a key is held down, like moving a character.

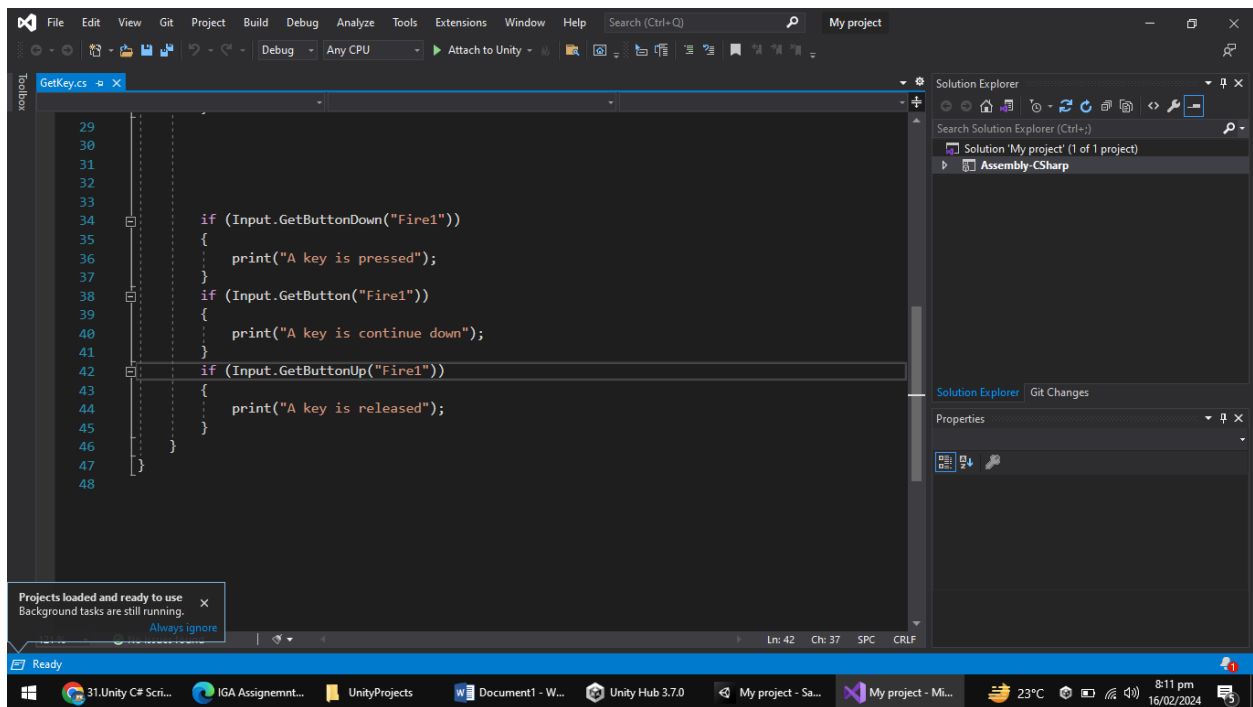


Example:

```
if (Input.GetKey(KeyCode.Space))  
{  
    // Perform an action while Space is held down  
}
```



`GetKeyDown("Fire1")`: This method returns true only in the frame the specified key is pressed down. It's useful for detecting single key presses, such as firing a weapon or jumping.



Example:

```
if (Input.GetKeyDown(KeyCode.Space))  
{  
    // Perform an action when Space is pressed  
}
```

