

tags: 3apersona tercera 3a

# Abrir puerta

Basic Raycast Door

<https://www.youtube.com/watch?v=BZZ6C97e7s0>

## Movimiento

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

public class CharacterMovementScript : MonoBehaviour
{
    public NavMeshAgent playerNavMeshAgent;

    public Camera playerCamera;

    public Animator playerAnimator;
    public bool isRunning;
    public bool isDeath;

    // Start is called before the first frame update
    void Start()
    {
    }

    // Update is called once per frame
    void Update()
    {
        bool isDeath = playerAnimator.GetBool("isDeath");
        if (Input.GetMouseButton(0) && !isDeath)
        {
            Ray myRay = playerCamera.ScreenPointToRay(Input.mousePosition);
            RaycastHit myRaycastHit;

            if(Physics.Raycast(myRay, out myRaycastHit))
            {
                playerNavMeshAgent.SetDestination(myRaycastHit.point);
            }
        }

        if (playerNavMeshAgent.remainingDistance <=
```

```
playerNavMeshAgent.stoppingDistance)
{
    isRunning = false;
}
else
{
    isRunning = true;
}
playerAnimator.SetBool("isRunning",isRunning);
}

}
```

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