**ACTIVITY PERTEMUAN 5**

**NAMA : MUHAMMAD TARMIDZI BARIQ**

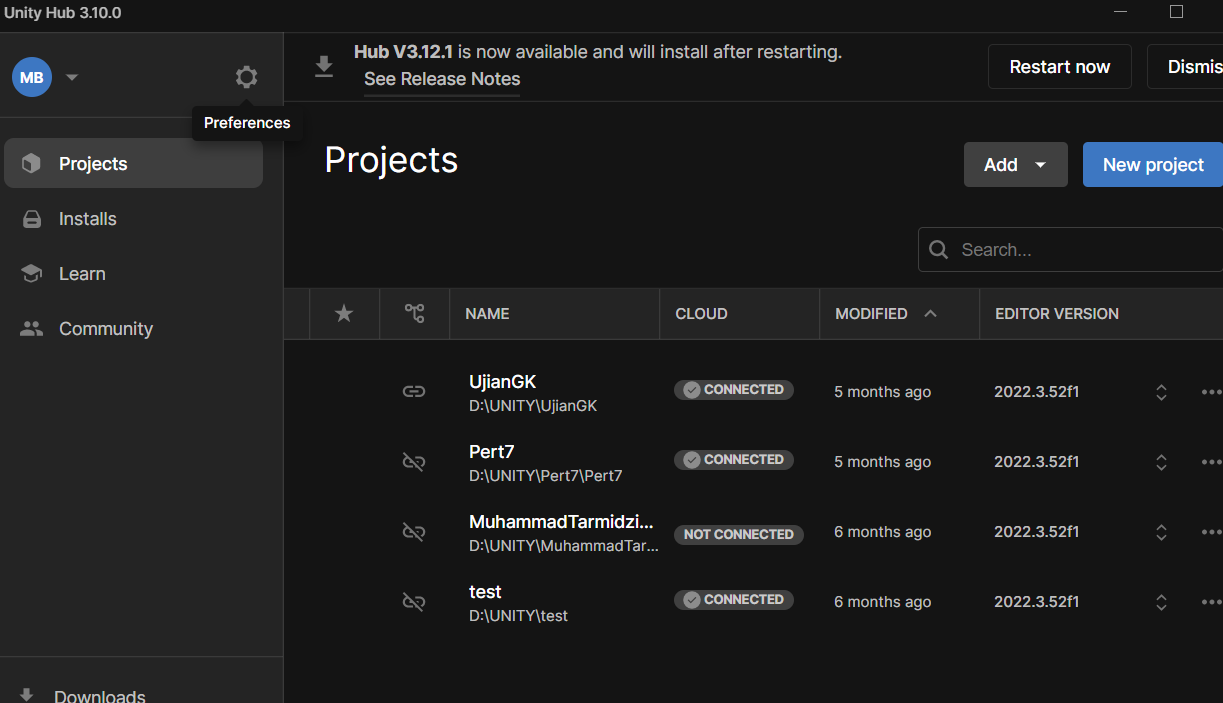
**NPM : 51422161**

**KELAS : 3IA11**

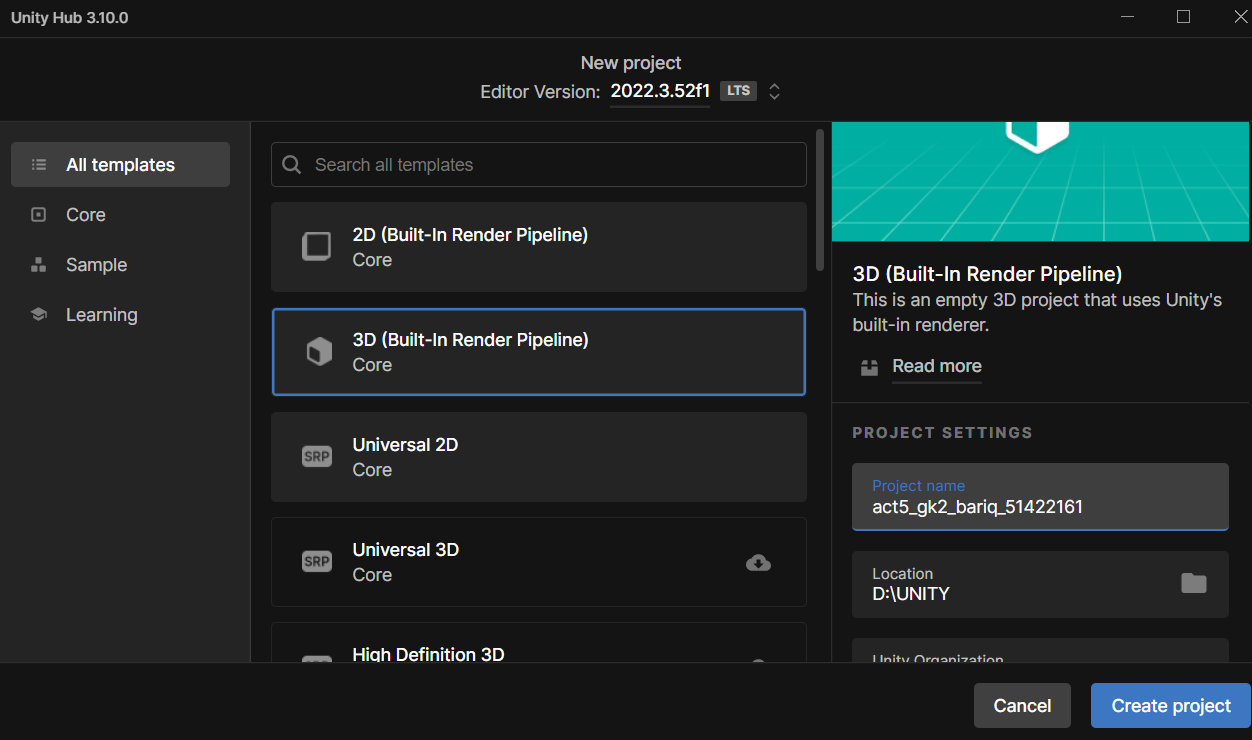
**MATERI: Logika Game**

**MATA PRAKTIKUM : GRAFIK KOMPUTER 2**

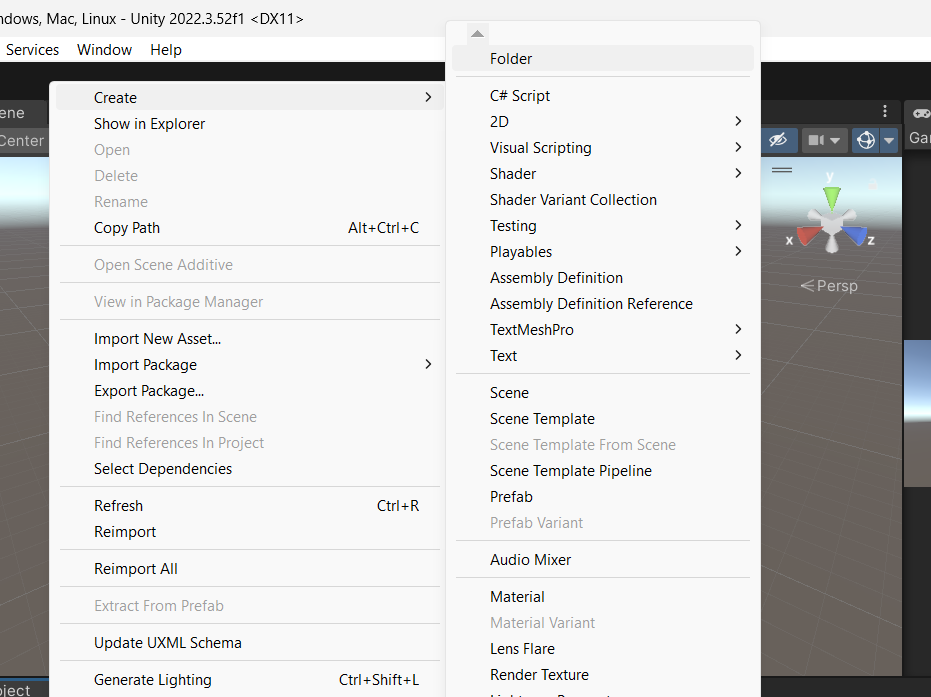
NEW PROJECT



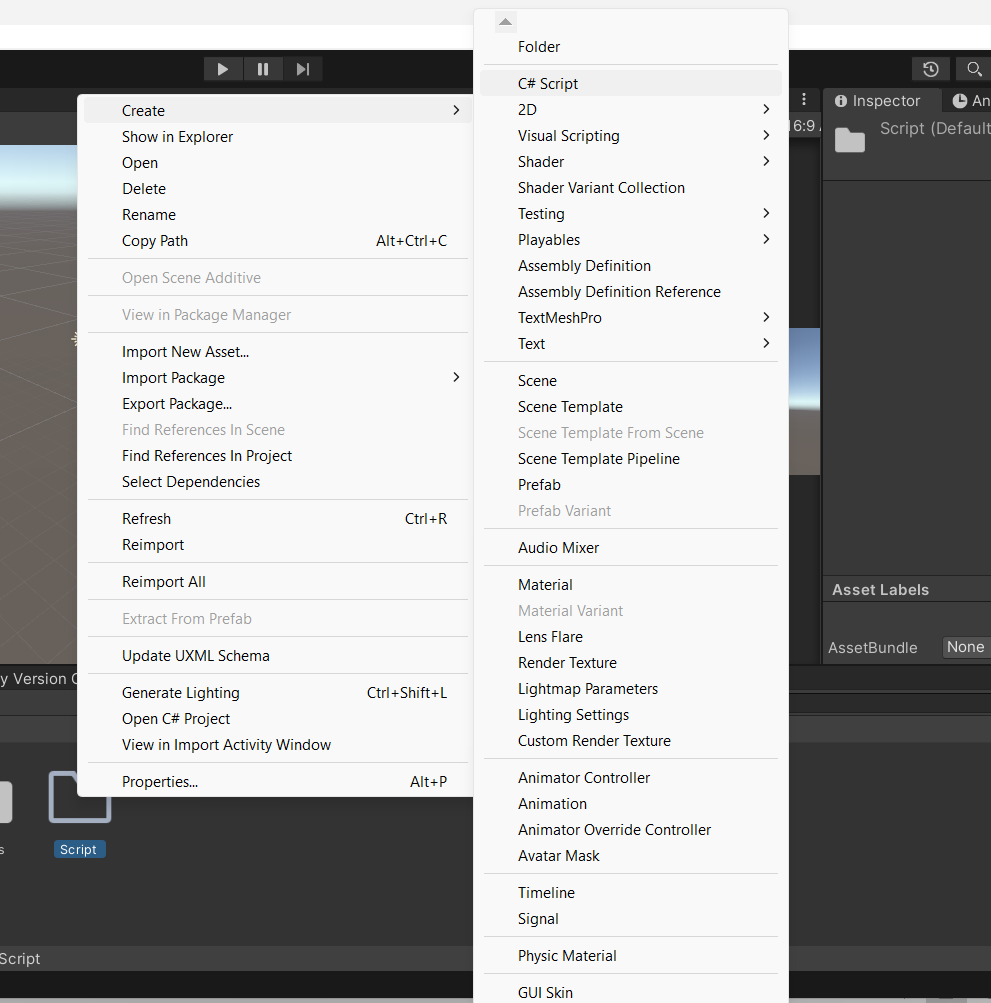
3D(built-in render Pipelinie) -> berikan nama project -> create project



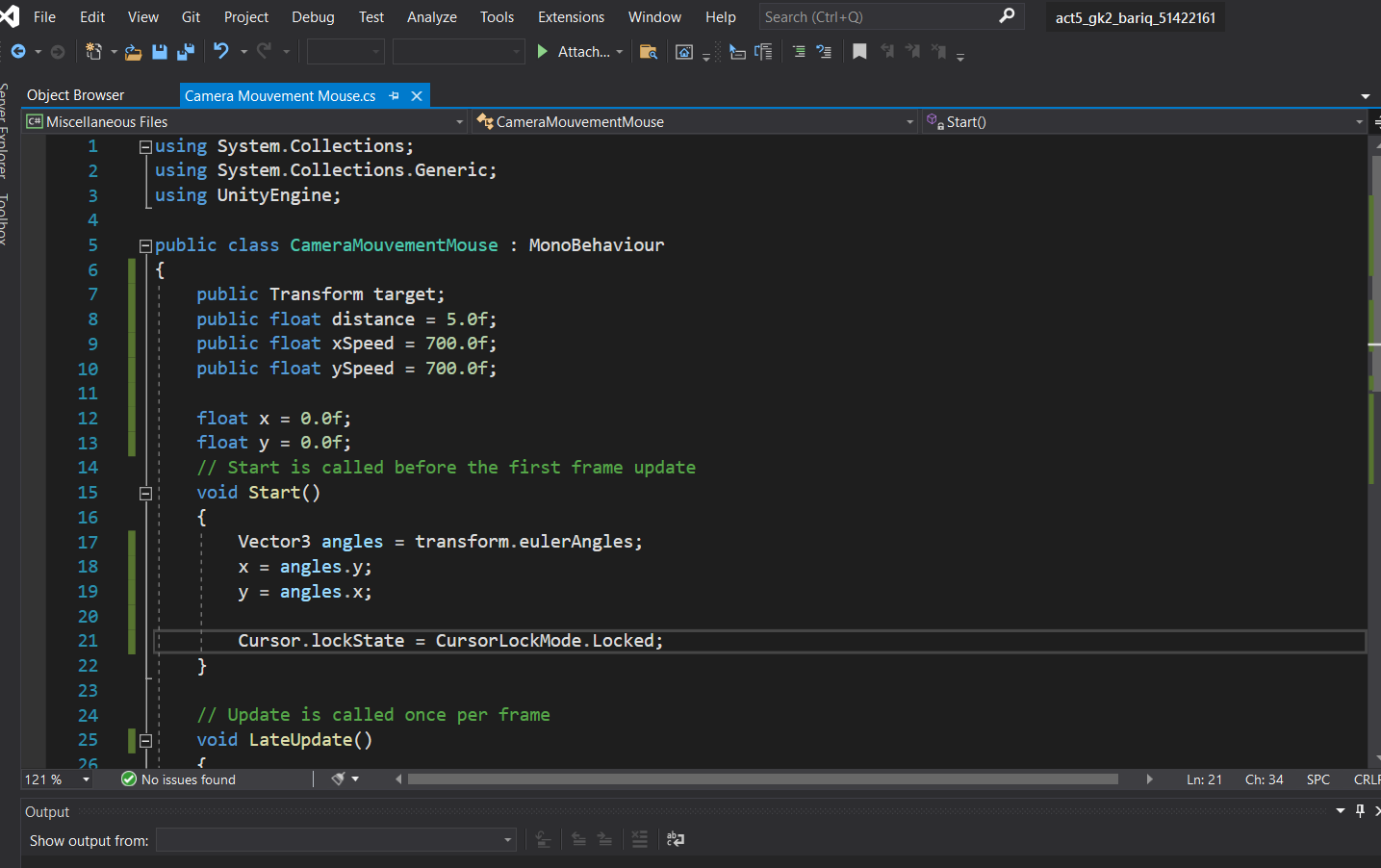
Klik kanan pada asset -> Create -> Folder -> kasih nama Scripting

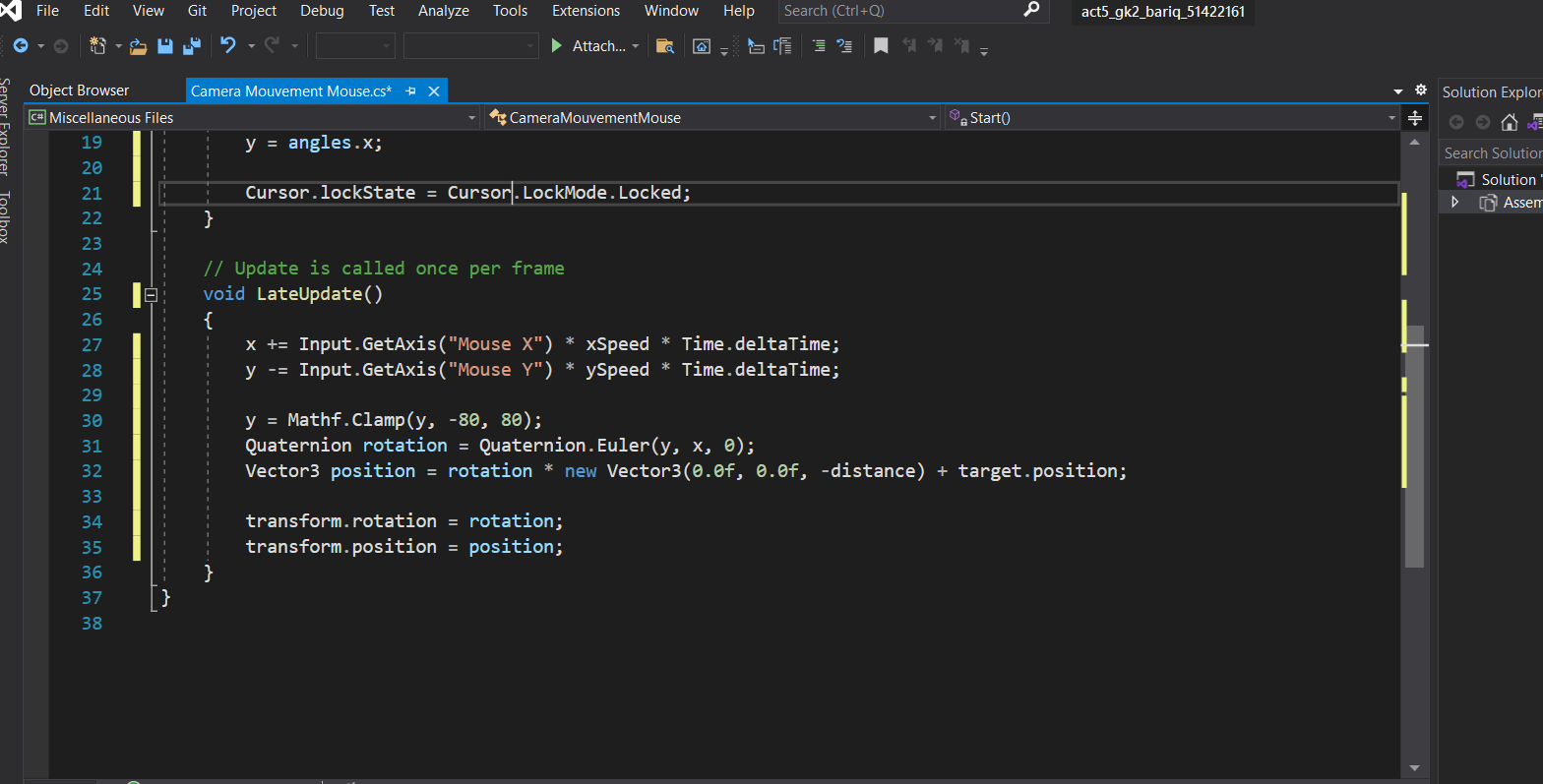


Pilih create -> C# Script - > kasih nama file Camera Mouvement Mouse

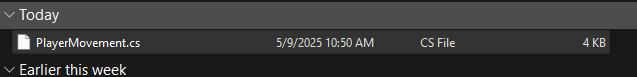


Ketik kode berikut dan jangan lupa disave

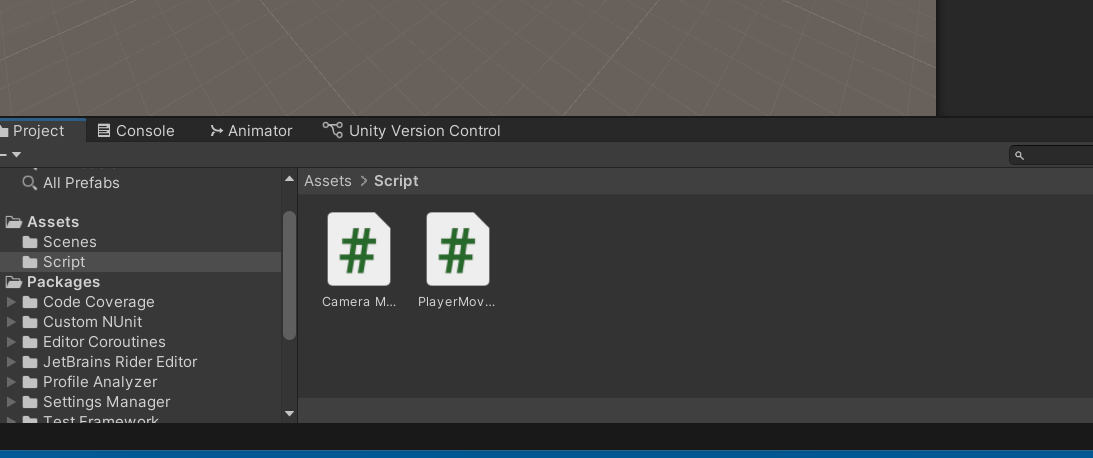




Drag n drop file tersebut ke unity asset



Klik 2x playerMovement akan terbuka code editor



Code playerMovement.cs

