# Суть проекта

Основа для создания игры Space Invaders – корабль игрока, который можно двигать вправо и влево.

# Код

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

public class PlayerController : MonoBehaviour {

	private Transform player;
	public float speed;
	public float maxBound, minBound;

	public GameObject shot;
	public Transform shotSpawn;
	public float fireRate;

	private float nextFire;

	// Use this for initialization
	void Start () {
		player = GetComponent<Transform> ();
	}

	void FixedUpdate () {
		float h = Input.GetAxis ("Horizontal");

		if (player.position.x < minBound && h < 0)
			h = 0;
		else if (player.position.x > maxBound && h > 0)
			h = 0;

		player.position += Vector3.right * h * speed;
	}

	void Update(){
		if (Input.GetButton ("Fire1") && Time.time > nextFire) {
			nextFire = Time.time + fireRate;
			Instantiate (shot, shotSpawn.position, shotSpawn.rotation);
		}
	}

}
```

Скриншот сцены: