```
0 references
public class Movement : MonoBehaviour
{
    2 references
    Rigidbody m_rigidbody;
    2 references
    Vector3 movement;
    1 reference
    public float m_thrust = 20f;
    // Start is called before the first frame update
    0 references
    void Start()
    {
        m_rigidbody = GetComponent<Rigidbody>();

    }

    // Update is called once per frame
    0 references
    void Update()
    {

        movement = new Vector3(Input.GetAxis("Horizontal"),0,Input.GetAxis("Vertical"));
        FixedUpdate();
    }
```

```
    1 reference
    void FixedUpdate(){
        moveCharacter(movement);
    }


    1 reference
    void moveCharacter(Vector3 direction){
        m_rigidbody.AddForce(direction * m_thrust);
    }


}
```