# Workshop 6 Lab 2

In this activity, we are going to use the keyboard up, down, left right keys and the mouse to control a player (cube).

**Procedure:**

Create a new Unity Project “PlayerControl” with 3D template.

Create a Plane, name it as floor.

A picture containing graphical user interface

Description automatically generated

Table

Description automatically generated with low confidence

Adjust the Directional light intensity to 0.5.

Create a player game object using two Cubes.

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| Chart, radar chart  Description automatically generated | Text  Description automatically generated with medium confidence |

Player transform

Graphical user interface

Description automatically generated with medium confidence

Nose transform

Table

Description automatically generated with low confidence

Position the main camera to look down from the top.

Graphical user interface

Description automatically generated

A plane flying in the sky

Description automatically generated with medium confidence

Add a game object wall to the scene using Cube

A picture containing chart

Description automatically generated

Wall transform

Graphical user interface

Description automatically generated

Add a Rigidbody to the player game object.

Create a C# script PlayerMovement.

Text

Description automatically generated

Attached the script to the player game object.

Set the Movement Speed to 10.

Play the scene and test out.

You should be able to control the player game object using up, down, left, right.

Next we want to rotate the player game object using mouse position.

The player should “look out” where the mouse is on the screen.

To do this we need to map the mouse position on screen to the world position in the scene.

Add the codes in the Update() function of PlayerMovement.

Text, letter

Description automatically generated

Test out the scene and the player should be looking at the mouse on the screen.

You might have notice that the player might fall and lay flat on the ground after it hits the wall.

To prevent this Freeze Rotation of X and Z.

Graphical user interface, application

Description automatically generated