To get input in unity:-

1. if ([Input.GetKeyDown](https://docs.unity3d.com/ScriptReference/Input.GetKeyDown.html)("space"))

note:- no curly braces here

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1. if ([Input.GetKey](https://docs.unity3d.com/ScriptReference/Input.GetKey.html)("down"))

note:- no curly braces here

3.if ([Input.GetKey](https://docs.unity3d.com/ScriptReference/Input.GetKey.html)([KeyCode.UpArrow](https://docs.unity3d.com/ScriptReference/KeyCode.UpArrow.html)))

note:- no curly braces here

4.if (Input.GetMouseButton(1))

Curly braces needed

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