

```

1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4
5 public class avance : MonoBehaviour
6 {
7     public float velocidad = 40.0f;
8     // Start is called before the first frame update
9     void Start()
10    {
11
12    }
13
14    // Update is called once per frame
15    void Update()
16    {
17        transform.Translate(Vector3.forward * Time.deltaTime
18            *velocidad);
19    }
20 }

```