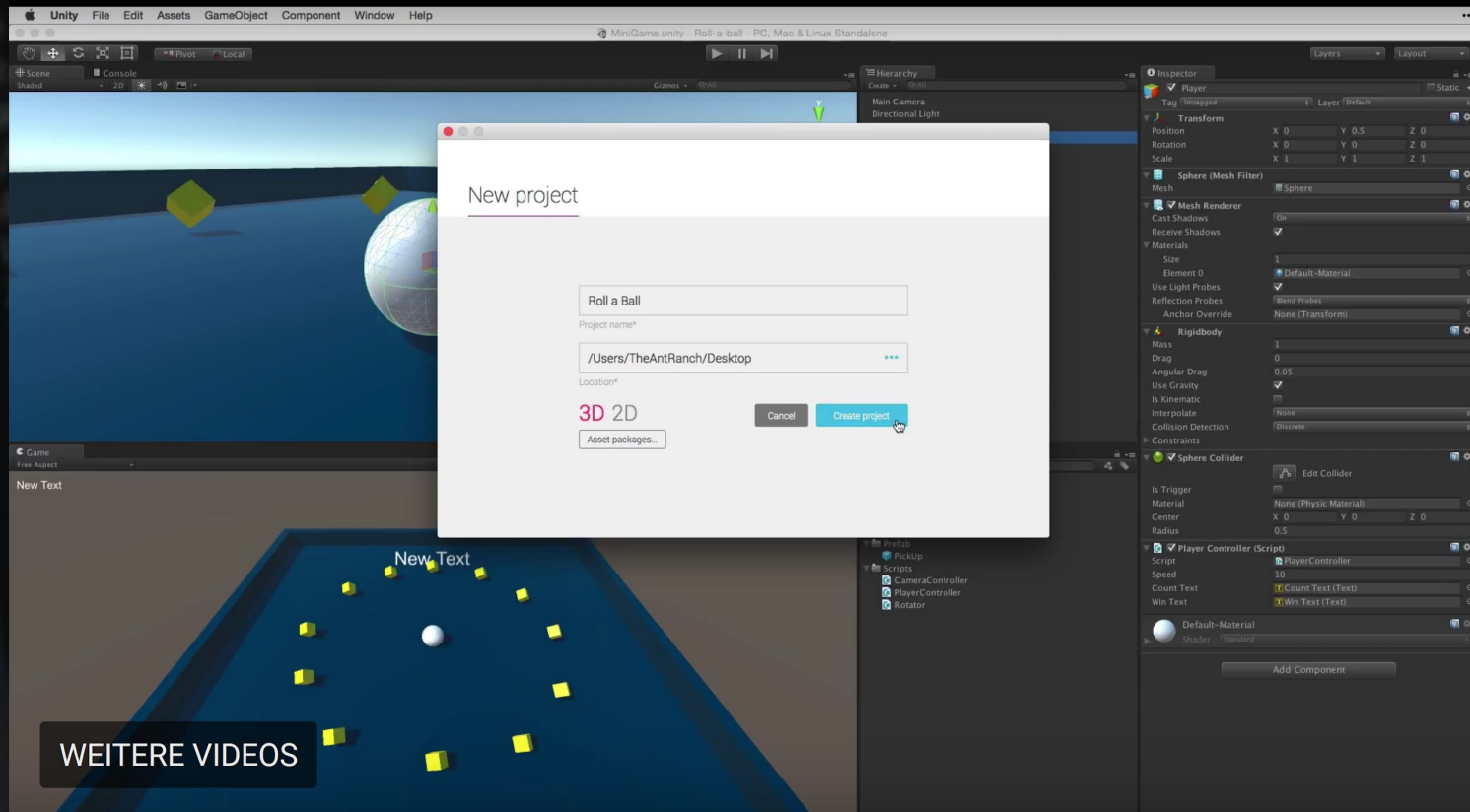# Hands-on Unity

E-portfolio by
Florian Christof
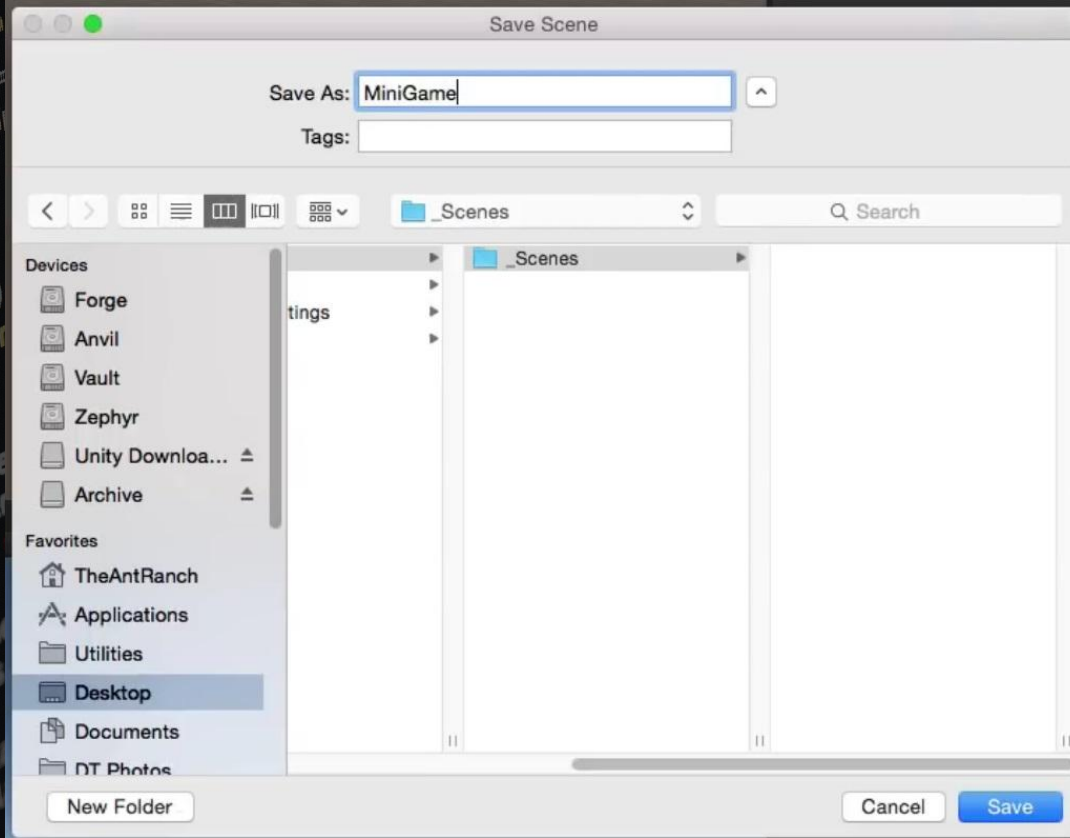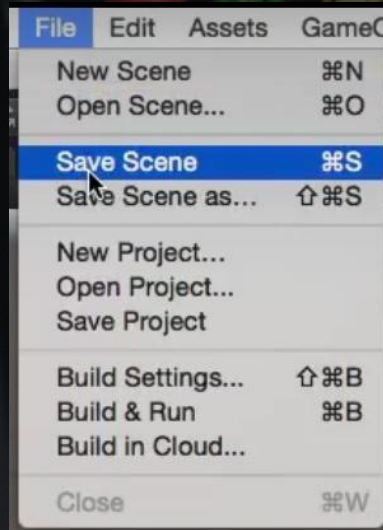
Hands-on
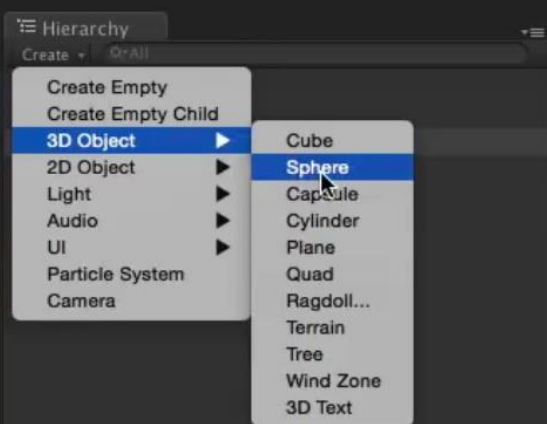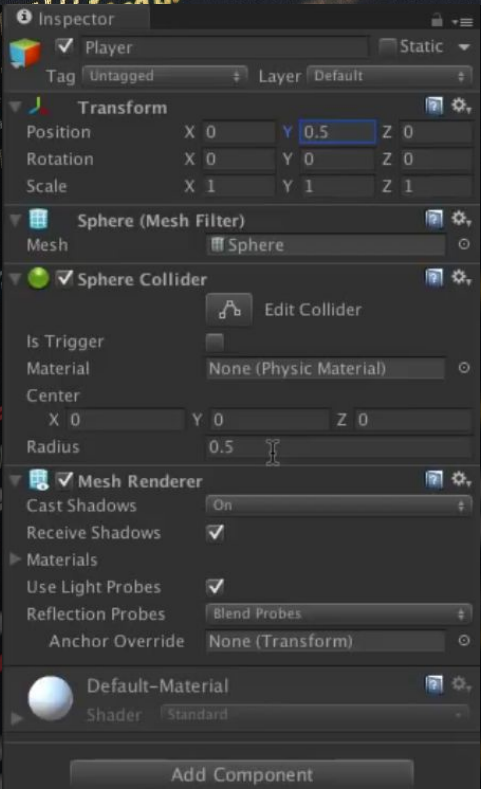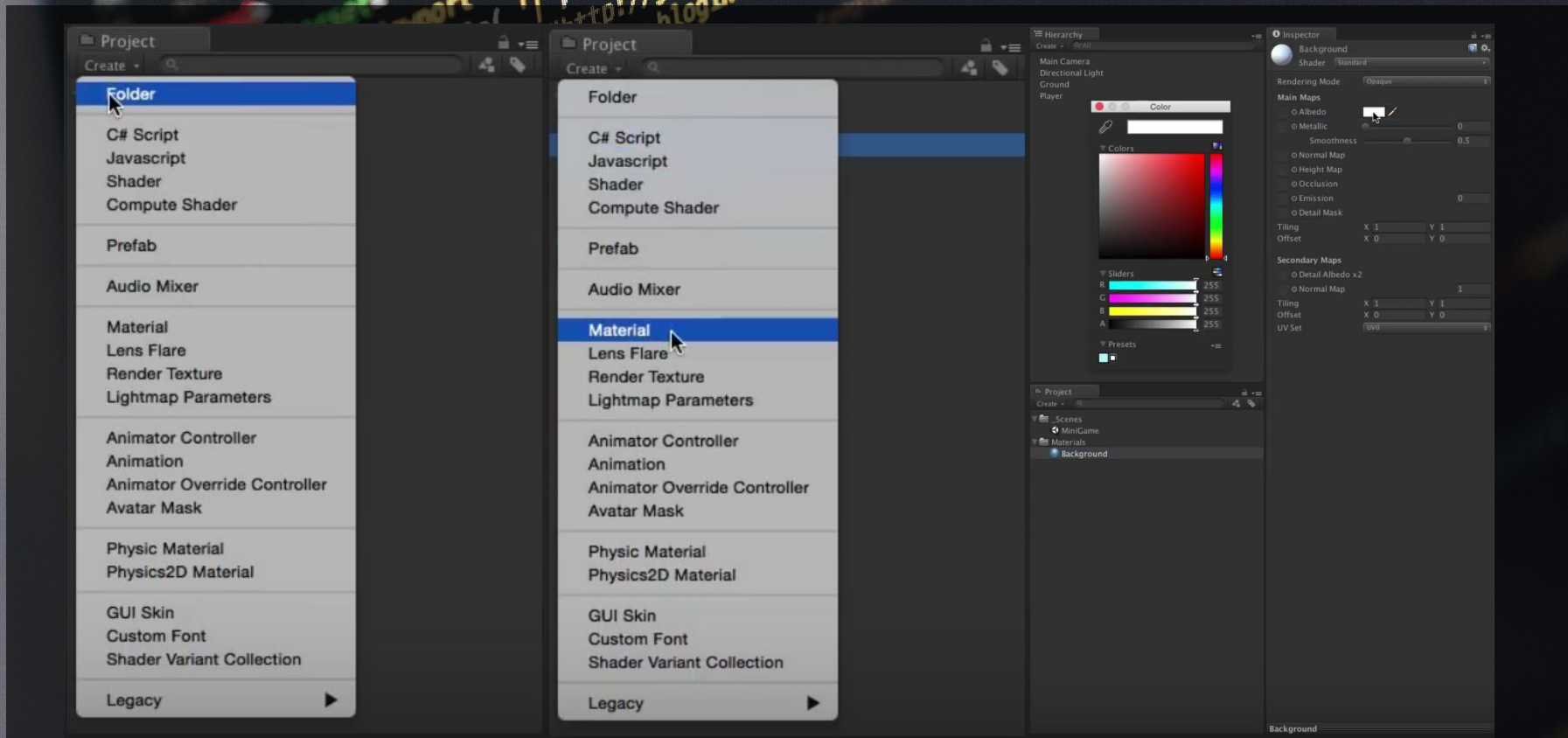
Hands-on

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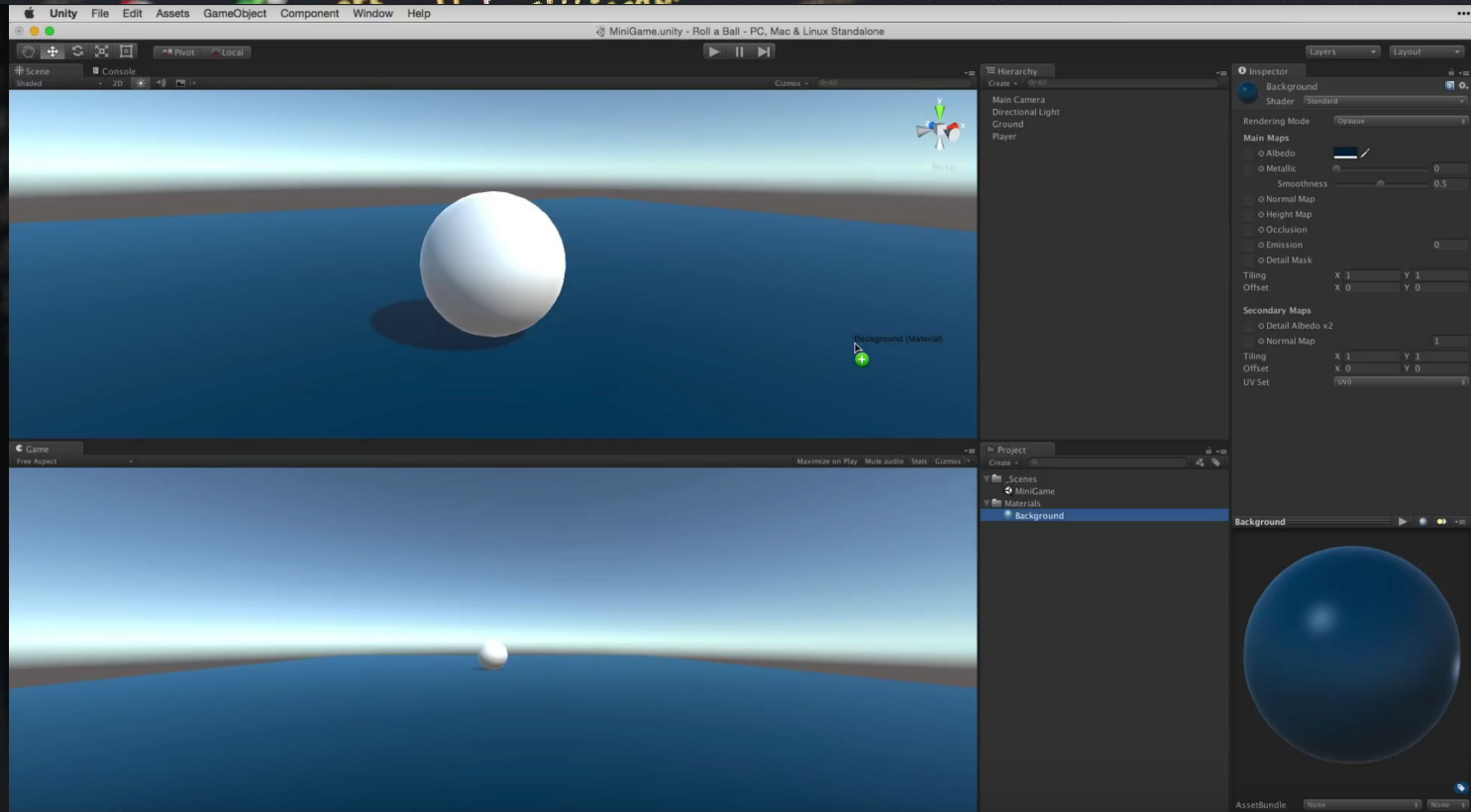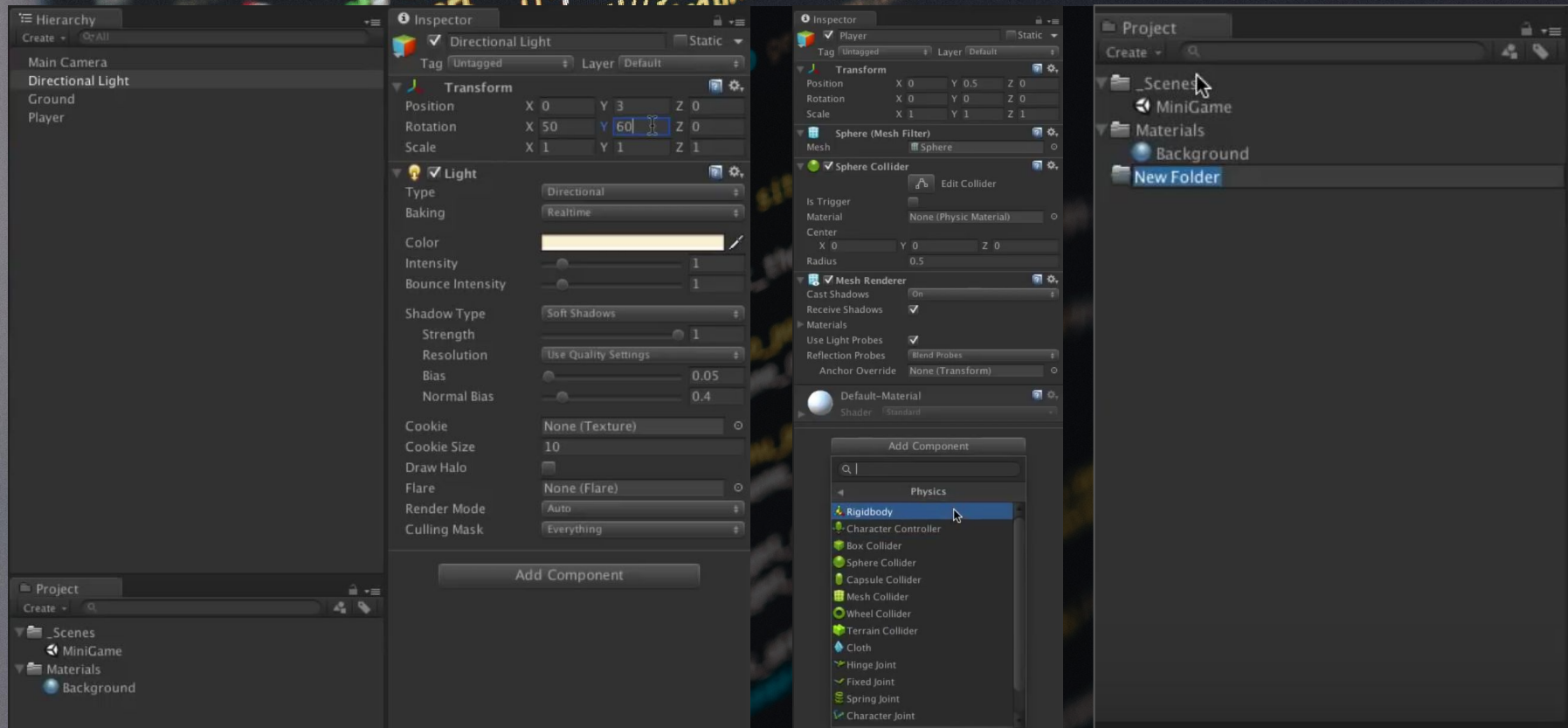
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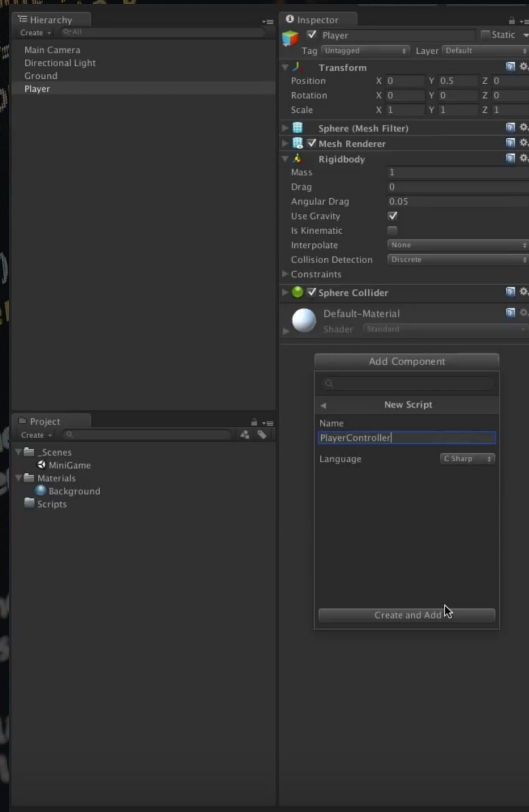
Hands-on

Hands-on

Hands-on

```
public class PlayerController : MonoBehaviour {

    public float speed;
    private Rigidbody rb;

    void Start ()
    {
        rb = GetComponent<Rigidbody>();
    }
    void FixedUpdate ()
    {
    }
}
```

Hands-on

```
public class PlayerController : MonoBehaviour {
    //…code…
  void FixedUpdate ()
  {

        float moveHorizontal = Input.GetAxis ("Horizontal");
        float moveVertical = Input.GetAxis ("Vertical");

        Vector3 movement = new Vector3 (moveHorizontal, 0.0f, moveVertical);

        rb.AddForce (movement * speed);

  }
}
```