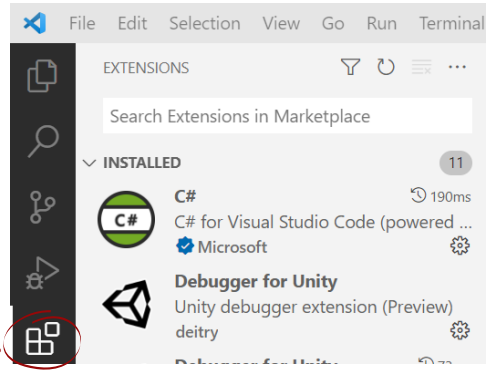
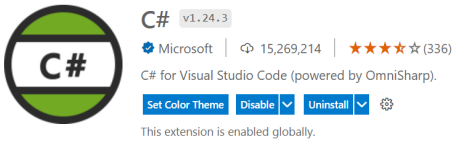
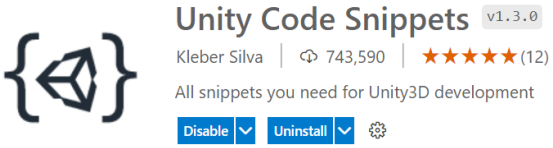
Your First Script

Step 1: Make sure all extension are installed in Visual Studio Code

- Open visual studio code editor
- Navigate to extensions
- Install the following extensions :
  - c#
  - Unity Code Snippets







Step 2: Create Folder for all scripts and name it "Scripts" under Assets folder

Step 3: Enter the scripts folder and create new script , and name it immediately ! (name it debug)

Step 4: write debug messages for start and update methods as the following :

Assets > Scripts > debug.cs > debug > Update()

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

0 references
public class debug : MonoBehaviour
{
    // Start is called before the first frame update
    0 references
    void Start()
    {
        Debug.Log("debug for the first frame only");
    }

    // Update is called once per frame
    0 references
    void Update()
    {
        Debug.Log("debug once per frame");
    }
}
```

Step 5: Drag & drop the script icon to any object in the scene

Basic Input Controlling

Step 1: Create a C# Script

- Open the Scripts folder (Assets/Scripts)
- Right Click
- Hover over "create" option
- Click on "C# script"
- Name the Script "Movement"

Step 2: Open the script and write the following code within the update function

```
void Update()
{
    if (Input.GetKey(KeyCode.Space))
    {
        Debug.Log("Thrusting");
    }

    if (Input.GetKey(KeyCode.A))
    {
        Debug.Log("Rotate Left");
    }

    else if (Input.GetKey(KeyCode.D))
    {
        Debug.Log("Rotate Right");
    }
}
```

Step 3: Attach the "Movement" script to the "Rocket" object. Just hold the script and dropit to the "Rocket". Then in the Rocket inspector tab, you will see a "Movement(Script)" component