

```
1 using System;
2 using System.Collections;
3 using System.Collections.Generic;
4 using UnityEngine;
5
6 public class CameraMovementScript : MonoBehaviour
7 {
8     float inputX;
9     float inputZ;
10    // Start is called before the first frame update
11    void Start()
12    {
13
14    }
15
16    // Update is called once per frame
17    public int f1 = 1;
18    public int f2 = 1;
19
20    void Update()
21    {
22        inputX = Input.GetAxis("Horizontal");
23        if (inputX != 0)
24            rotate();
25        inputZ = Input.GetAxis("Vertical");
26        if (inputZ != 0)
27            move();
28    }
29
30    private void rotate()
31    {
32        transform.position += transform.right * inputX * Time.deltaTime * f1;
33    }
34    private void move()
35    {
36        transform.position += transform.forward * inputZ * Time.deltaTime * f2;
37    }
38 }
39
```