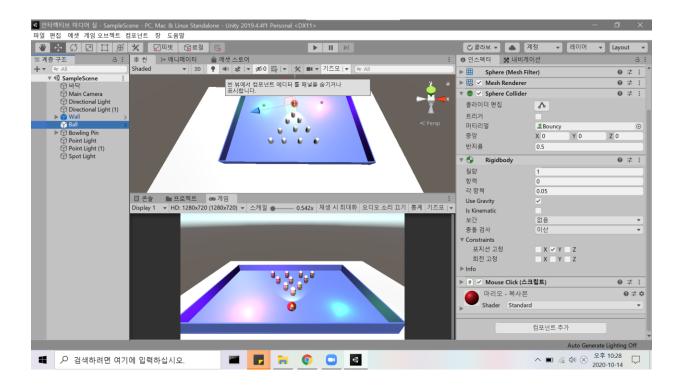
Lab04

1815060 문 정현



```
0 $
        MouseClick
  #
   Assembly Information
   Filename
                              Assembly-CSharp.dll
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
public class MouseClick: MonoBehaviour
  void OnMouseDown()
     GetComponent < Rigidbody > (). AddForce(transform.forward * 500f);
     GetComponent < Rigidbody > ().useGravity = true;
  // Start is called before the first frame update
  void Start()
  }
  // Update is called once per frame
  void Update()
```

