

# Intro to Unity – Random, Input Keys

# Generate a Random #

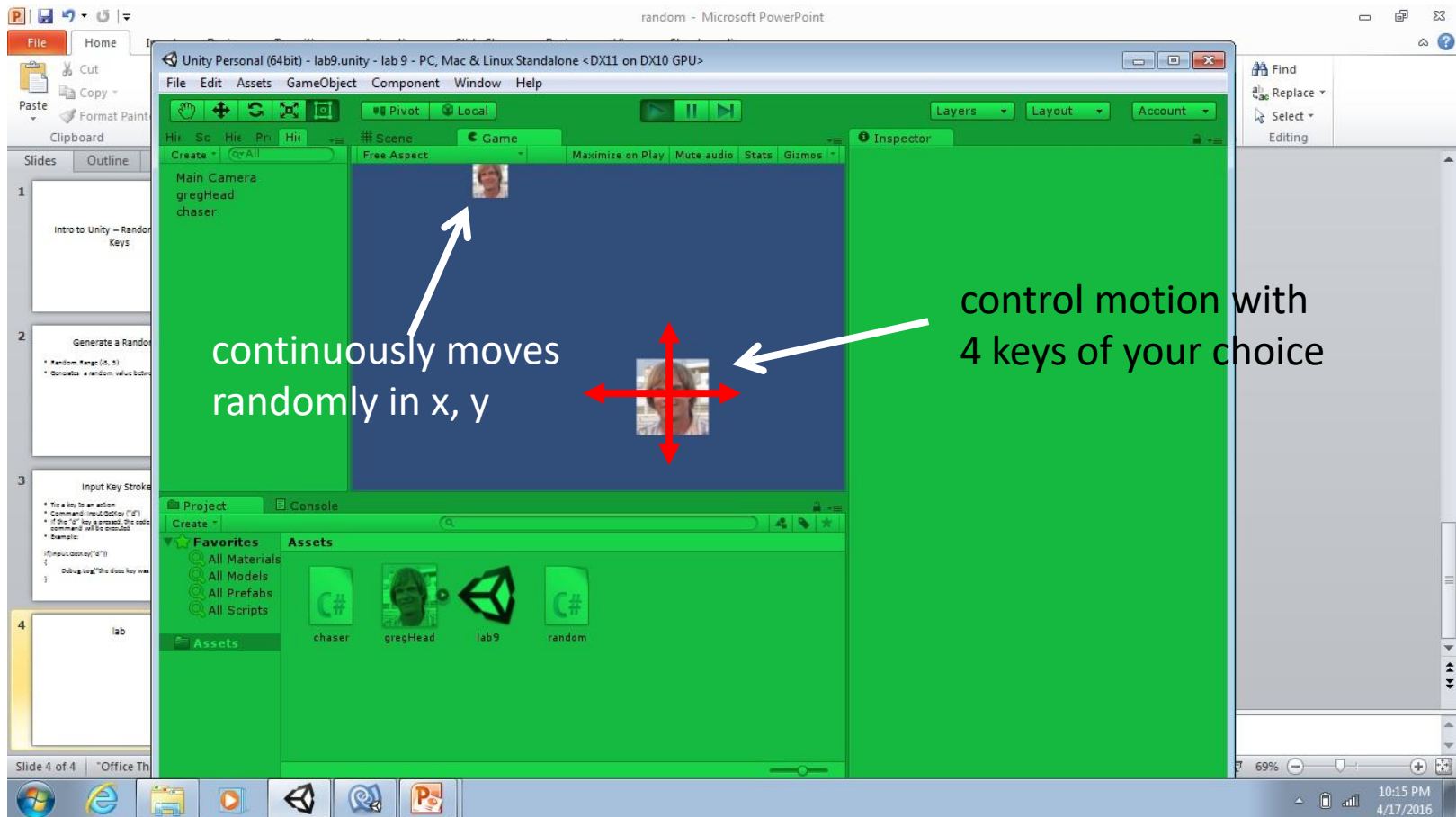
- `Random.Range (-5, 5)`
- Generates a random value between -5 and 5

# Input Key Strokes

- Tie a key to an action
- Command: `Input.GetKey("d")`
- If the “d” key is pressed, the code following the command will be executed
- Example:

```
if(Input.GetKey("d"))  
{  
    Debug.Log("the deee key was pressed!");  
}
```

# Lab – Chase the GameObject



# Lab Hint

- Do one axis first (like  $x$ ) , then add the other ( $y$ )