

CHARACTER CONTROLLER

Note:- Kindly move the 'CharacterController/Editor' folder to under 'Assets/'

The asset is super easy to use. Just add the player controller script to your player and you are good to go.

The options are explained as follows:

Movement settings:

- Walk speed – walking speed of player
- Run speed – running speed of player
- Acceleration – rate at which player accelerates when transitioning from walking to running
- Deceleration – rate at which player decelerates (de-accelerates) when transitioning from running to walking
- Move smooth time – time taken for player to come to a complete stop when movement keys are released. Setting this value to '0' causes the player to stop immediately on key release resulting in a snappy movement.
- Jump force – determines how high the player jumps
- Gravity – gravity acting on the player. Set it to -9.8 for realistic gravity.

Camera settings:

- Camera - reference of the camera object. By default, a camera is created automatically and the reference is set from this camera.
- Camera type – Type of camera (First Person view, Third Person view, Side Scrolling view)
- Offset – offset of camera position from the player position.
- Mouse sensitivity – rate of camera rotation.
- Vertical angle limit – max angle that the camera can turn vertically.
- Mouse smooth time – time taken for camera rotation to completely stop after mouse input is stopped. Setting it to '0' causes camera to stop rotating immediately after the mouse stops moving.
- Lock cursor on start – Turn 'ON' to lock the cursor at the start of the game.