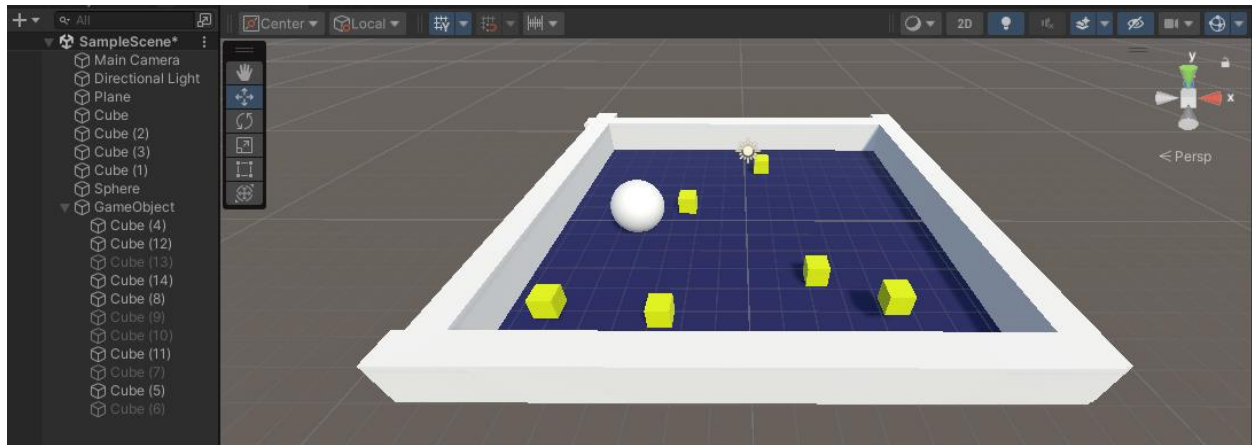
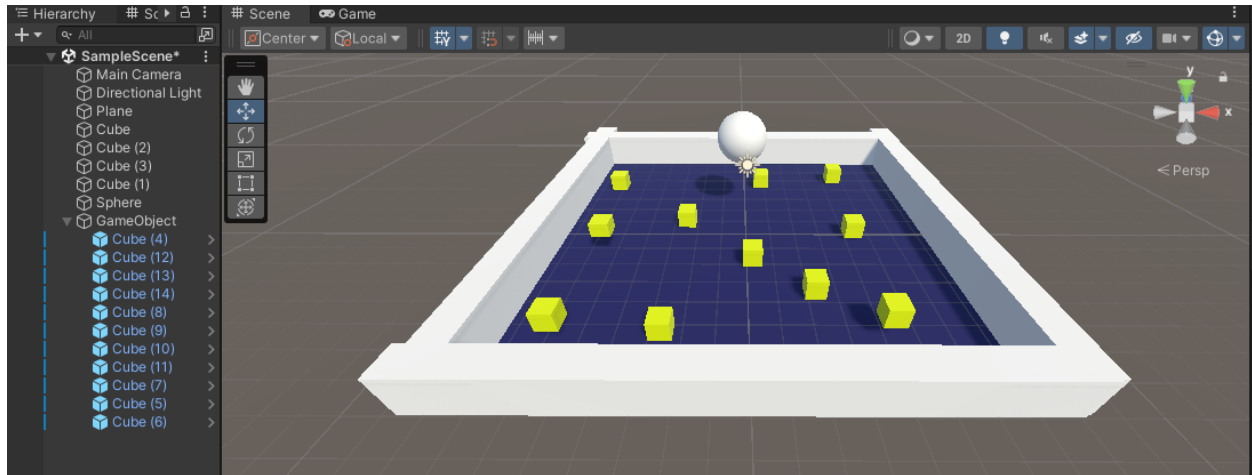


# Practical 7

Date:05/09/2024

**Aim :** Using Unity create a 3D game .

**Scene:**



**Scripts:**

**Player movement**

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

```
public class movement : MonoBehaviour  
{  
    public float speed;
```

```

private Rigidbody rb;
void Start()
{
    rb = GetComponent<Rigidbody>();
}

void FixedUpdate()
{
    float mhorizontal = Input.GetAxis("Horizontal");
    float mvertical = Input.GetAxis("Vertical");
    Vector3 move = new Vector3(mhorizontal, 0.0f, mvertical);
    rb.AddForce(move * speed);
}
private void OnTriggerEnter(Collider Other)
{
    if (Other.gameObject.CompareTag("Pickup"))
    {
        Other.gameObject.SetActive(false);
    }
}
}

```

## Camera movement

```

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

public class cameraMove : MonoBehaviour
{
    public GameObject player;
    private UnityEngine.Vector3 offset;
    void Start()
    {
        offset = transform.position - player.transform.position;
    }

    // Update is called once per frame
    void LateUpdate()
    {
        transform.position = player.transform.position + offset;
    }
}

```

## GameView :

