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! Press The Play Button And See The Box Spin In Mid Air. Now Stop The Animation And Select The Cube That Has The Script Attached To It In The Hierarchy Window, Notice How In The Inspector The Cube Game Object Now Has A New Property Called Rotate (Script). The

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Names And Change Their Positive Button Value To The  
Key You Would Like To Assign To Each Of Them. Back  
To The CreateBullet Script, I Attach It To The First  
Person Controller And Make Sure That The Prefab  
“prefabBullet” Is Assigned To The prefabBullet Variable  
In The Script (I Mar 9th, 2024Introduction To Unity3D  
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Won't Cover The Creation Of 3D Or 2D Art Assets. This  
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"unbroken" And "broken" Asset, 4. Import FBX Into  
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Fractured Assets, 6. Create Trigger Geometry For  
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