

## SCRIPT PLAYER CONTROLLER

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class PlayerController : MonoBehaviour {

    Rigidbody rb;

    public float velocidad;

    private void Awake()
    {
        rb = GetComponent<Rigidbody>();
    }

    private void OnTriggerEnter(Collider other)
    {
        Debug.Log("colision");
        Destroy(other.gameObject);
    }

    void Update () {

        float movimientoHorizontal = Input.GetAxis("Horizontal");
        float movimientoVertical = Input.GetAxis("Vertical");

        Vector3 movimiento = new Vector3(movimientoHorizontal, 0,
movimientoVertical);

        rb.AddForce(movimiento * velocidad);

    }
}
```