

```

using UnityEngine;

public class PlayerMovement : MonoBehaviour
{
    public float moveSpeed = 5f; // Speed of player movement

    private void Update()
    {
        // Movement forward/backward and strafing left/right
        float horizontal = Input.GetAxis("Horizontal"); // A/D or Left/Right arrow
        float vertical = Input.GetAxis("Vertical"); // W/S or Up/Down arrow

        Vector3 direction = new Vector3(horizontal, 0, vertical);
        transform.Translate(direction * moveSpeed * Time.deltaTime, Space.Self);

        // Debug log for player movement and position
        Debug.Log($"Player Movement Input: Horizontal={horizontal},
Vertical={vertical}");
        Debug.Log($"Player Position: {transform.position}");
        Debug.Log($"Player Rotation: {transform.rotation.eulerAngles}");
    }
}

```