# Player Positioning

## Overview:

You will begin this unit by creating a new project for your second Prototype and getting basic player movement working. You will first choose which character you would like, which types of animals you would like to interact with, and which food you would like to feed those animals. You will give the player basic side-to-side movement just like you did in Prototype 1, but then you will use if-then statements to keep the Player in bounds.

## Project Outcome:

The player will be able to move left and right on the screen based on the user’s left and right key presses, but will not be able to leave the play area on either side.

By the end of this lesson, you will be able to:

* Adjust the scale of an object proportionally in order to get it to the size you want
* More comfortably use the GetInput function in order to use user input to control an object
* Create an if-then statement in order to implement basic logic in your project, including the use of greater than (>) and less than (<) operators
* Use comments and automatic formatting in order to make their code more clean and readable to other programmers

[Unity Video Series](https://learn.unity.com/tutorial/lesson-2-1-control-player-bounds-with-if-then-statements?uv=2020.3&courseId=5cf96c41edbc2a2ca6e8810f&projectId=5cdcc312edbc2a24a41671e6)

[Written Instructions](https://drive.google.com/file/d/14NX0xCQ1FzgfS2-1StVcVd5QjYCnLh7k/view?usp=sharing)