移動

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class move : MonoBehaviour {

public int movetybe;

//GameObject a;

public float speed;

public float time;

public Vector3 position=new Vector3(0,0,10);

void Start ()

{

//this.InvokeRepeating("movestyle",0,2);

speed = 0.3f;

time=Time.time;

time=Time.deltaTime;

}

// Update is called once per frame

void FixedUpdate ()

{

if (Input.GetKey("up"))

{

Debug.Log("forward");

transform.Translate(speed, 0, 0);

}

if (Input.GetKey("down"))

{

Debug.Log("back");

transform.Translate(-speed, 0, 0);

}

if (Input.GetKey("right"))

{

Debug.Log("right");

transform.Translate(0, 0, -speed);

}

if (Input.GetKey("left"))

{

Debug.Log("left");

transform.Translate(0, 0, speed);

}

Input.GetAxis("Horizontal");

transform.Translate(Vector3.forward \* speed \* time, Space.World);

transform.position = Vector3.Lerp(transform.position, position, speed);

transform.position = Vector3.Slerp(transform.position, position, speed);

transform.position = Vector3.MoveTowards(transform.position, position, speed);

}

void movestyle()

{

Debug.Log("1");

movetybe = Random.Range(1, 3);

switch (movetybe)

{

case 1:

forward();

Debug.Log("forward");

break;

case 2:

jump();

Debug.Log("jump");

break;

case 3:

rotate();

Debug.Log("rotate");

break;

}

}

void jump()

{

gameObject.transform.Translate(0, 1, 0);

}

void rotate()

{

gameObject.transform.Rotate(60, 0, 0);

}

void forward()

{

gameObject.transform.Translate(1, 0, 0);

//GameObject.Destroy(a);

}

}