**Practical No:9 Roll No. 04,37**

**Aim: Design 3D game in unity(Object) & implement various unity functionality.**

**Code:**

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class carscript : MonoBehaviour {

public float speed = 30.0f;

// Use this for initialization

void Start()

{

Cursor.lockState = CursorLockMode.Locked;

}

// Update is called once per frame

void Update()

{

float translation = Input.GetAxis("Vertical") \* speed;

float straffe = Input.GetAxis("Horizontal") \* speed;

translation \*= Time.deltaTime;

straffe \*= Time.deltaTime;

transform.Translate(straffe, 0, translation);

if (Input.GetKeyDown("Escape")

)

Cursor.lockState = CursorLockMode.None;

}

}

**Output:**

****