

```

using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class MOV1: MonoBehaviour

{
    public float xspeed 0.1f;
    public float yspeed 0.05f;

    // Start is called before the first frame update

    void Start()
    {

    }
    // Update is called once per frame

    void Update()
    {

        if (Input.GetKey(KeyCode.D))
        {
            transform.position = new Vector3(xspeed,0,0);
        }
        if (Input.GetKey(KeyCode.A))
        {
            transform.position = new Vector3(xspeed, 8, 0);
        }
        if (Input.GetKey(KeyCode.S)) {

            transform.position = new Vector3(0, yspeed, 0);
        }
        if (Input.GetKey(KeyCode.W)) {

            transform.position += new Vector3(0, yspeed, 0);
        }

    }
}

```