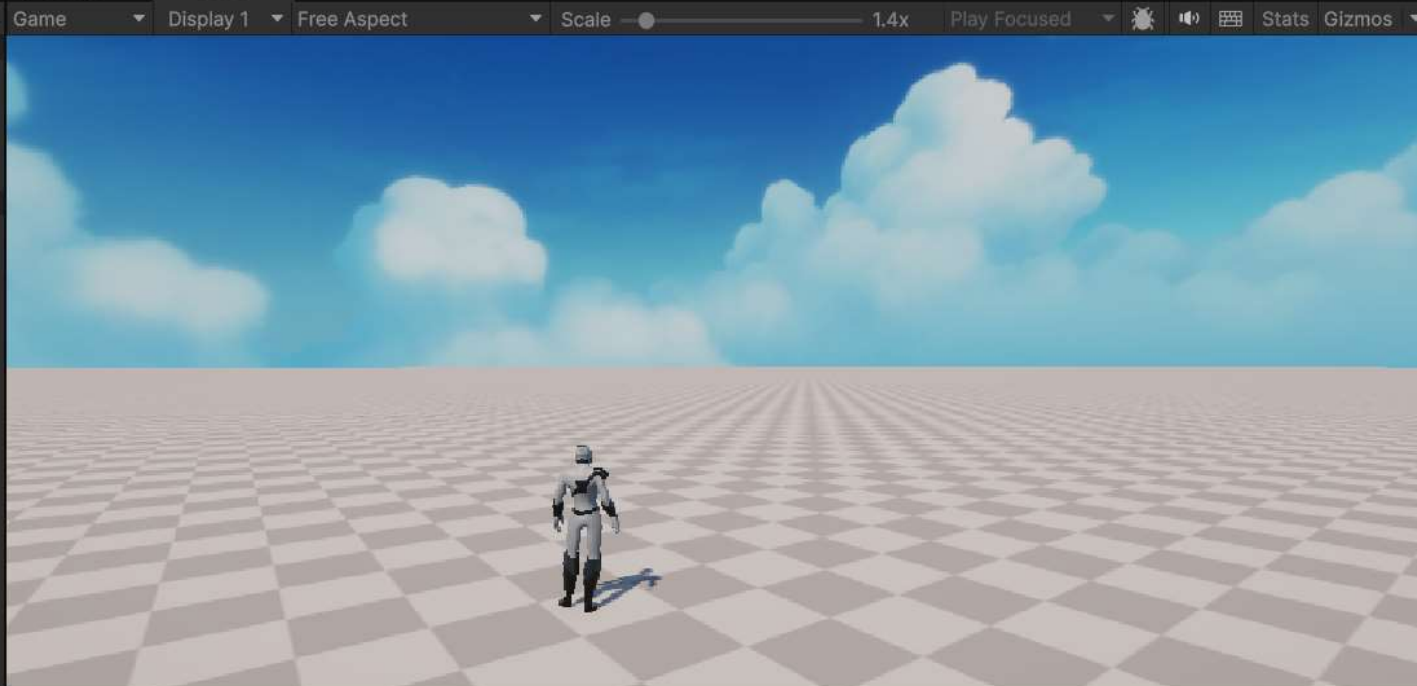
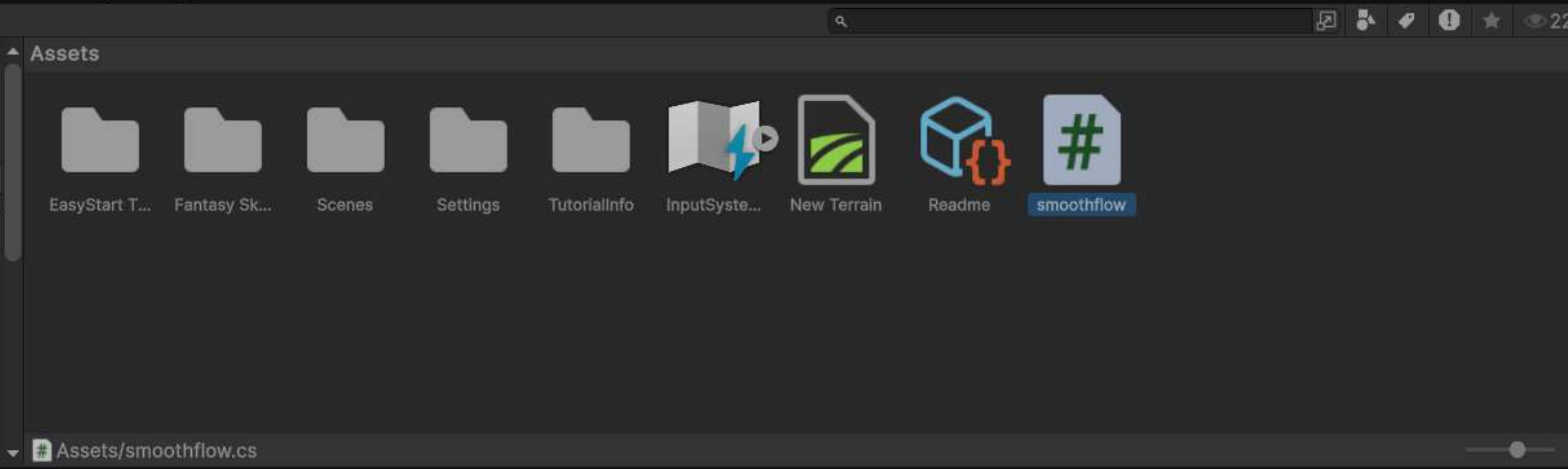


- SampleScene
 - Main Camera
 - Directional Light
 - Global Volume
 - Terrain
 - ThirdPersonController
 - DontDestroyOnLoad



- ★ Favorites
 - All Materials
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Smoothflow (Mono Script) Import Settings

Open Execution Order...

Imported Object

Smoothflow (Mono Script)

Assembly Information

Filename	Assembly-CSHarp.dll
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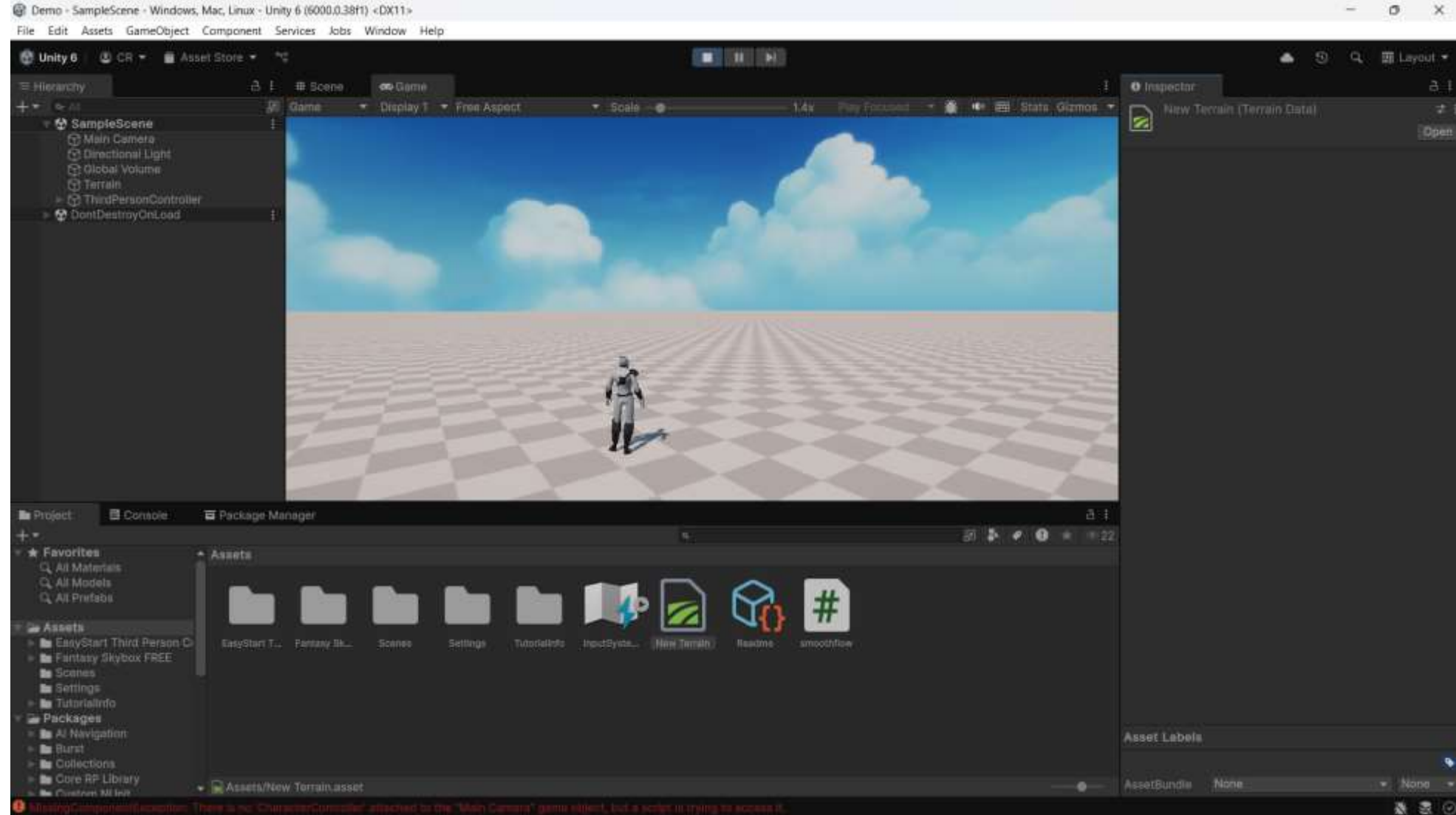
```
using UnityEngine;

public class PlayerMovement : MonoBehaviour
{
    public float moveSpeed = 5f;

    void Update()
    {
        float moveX = Input.GetAxis("Horizontal") * moveSpeed * Time.deltaTime;
        float moveZ = Input.GetAxis("Vertical") * moveSpeed * Time.deltaTime;

        transform.Translate(new Vector3(moveX, 0, moveZ));
    }
}
```

Asset Labels



[LINK TO VIDEO](#)