<https://unity3d.com/learn/tutorials/projects/roll-a-ball>

using UnityEngine;

using UnityEngine.UI;

using System.Collections;

public class PlayerController : MonoBehaviour {

public float speed;

private Rigidbody rb;

void Start ()

{

rb = GetComponent<Rigidbody>();

}

void FixedUpdate ()

{

float moveHorizontal = Input.GetAxis ("Horizontal");

float moveVertical = Input.GetAxis ("Vertical");

Vector3 movement = new Vector3 (moveHorizontal, 0.0f, moveVertical);

rb.AddForce (movement \* speed);

}

}

using UnityEngine;

using System.Collections;

public class CameraController : MonoBehaviour {

public GameObject player;

private Vector3 offset;

void Start ()

{

offset = transform.position - player.transform.position;

}

void LateUpdate ()

{

transform.position = player.transform.position + offset;

}

}

<https://unity3d.com/learn/tutorials/projects/space-shooter/ending-the-game>

using UnityEngine;

using System.Collections;

public class DestroyByContact : MonoBehaviour

{

public GameObject explosion;

public GameObject playerExplosion;

public int scoreValue;

private GameController gameController;

void Start ()

{

GameObject gameControllerObject = GameObject.FindWithTag ("GameController");

if (gameControllerObject != null)

{

gameController = gameControllerObject.GetComponent <GameController>();

}

if (gameController == null)

{

Debug.Log ("Cannot find 'GameController' script");

}

}

void OnTriggerEnter(Collider other)

{

if (other.tag == "Boundary")

{

return;

}

Instantiate(explosion, transform.position, transform.rotation);

if (other.tag == "Player")

{

Instantiate(playerExplosion, other.transform.position, other.transform.rotation);

gameController.GameOver ();

}

gameController.AddScore (scoreValue);

Destroy(other.gameObject);

Destroy(gameObject);

}

}

<https://unity3d.com/learn/tutorials/modules/beginner/scripting/translate-and-rotate>

using UnityEngine;

using System.Collections;

public class TransformFunctions : MonoBehaviour

{

public float moveSpeed = 10f;

public float turnSpeed = 50f;

void Update ()

{

if(Input.GetKey(KeyCode.UpArrow))

transform.Translate(Vector3.forward \* moveSpeed \* Time.deltaTime);

if(Input.GetKey(KeyCode.DownArrow))

transform.Translate(-Vector3.forward \* moveSpeed \* Time.deltaTime);

if(Input.GetKey(KeyCode.LeftArrow))

transform.Rotate(Vector3.up, -turnSpeed \* Time.deltaTime);

if(Input.GetKey(KeyCode.RightArrow))

transform.Rotate(Vector3.up, turnSpeed \* Time.deltaTime);

}

}