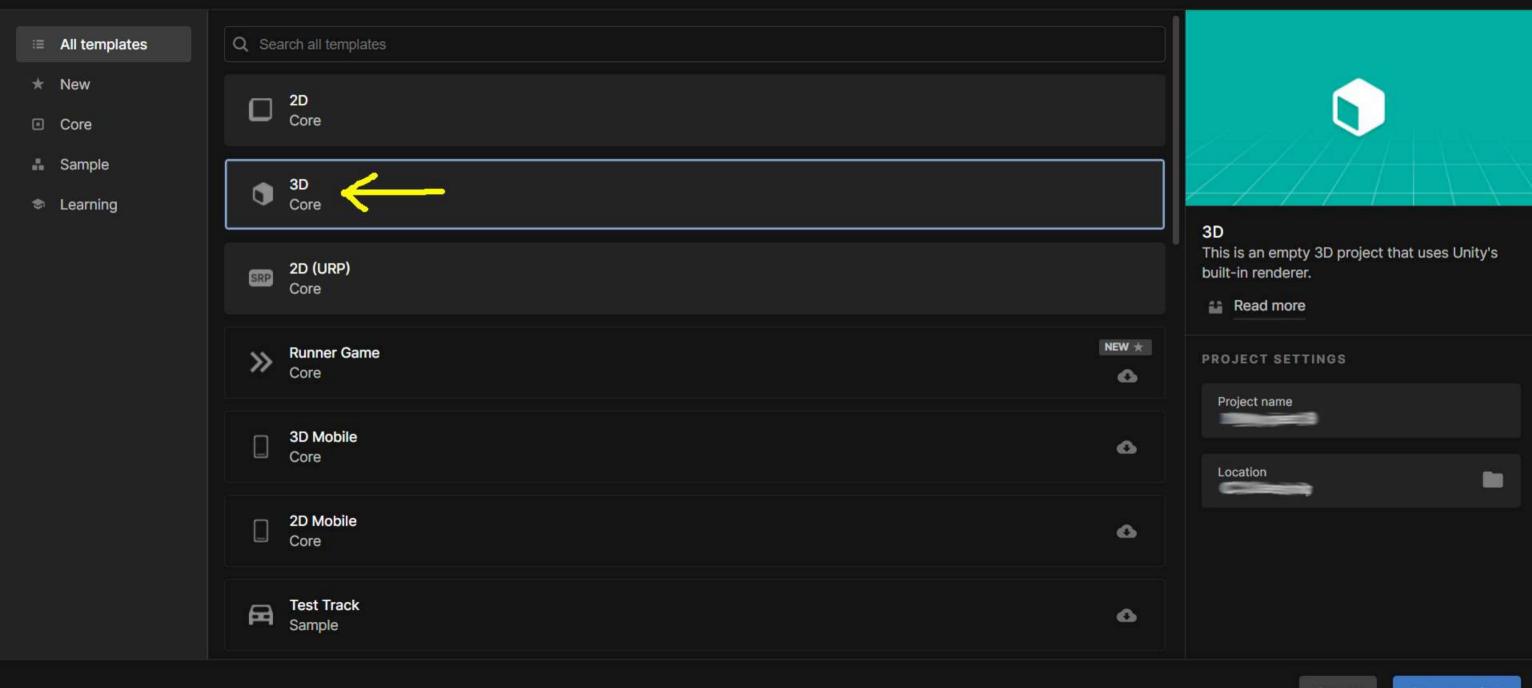
New project

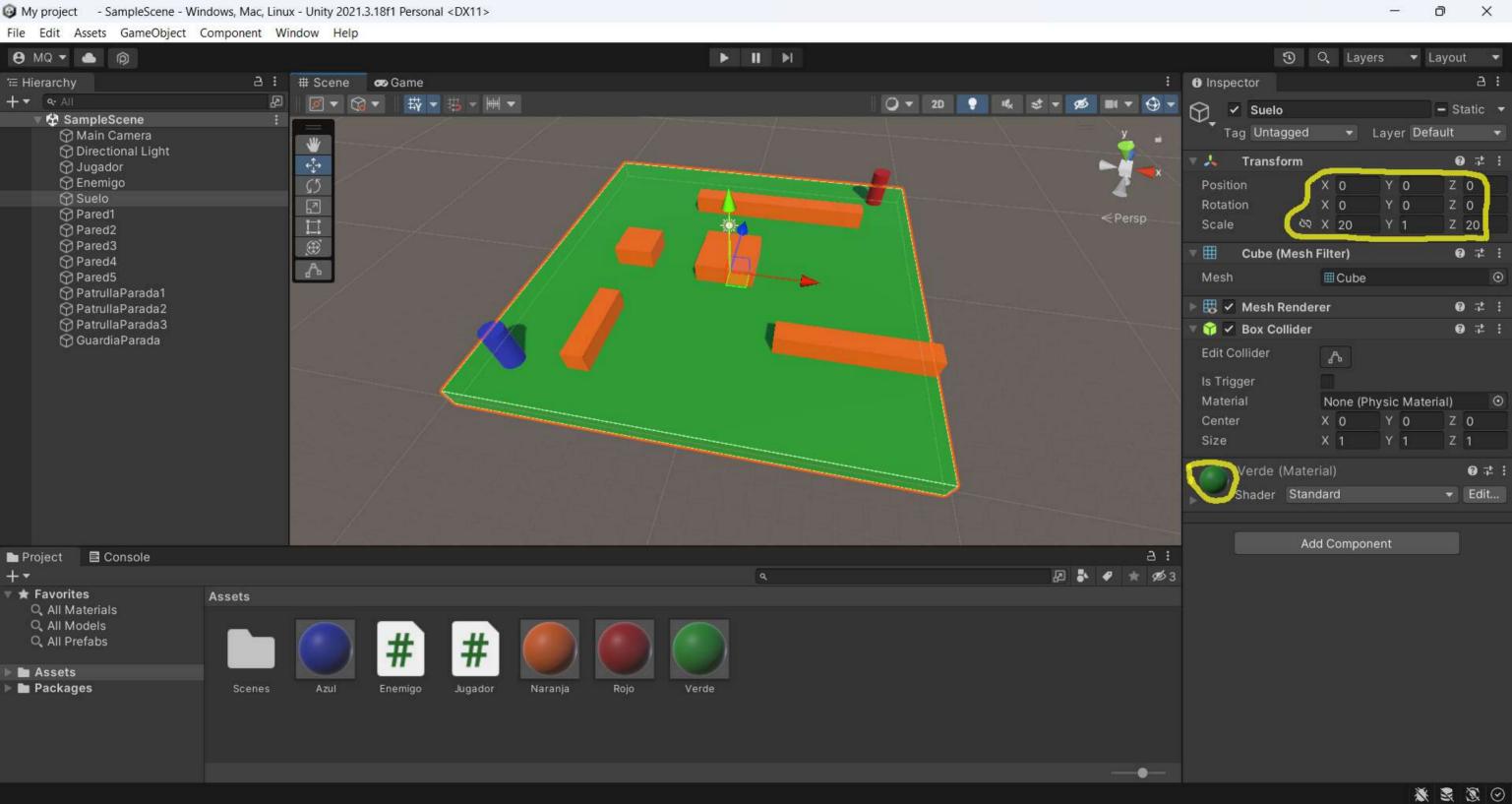
Editor Version: 2021.3.18f1 LTS 🗘

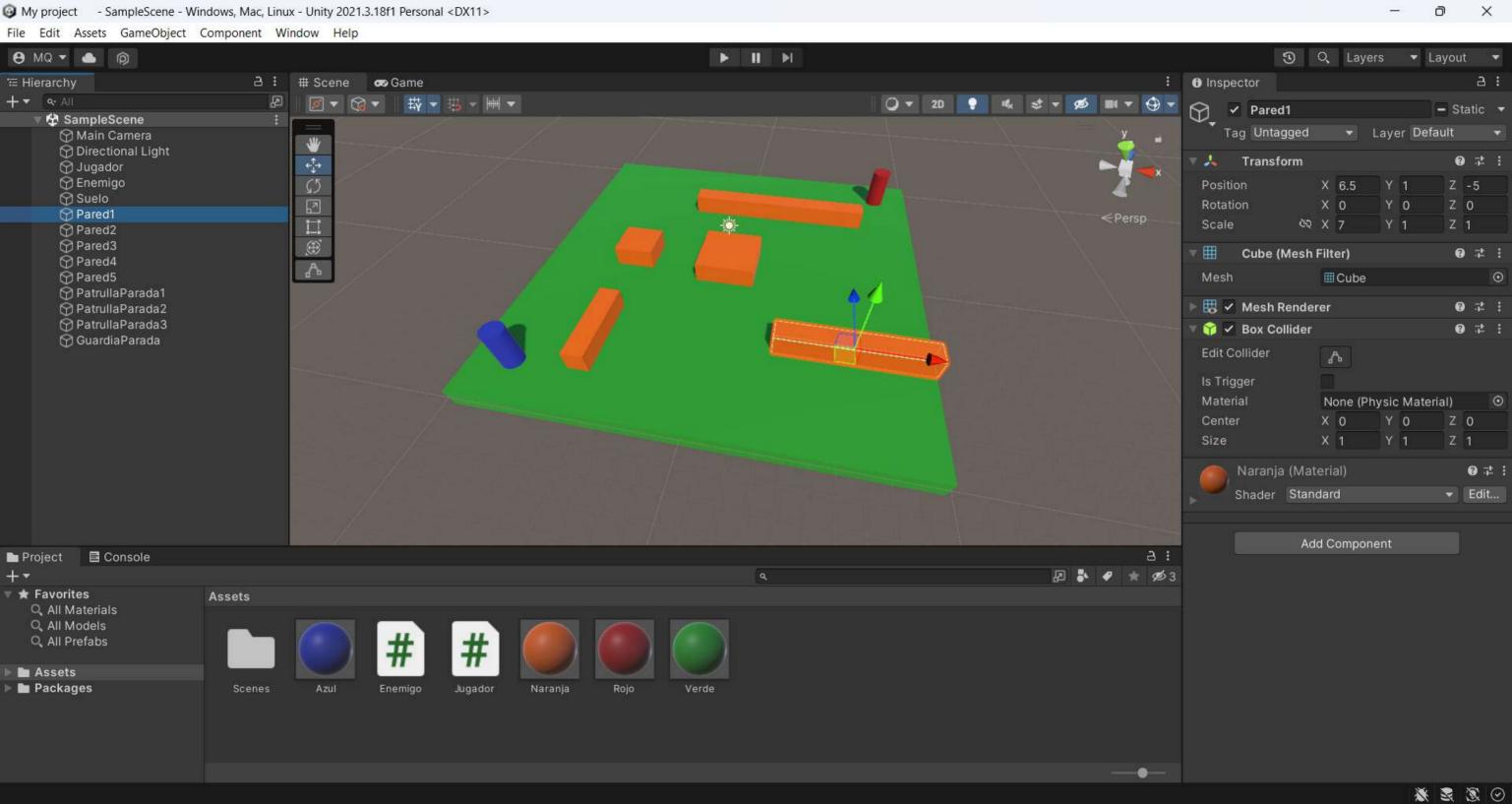


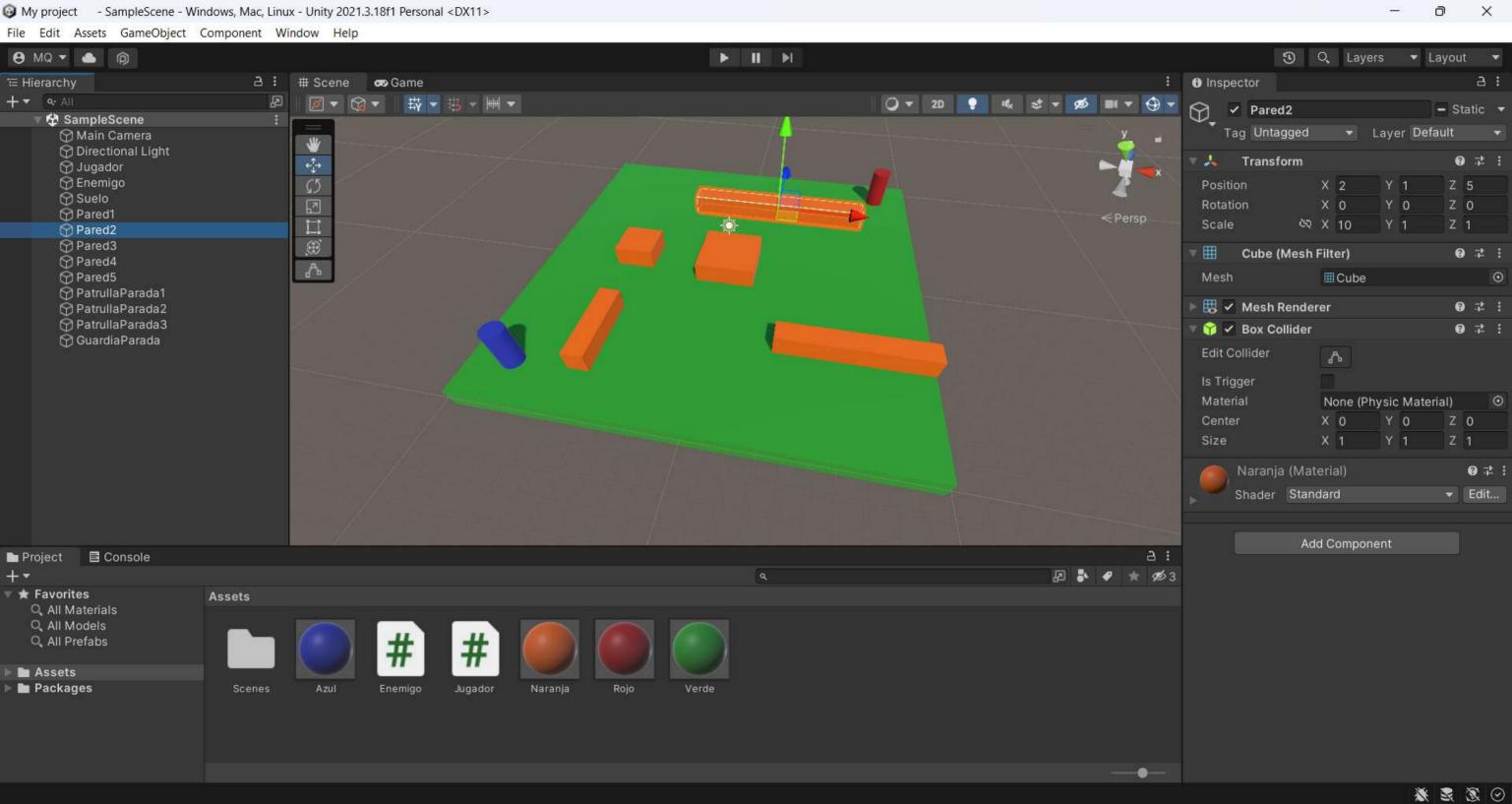
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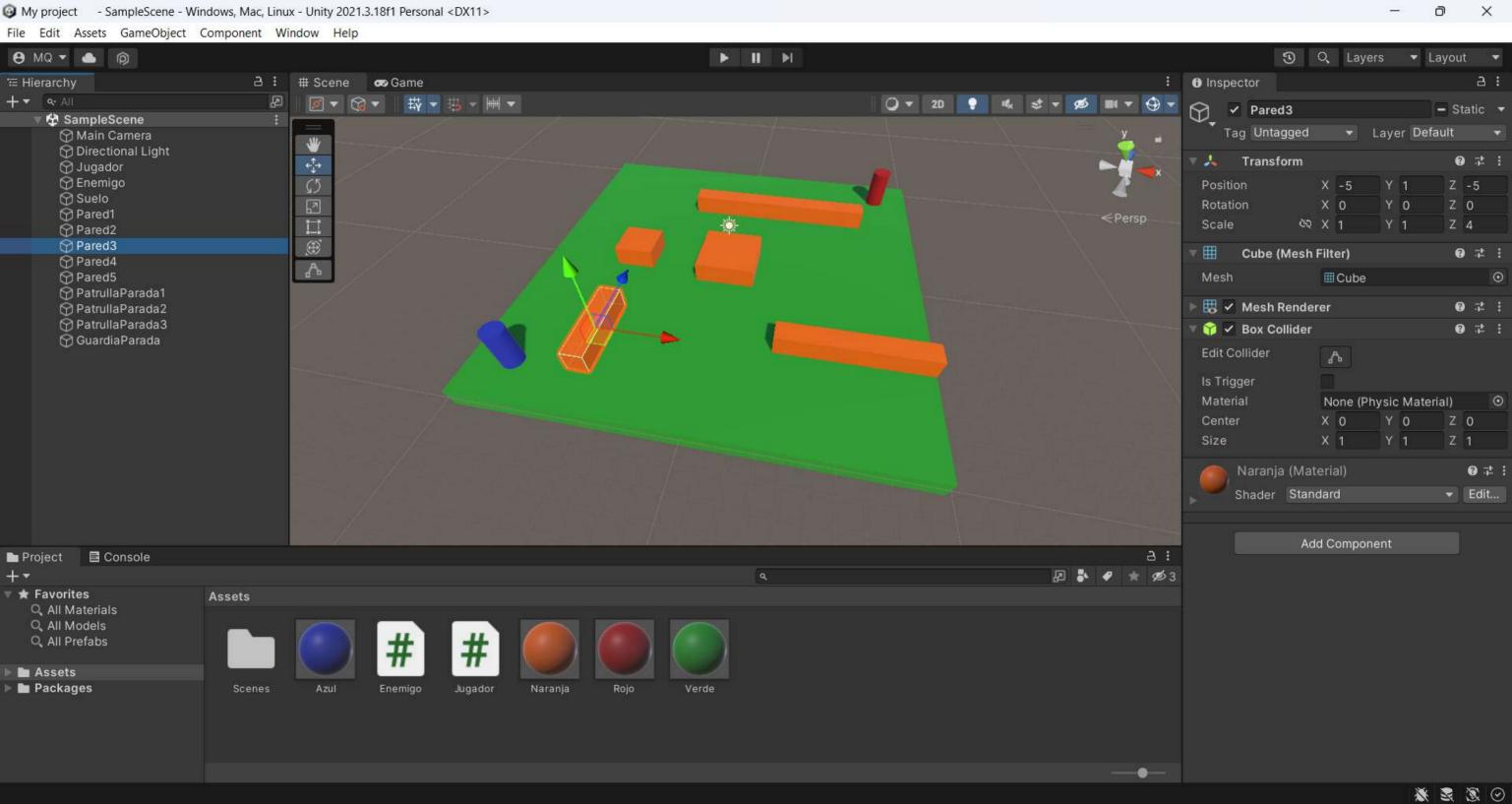
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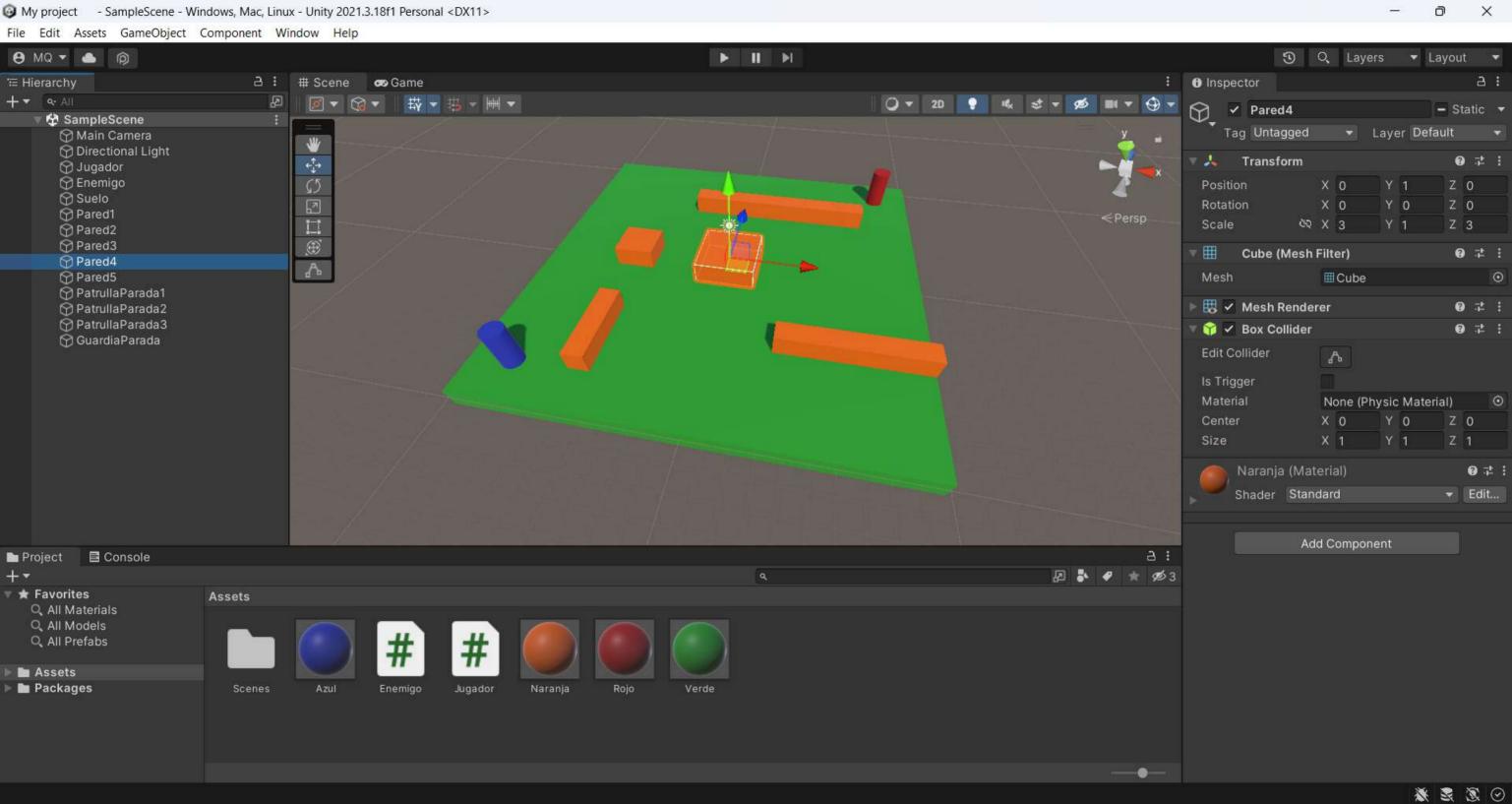
Create project

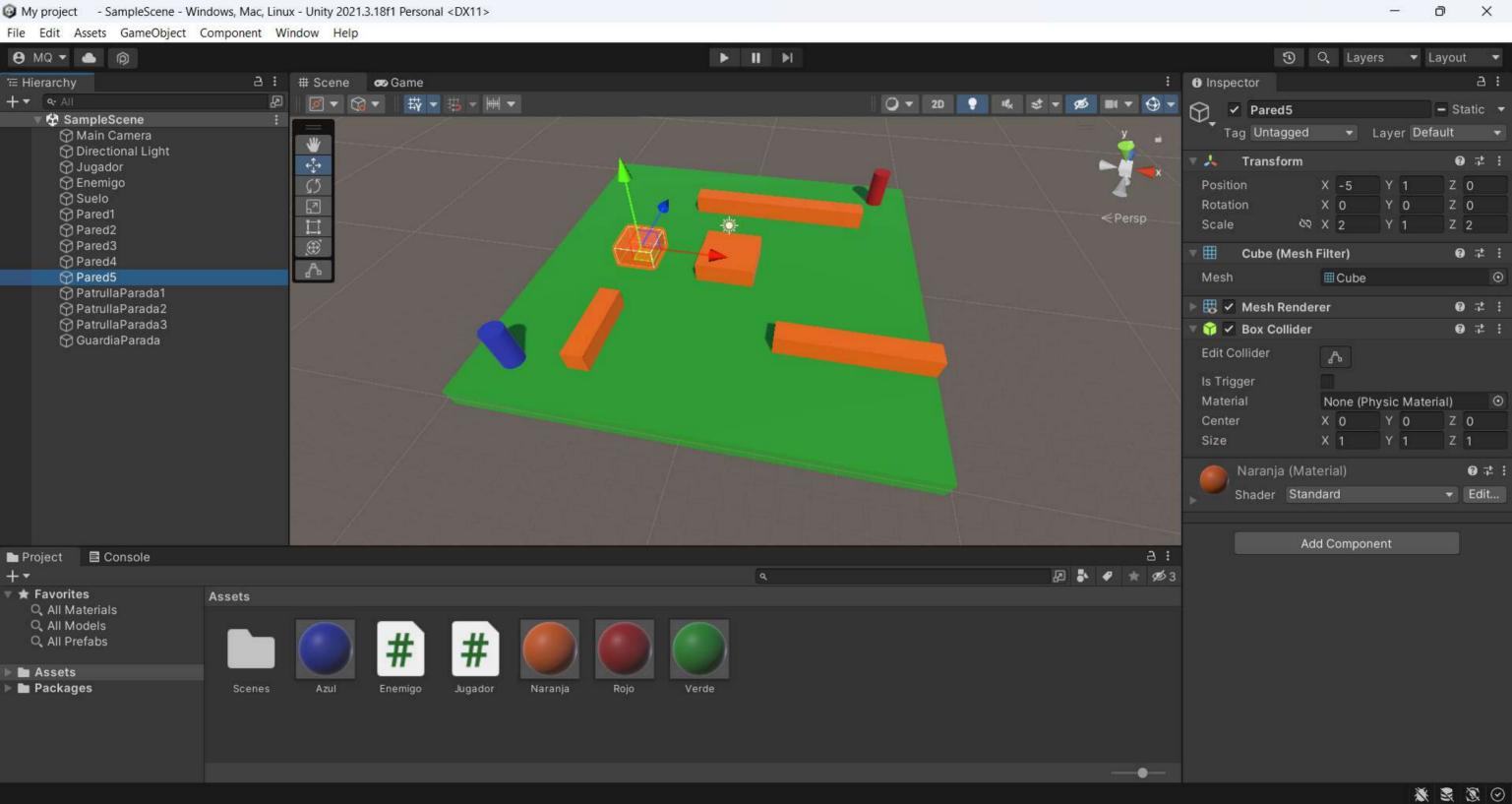


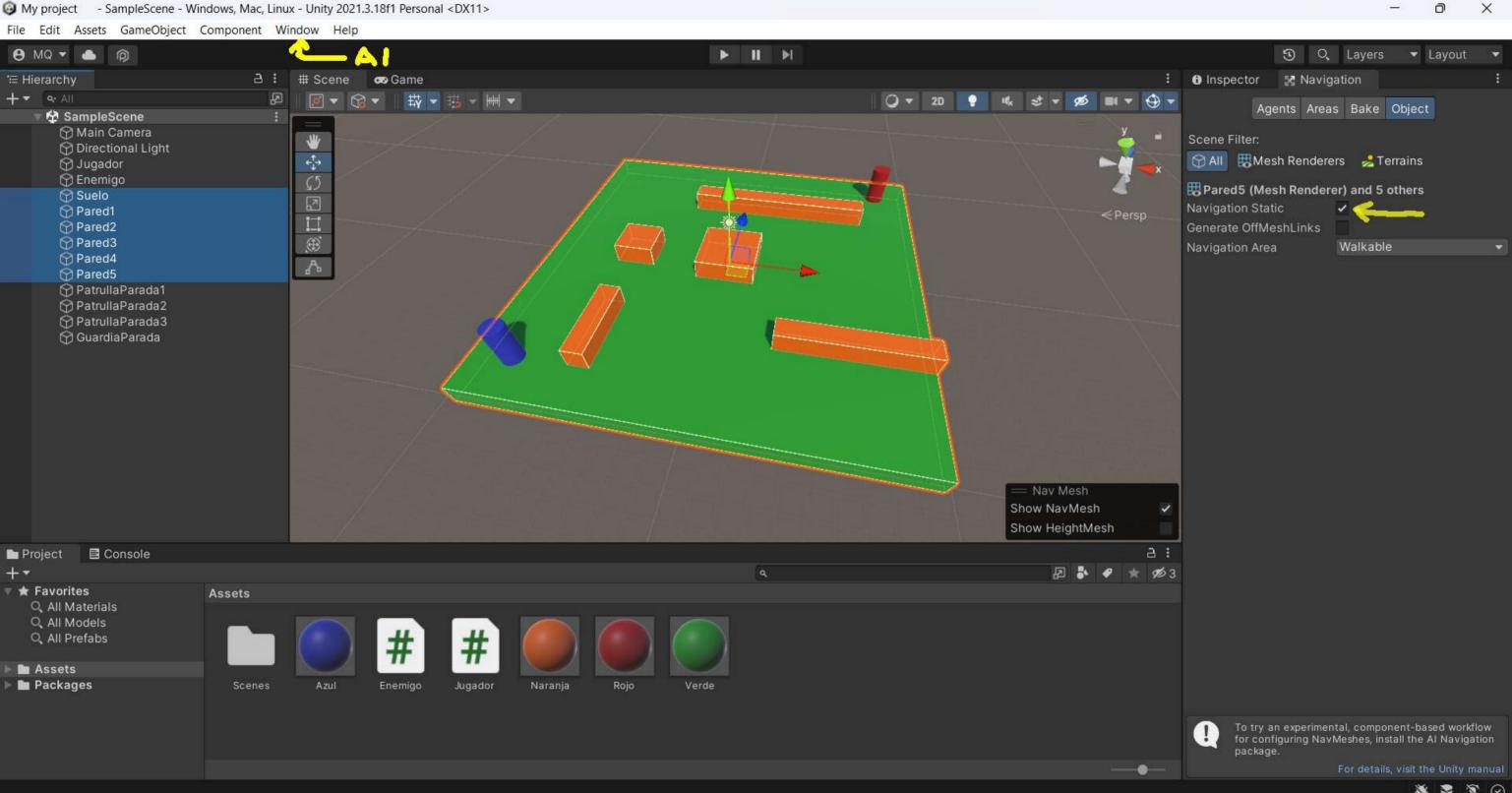


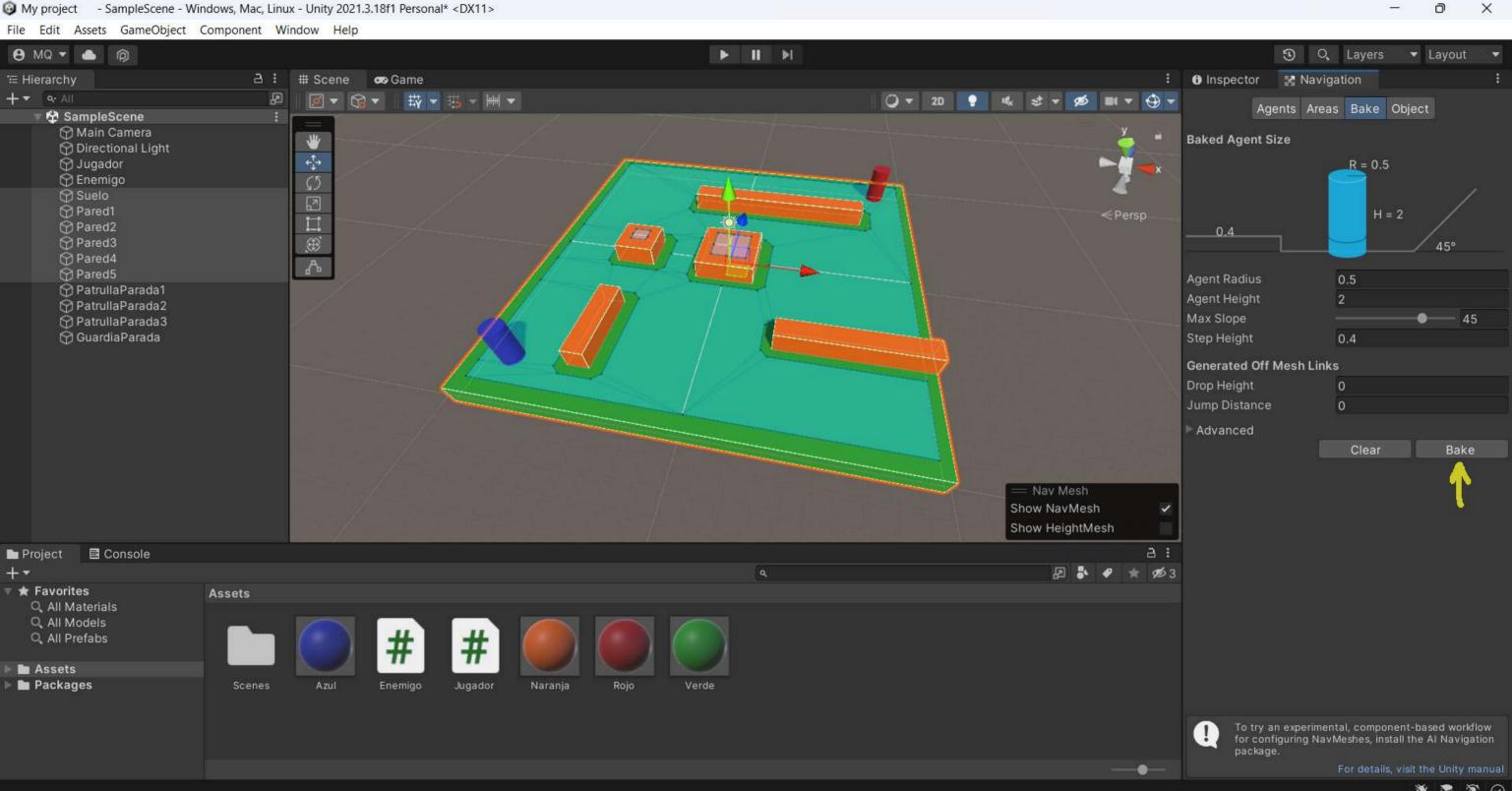


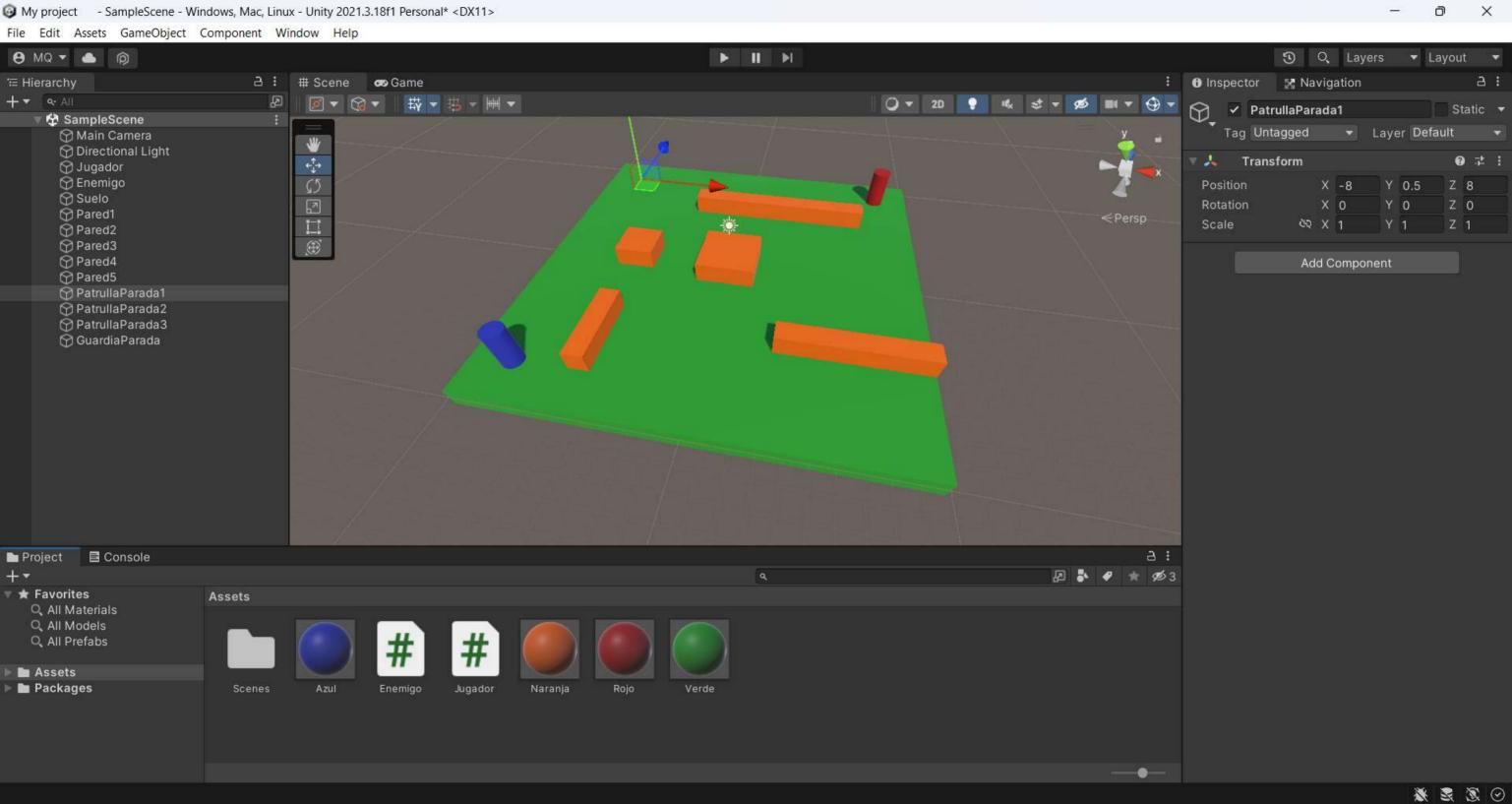


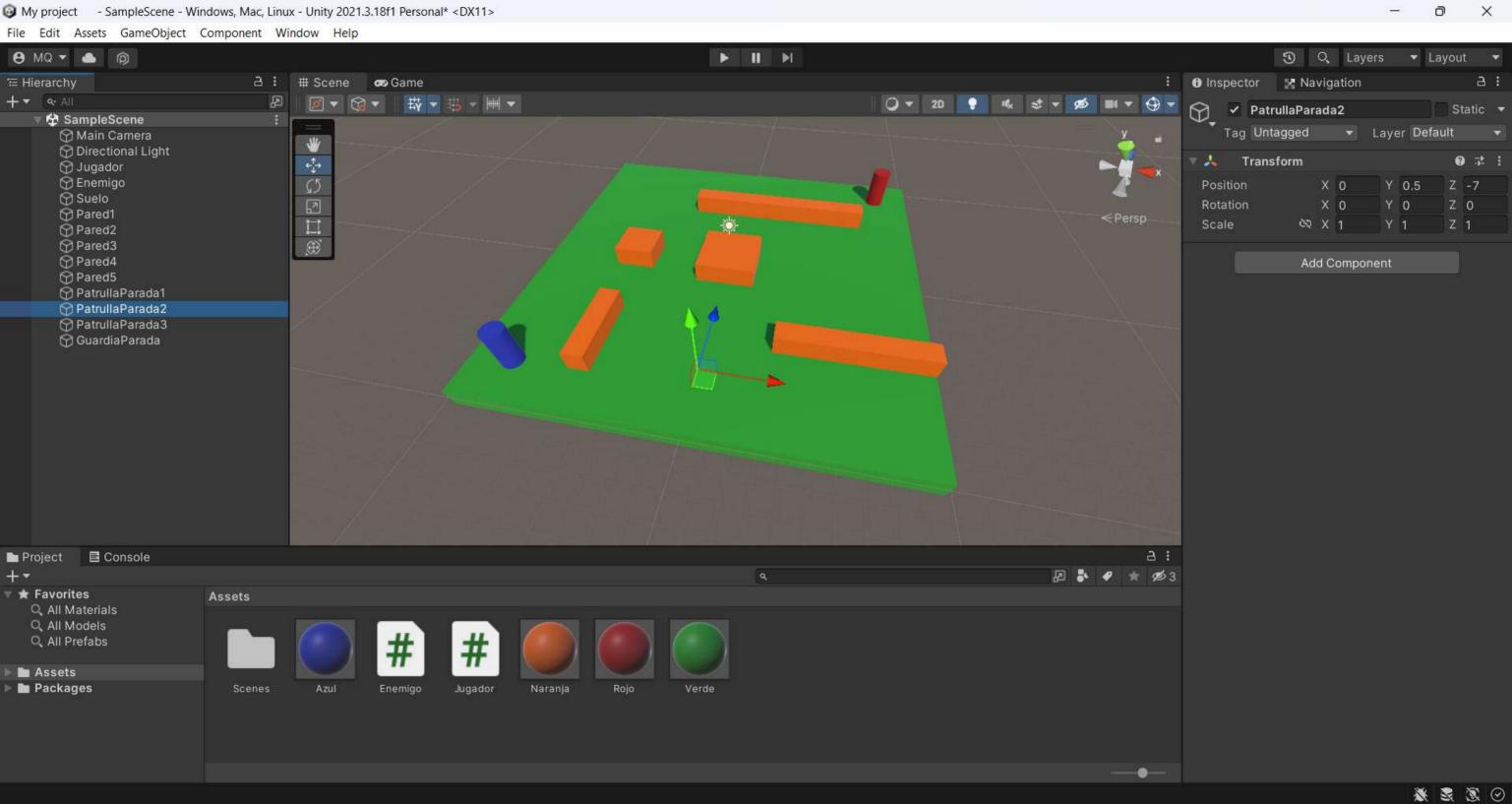


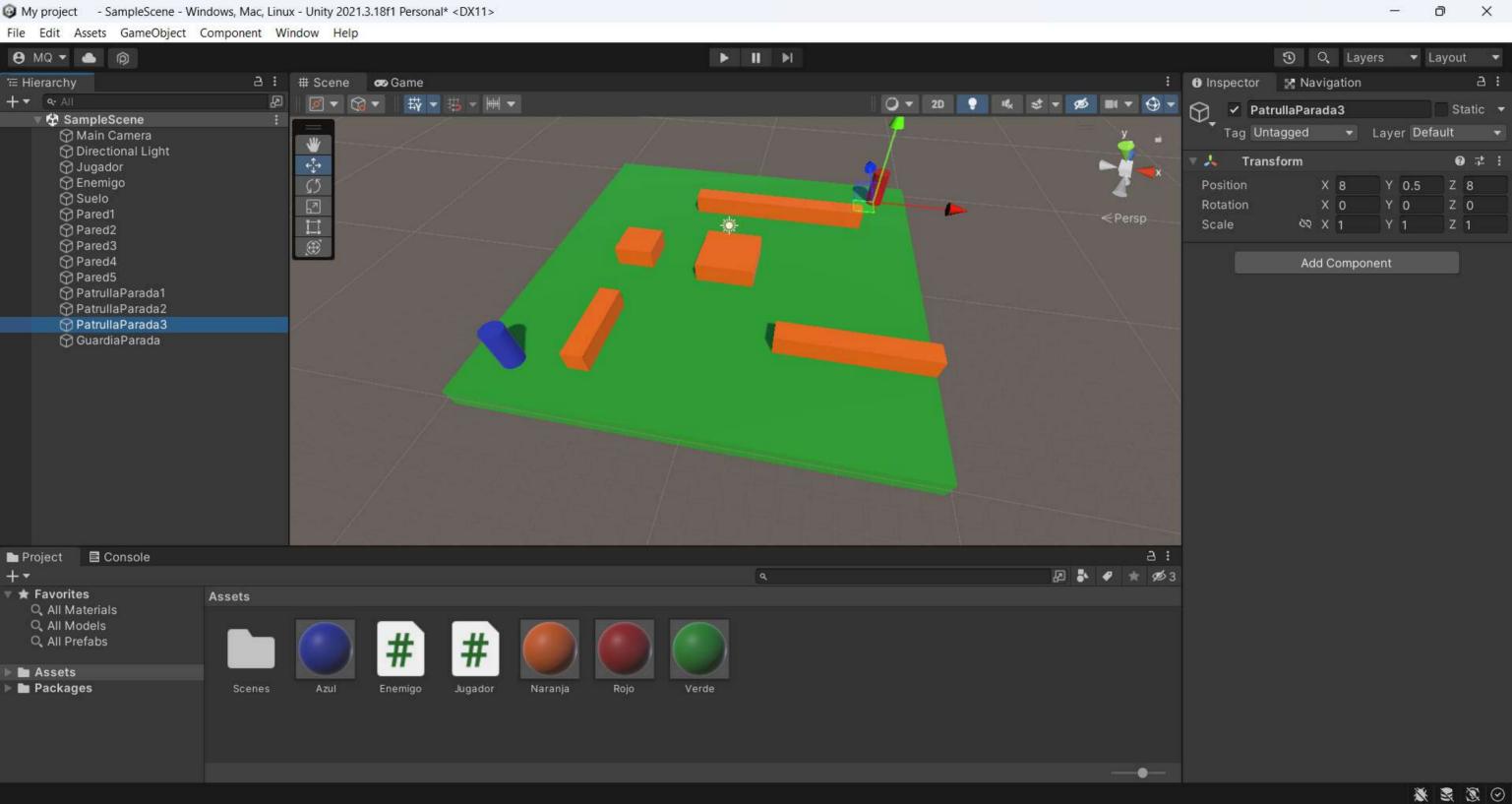


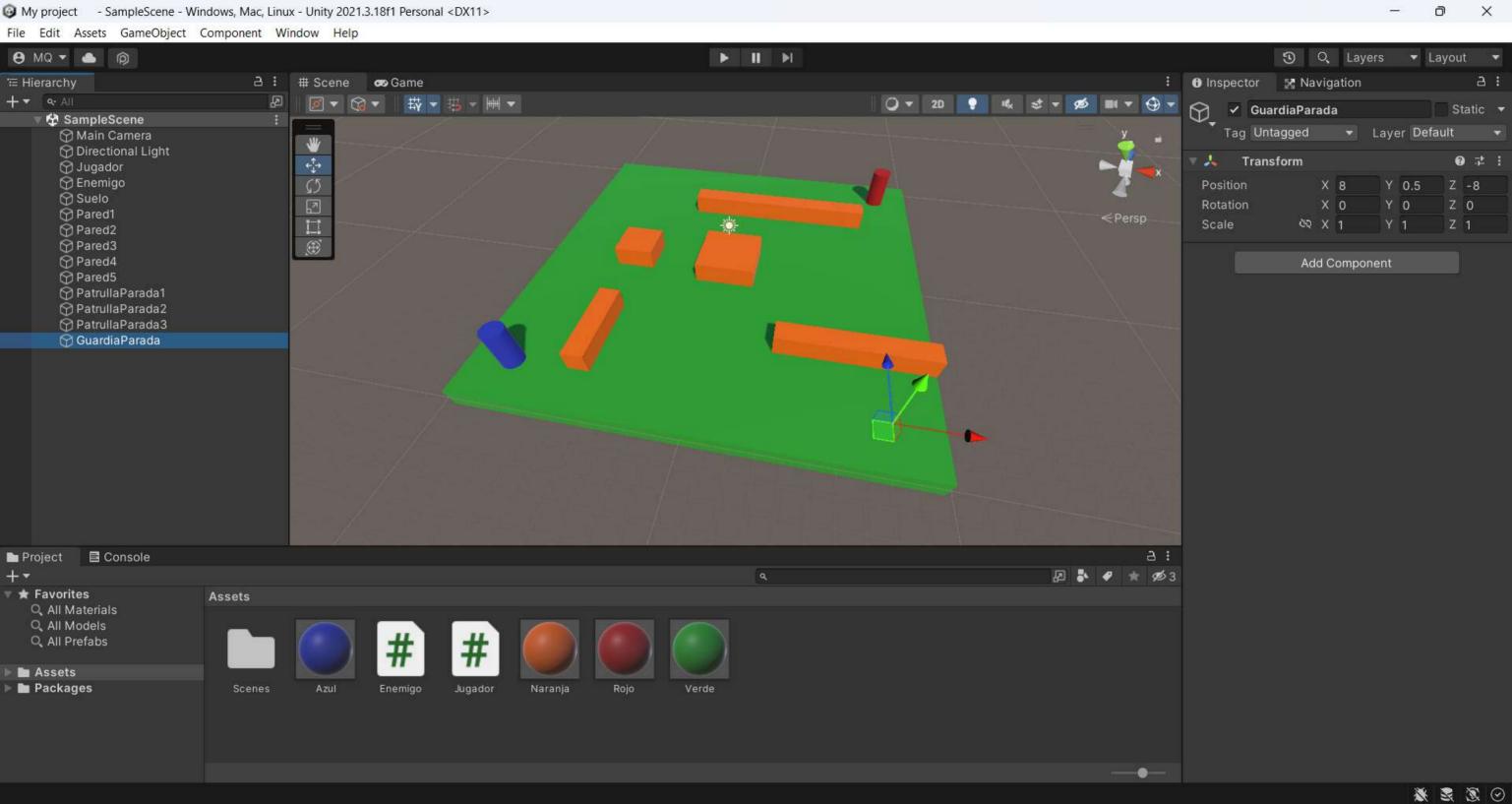


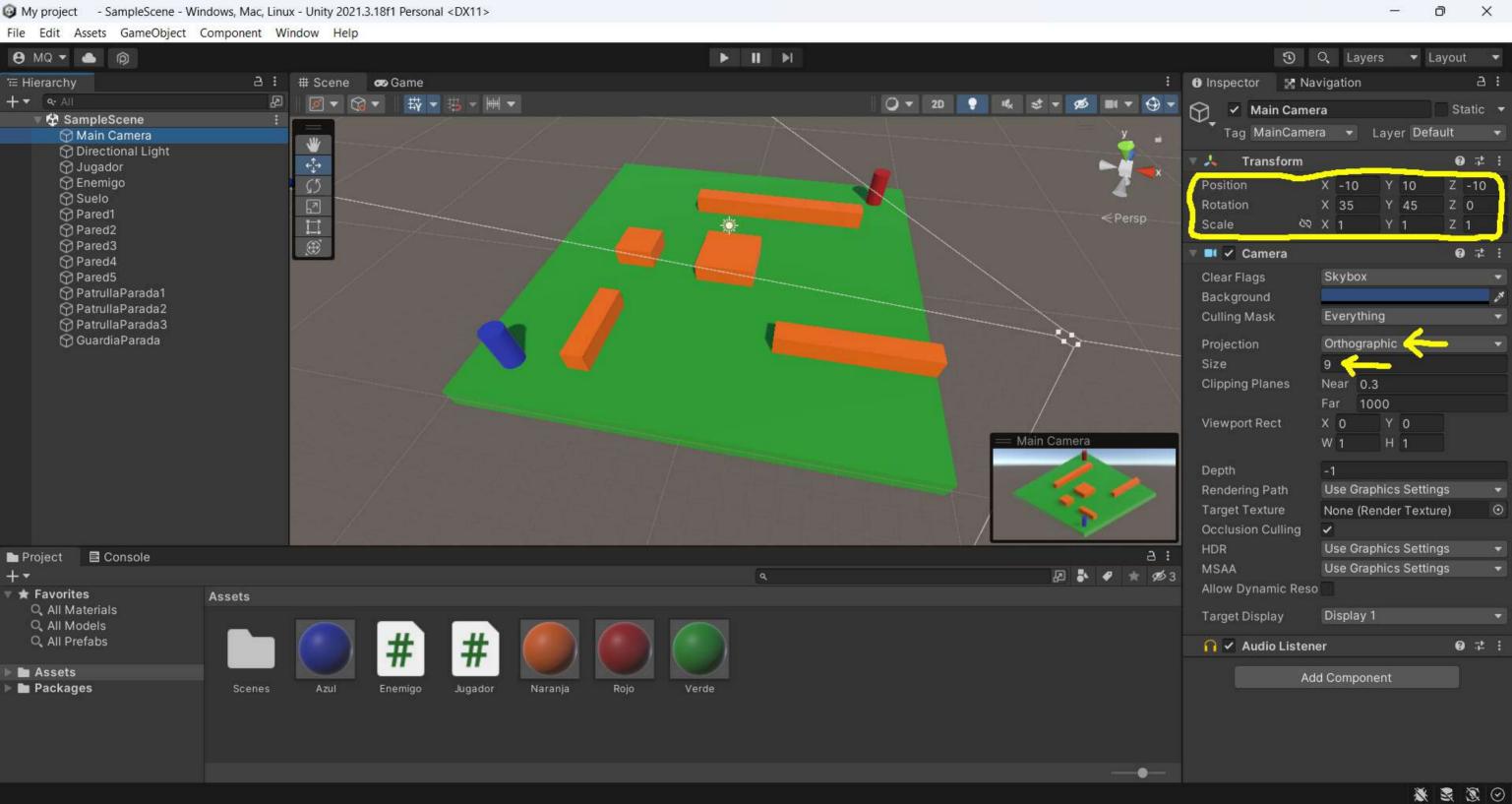


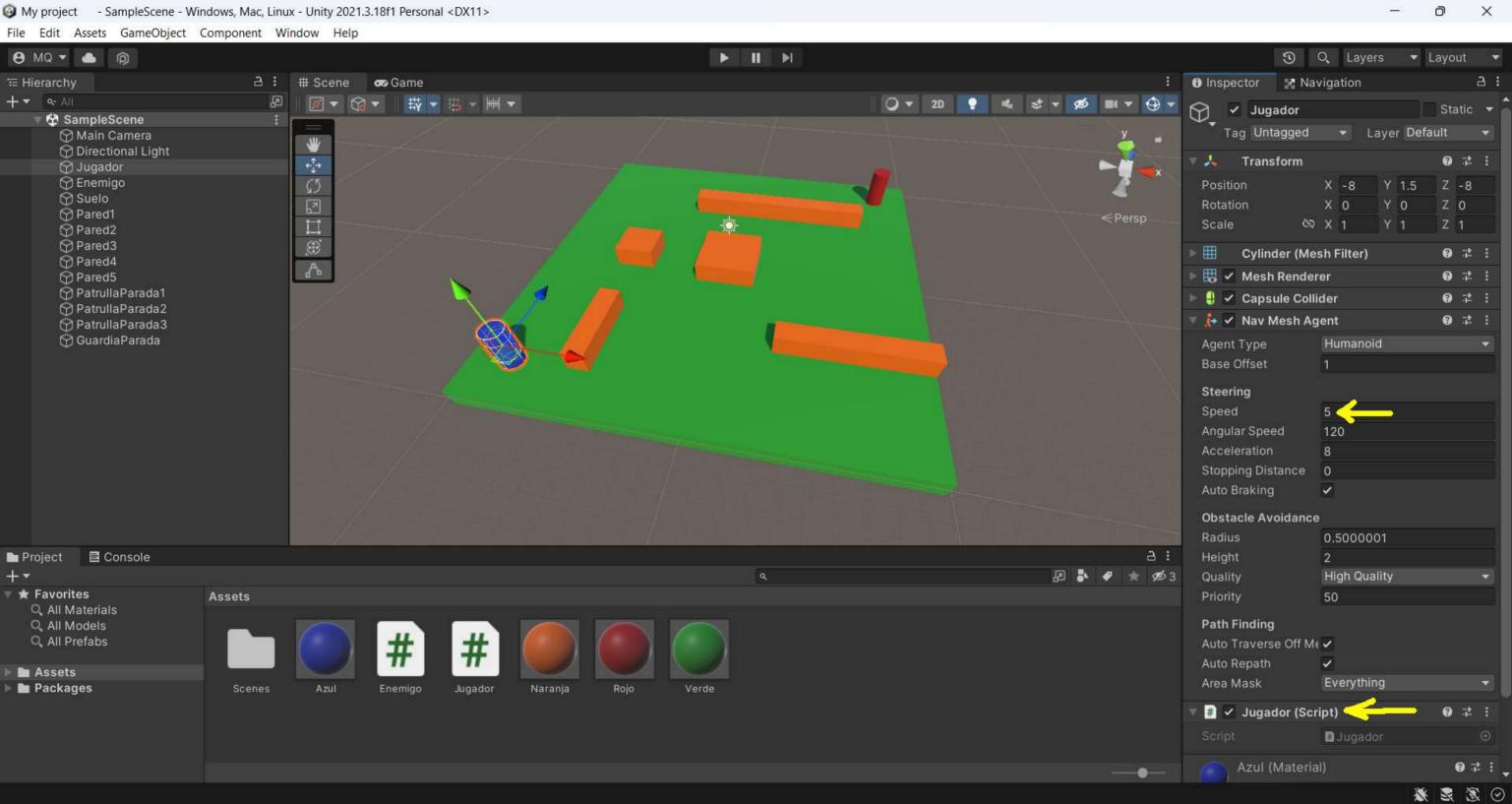


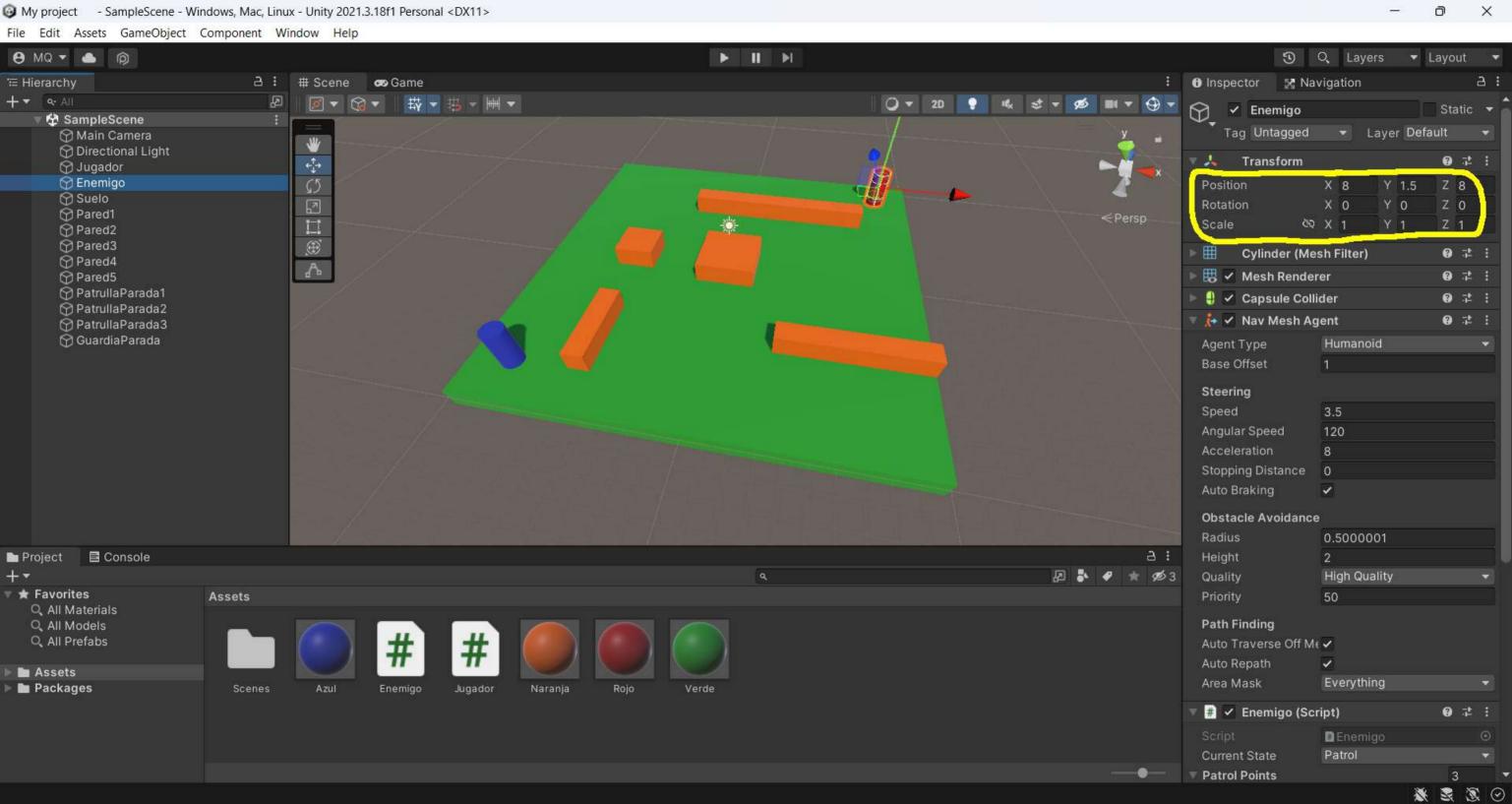


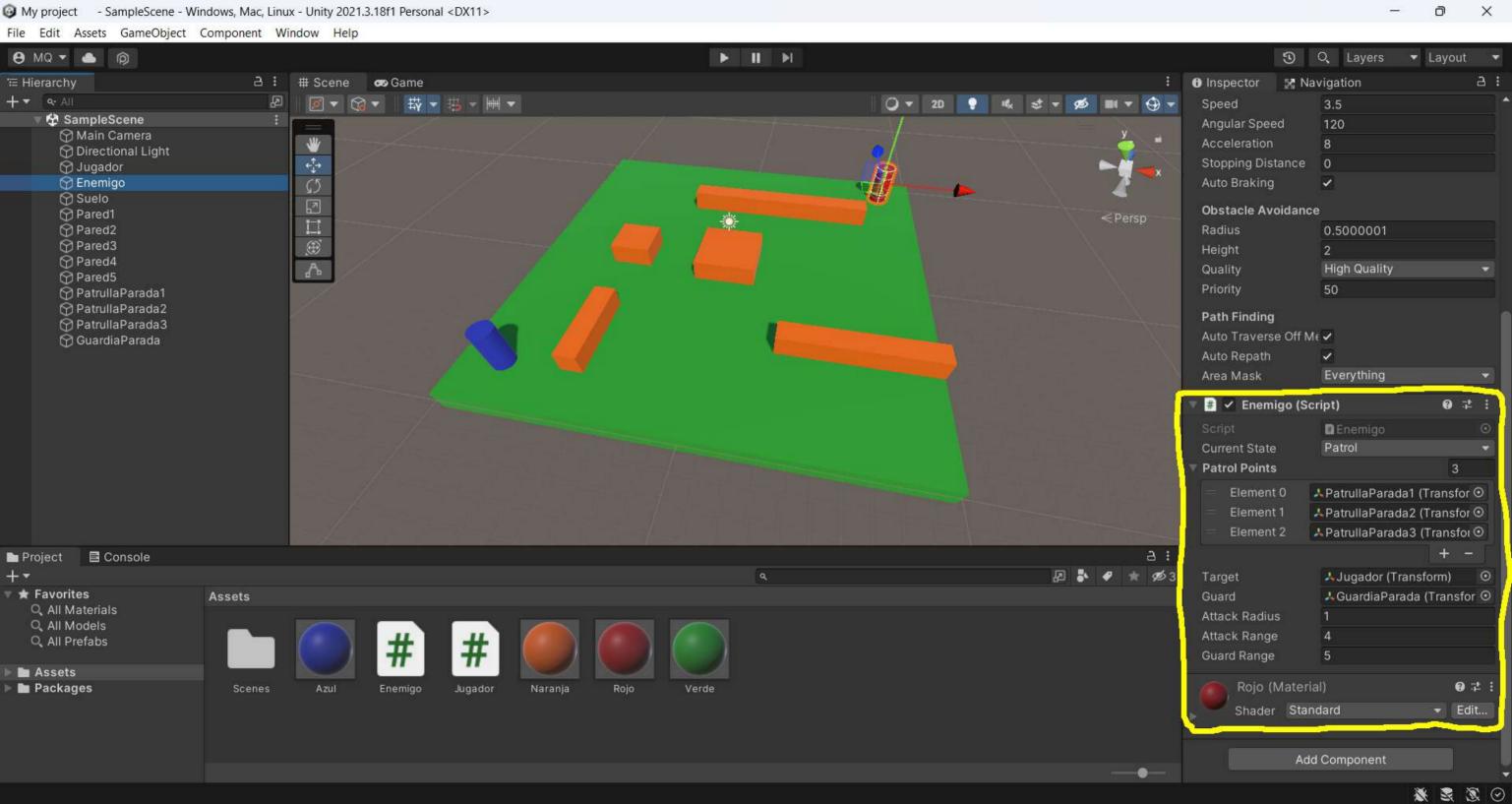












```
// Jugador.cs
using UnityEngine;
using UnityEngine.AI;
public class Jugador : MonoBehaviour
    NavMeshAgent agent;
    void Start()
    {
        agent = GetComponent<NavMeshAgent>();
    }
    void Update()
        if (Input.GetMouseButtonDown(0))
            RaycastHit hit;
            if (Physics.Raycast(Camera.main.ScreenPointToRay(Input.mousePosition), out hit, 100))
                agent.destination = hit.point;
```