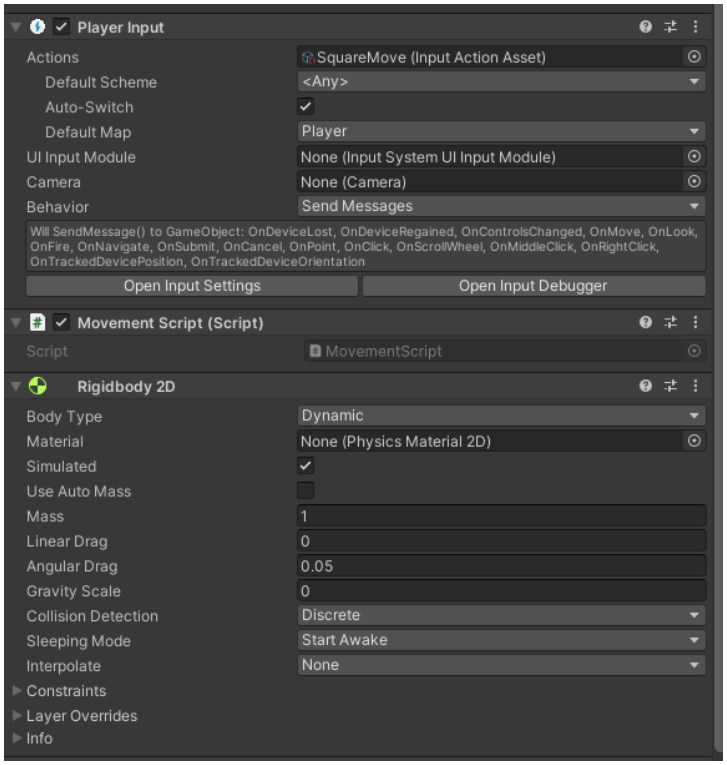
TASK PERFORMANCE

1. Open MovementScene. Create a new script named **MovementScript**.
2. Attach the following components on the **square** object.
   - The **MovementScript** that you have just created.
   - **Rigidbody 2D** (Be sure to set the gravity scale to 0 so that the object won't fall off the screen).
   - **Player Input** (Make sure that you have installed the Input System Registry using the Package Manager).



3. Inside your **MovementScript**, add the following:
   - Create a public rigidbody2d attribute named **body**, this will be used to reference the rigidbody component added earlier.
   - A public float attribute named **speed**, this will be used to determine the speed of the movement of the object.
   - A Vector2 attribute named **movement**, this will the input value.

```
public Rigidbody2D body;
public float speed;
private Vector2 movement;
```

4. Create a private method with named **OnMove** with one parameter named **userInput** with a data type **InputValue**.
5. Inside the OnMove method body, add a statement that will assign the value of the **userInput** parameter to your **movement** attribute. Use the Get<T>() method on your parameter with a Vector2 as generic data type to get the value of the user input.

```
private void OnMove(InputValue userInput) {
    movement = userInput.Get<Vector2>();
}
```

6. Add the FixedUpdate built in method on unity. Since we are using the concept of physics by using the rigidbody, we will use this method to process the movement of our object.

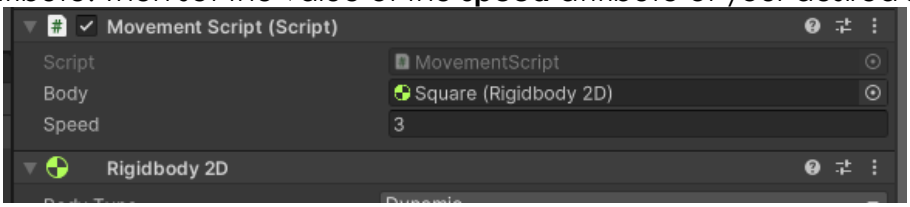
```
private void FixedUpdate()
{

}
```

7. Inside the FixedUpdate method, we will define the velocity of the rigidbody using the attribute **body**. We will assign a new Vector2 with its value comes from the **movement** attribute that has a value that has been modified each time the OnMove method will be called. Then we will multiply each argument by the value of the **speed** attribute.

```
private void FixedUpdate()
{
    body.velocity = new Vector2(movement.x * speed, movement.y * speed);
}
```

8. Back to Unity, make sure to reference your Rigidbody 2D component to the **body** attribute of your script by drag and dropping the Rigidbody 2D component to the field of **body** attribute. Then set the value of the **speed** attribute of your desired speed.



9. Play the scene and try to move the object by pressing the movement keys on your keyboard.

10. Provide the screenshot of the following:
- Your MovementScript script code.
- Complete Inspector window of the **square** game object.