**Game devs welcome #1 (Underestimated Unity)!**

Hello game devs and welcome to **game devs welcome**! Today we will cover many things that will bring a smile to any game dev’s face!

**Simple unity movement script!**

In Unity, many popular games are made and this section will teach you how to make a **very** simple **rigidbody** based movement script!

Step 1) load unity and place a box in the middle of the scene, making it look like a floor by scaling it down on the y and up on the x and z axis. Next, we will create a player (a box) and select it then press F2 to rename it. Rename it to player. Next, click (player) and scroll to the bottom. Click add component and select **rigidbody**. Click add component again and type “player movement”. Next, click new script, keep confirming until you have a new script named player movement. Double click the script and it will open. Above “void.Start() “ reference a rigidbody and name it RB. Inside “void.Update ()” type the following` if (Input.GetKeyPress(w)) {

Rb.Addforce(0, 0, 1000 \* Time.deltaTime) Repeat for all keys and directions and you’re done! Thanks for reading! ¬ ¬

Bye!!

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