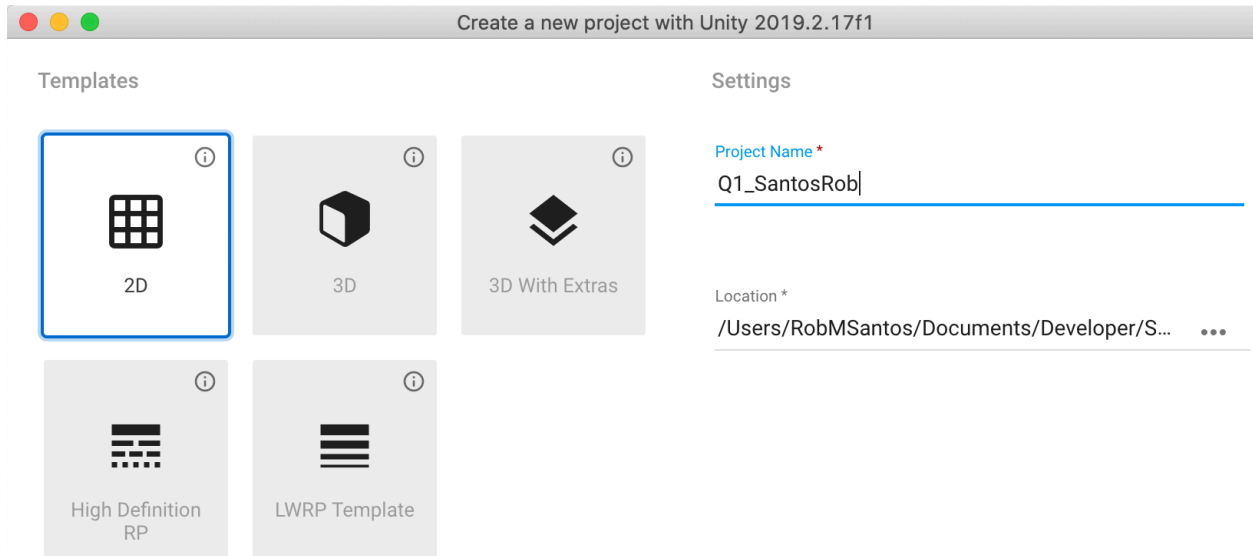


Quest 1 - Movement - Steps

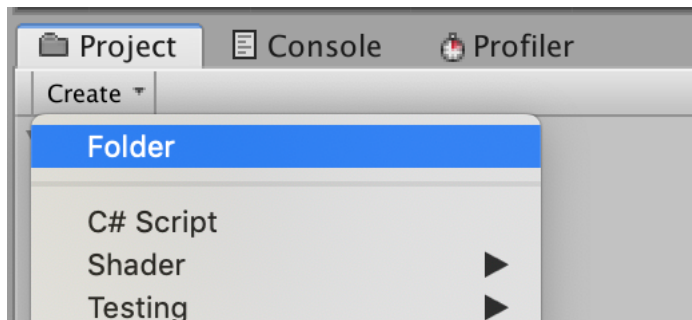
1) Create Project

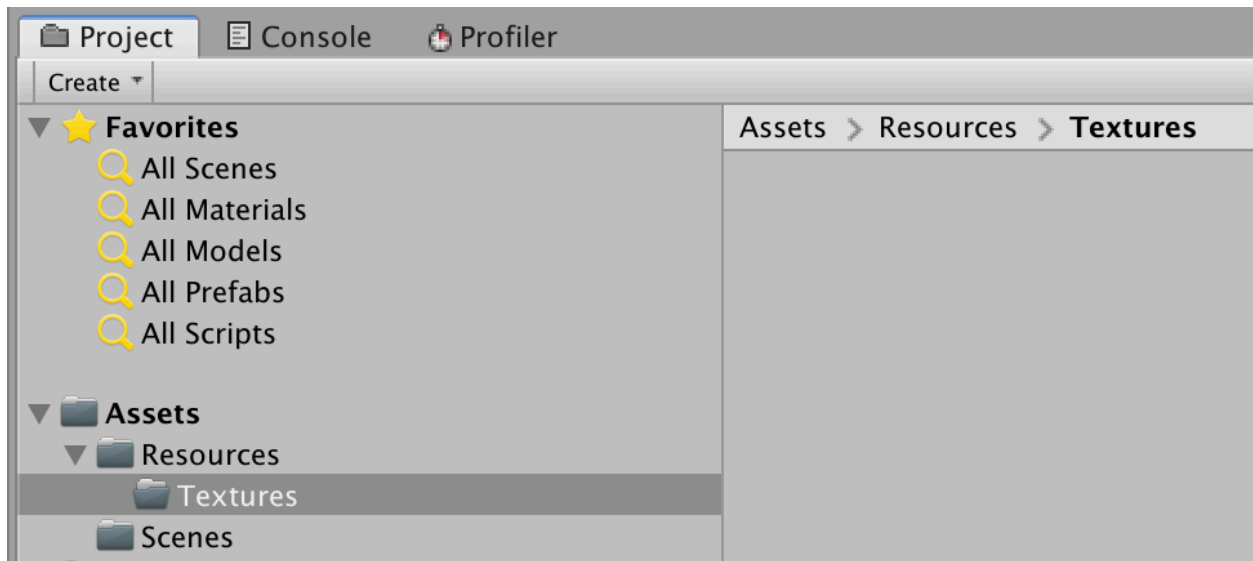
Name your project according to the requirements sheet.

Set Template to 2D

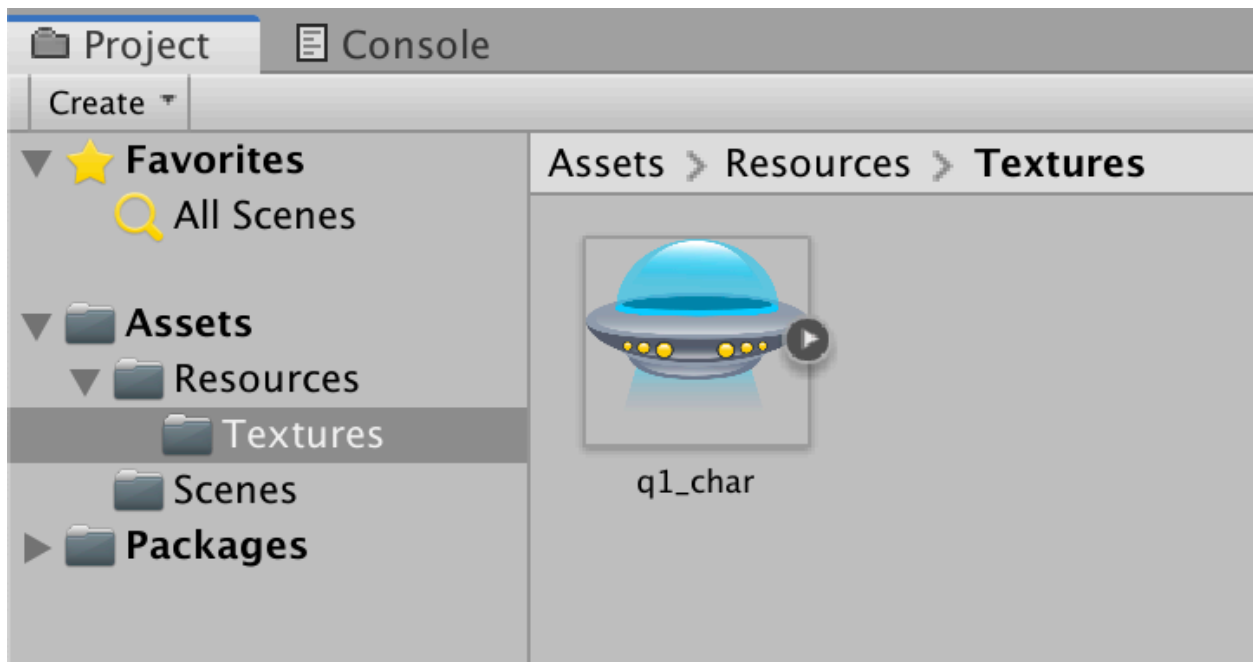


2) Setup Folders

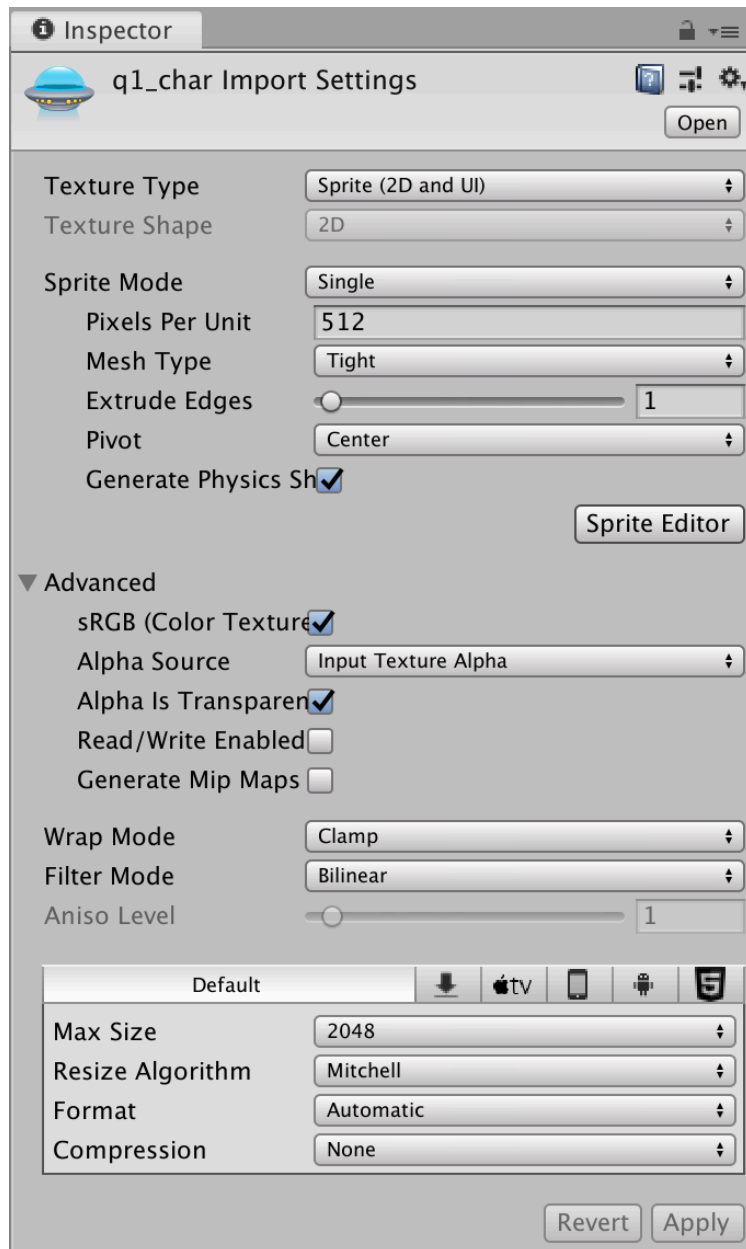




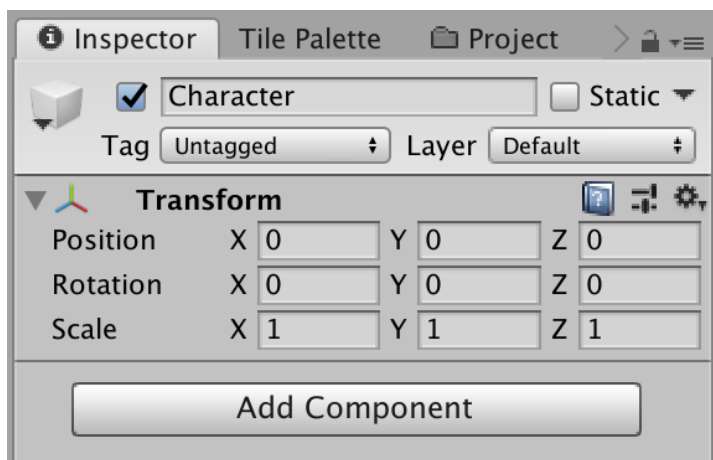
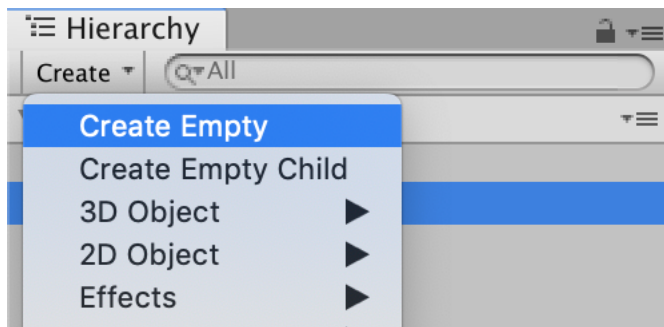
3) Import Files



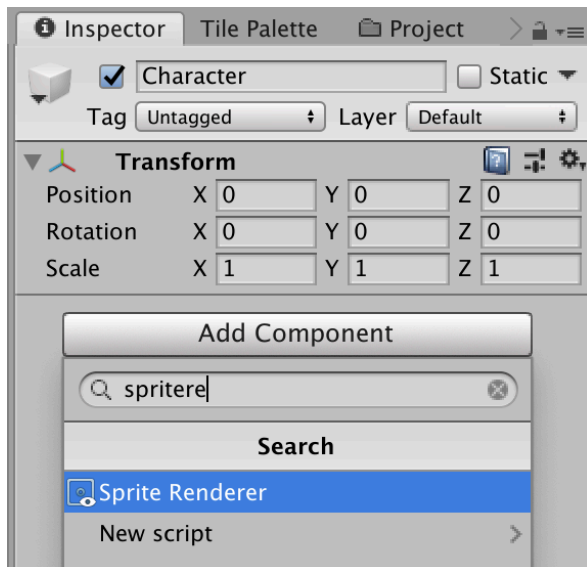
4) Graphics Import Settings



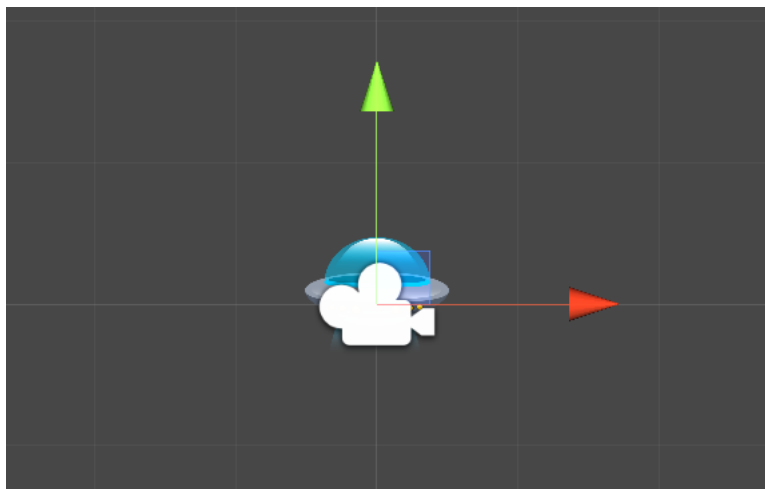
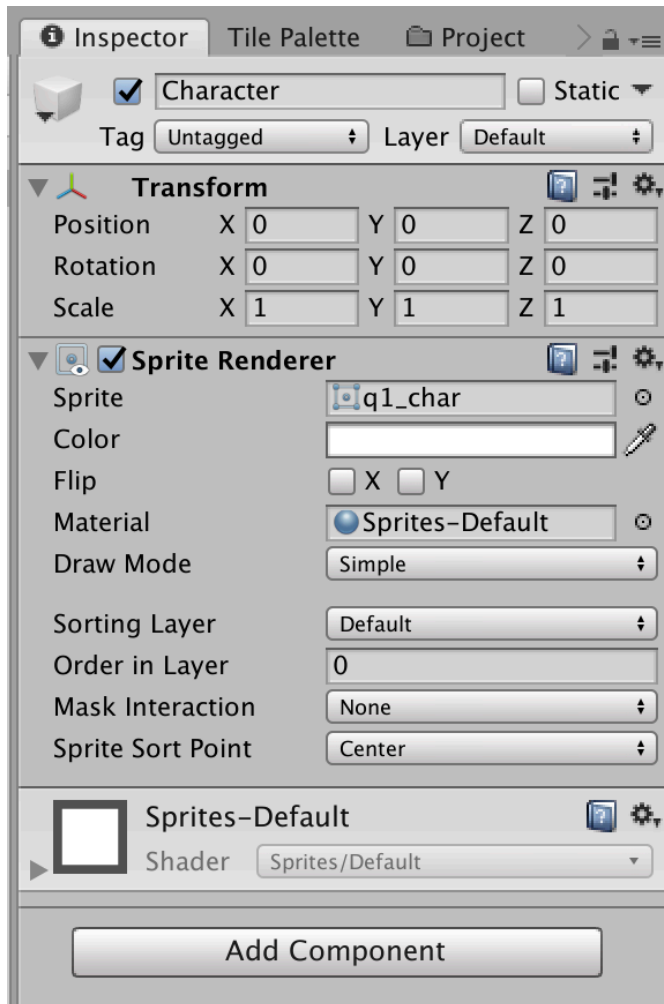
5) Create a Game Object



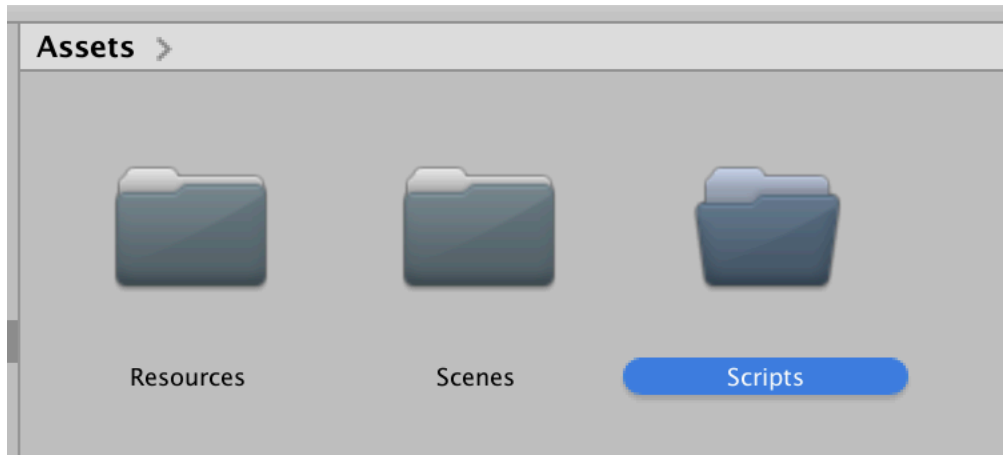
6) Add a SpriteRenderer Component



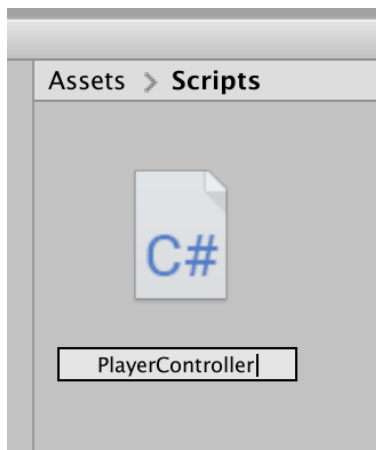
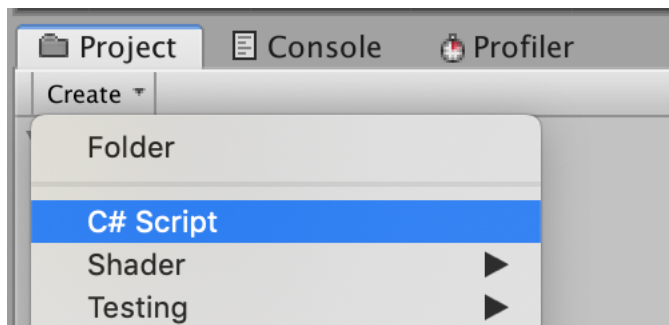
7) Configure SpriteRenderer Component



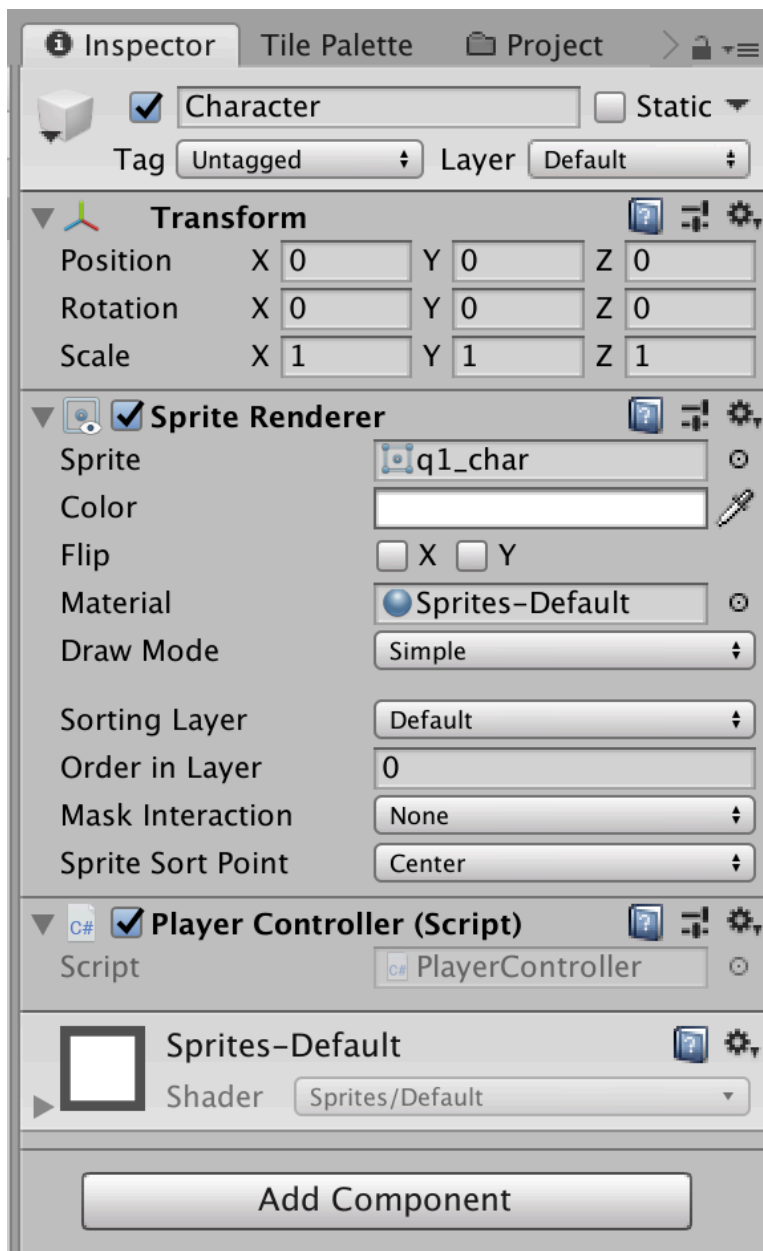
8) Setup More Folders



9) Create a C# Script



10) Attach the C# Script



11) Program Basic Movement

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

public class PlayerController : MonoBehaviour
{
    // Start is called before the first frame update
    void Start()
    {

    }

    // Update is called once per frame
    void Update()
    {
        if(Input.GetKey(KeyCode.UpArrow)) {
            transform.position += new Vector3(0, 0.2f, 0);
        }
        if(Input.GetKey(KeyCode.DownArrow)) {
            transform.position += new Vector3(0, -0.2f, 0);
        }
        if(Input.GetKey(KeyCode.LeftArrow)) {
            transform.position += new Vector3(-0.2f, 0, 0);
        }
        if(Input.GetKey(KeyCode.RightArrow)) {
            transform.position += new Vector3(0.2f, 0, 0);
        }
    }
}
```

12) Playtest

Your character should move in the direction of each of the four arrow keys when pressed.