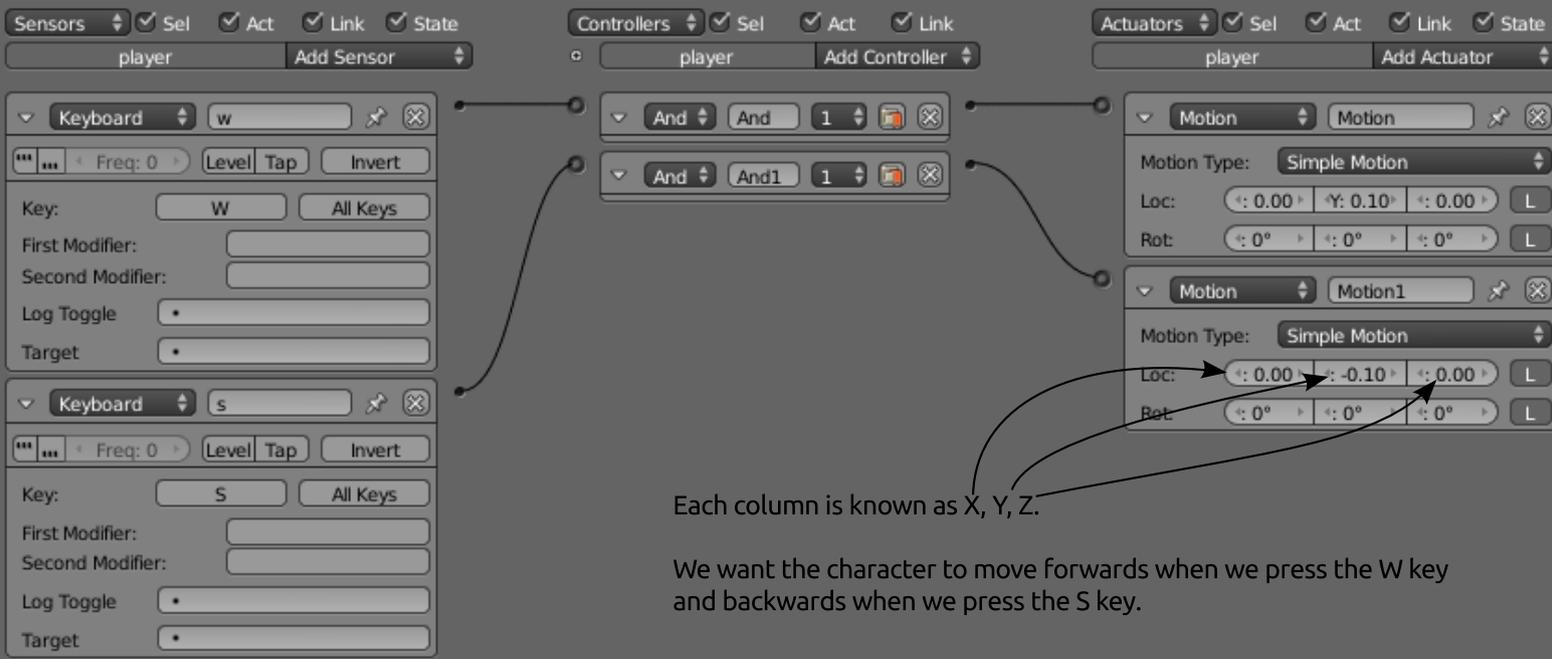


Player Movement

Step 1:

Select the player. Add the following logic bricks to it. These bricks will make the player go forward and backwards.

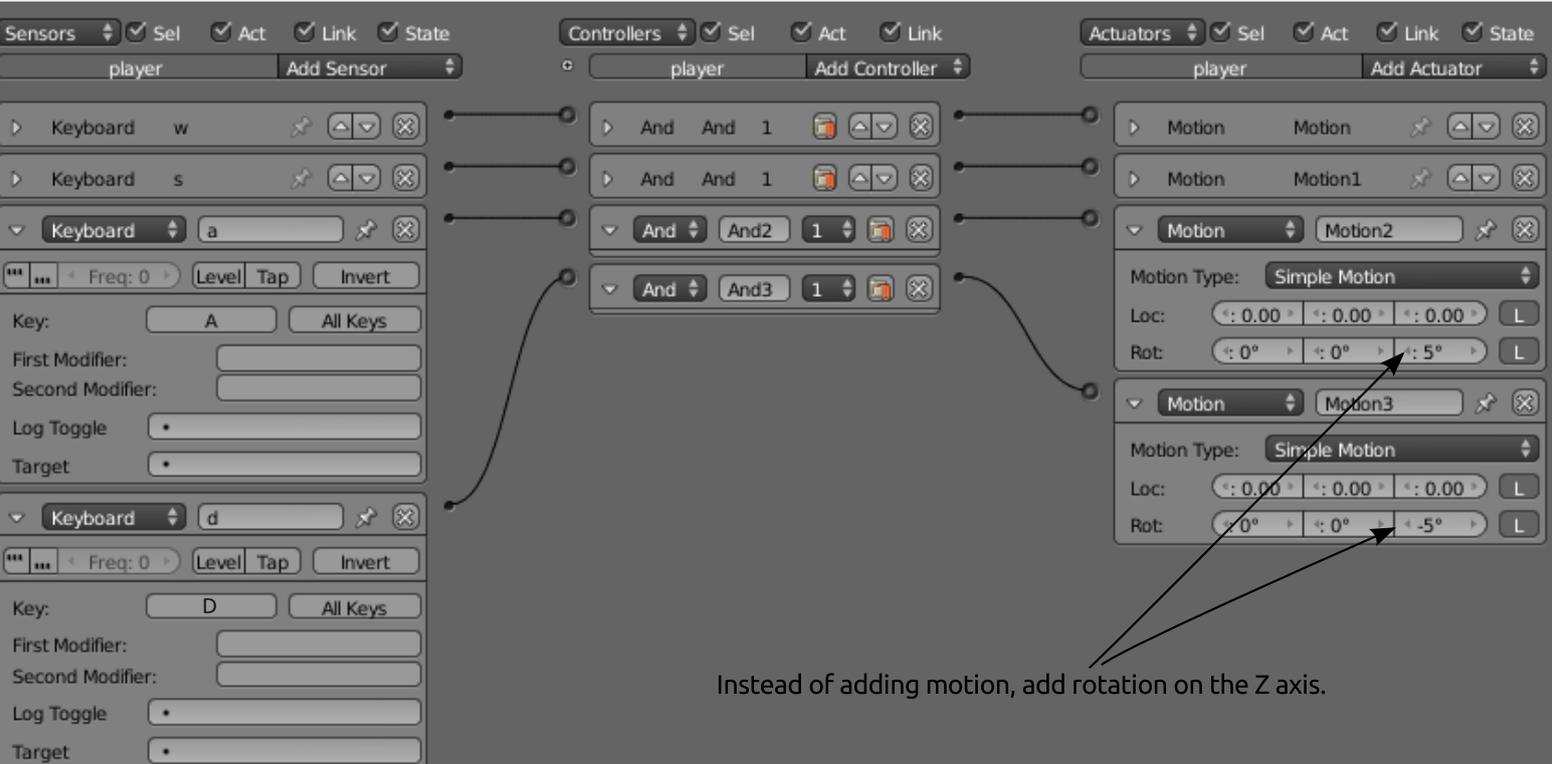


Each column is known as X, Y, Z.

We want the character to move forwards when we press the W key and backwards when we press the S key.

Step 2:

Add these logic bricks.



Instead of adding motion, add rotation on the Z axis.

Step 3:

Press Numpad 0 (zero) to go into camera view, press P to play. ESC will exit game mode.