```csharp
1  using System.Collections;
2  using System.Collections.Generic;
3  using UnityEngine;
4
5  public class Ps : MonoBehaviour
6  {
7      // Start is called before the first frame update
8      public float xforce = 5.0f;
9      public float zforce = 5.0f;
10     public float yforce = 200.0f;
11     void Start()
12     {
13
14     }
15
16     // Update is called once per frame
17     void Update()
18     {
19         float x = 0.0f;
20         if(Input.GetKey(KeyCode.A))
21         {
22             x =x -  xforce;
23         }
24         if (Input.GetKey(KeyCode.D))
25         {
26             x = x + xforce;
27         }
28         float z = 0.0f;
29         if (Input.GetKey(KeyCode.S))
30         {
31             z = z - zforce;
32         }
33         if (Input.GetKey(KeyCode.W))
34         {
35             z= z + zforce;
36         }
37         float y = 0.0f;
38         if (Input.GetKey(KeyCode.Space))
39         {
40           y = yforce;
41         }
42         GetComponent<Rigidbody>().AddForce(x, y, z);
43
44
45
46     }
47 }
48
```