

Technical Design Document

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Variables:

Public:

float _xRotation, _yRotation, _rotationSpeed

float _walkSpeed

float _runSpeed

float _gravity

float _jumpHeight

Private:

float _xPrev, _yPrev

Vector3 _mouse, _prevMouse, _xVector, _yVector

float _moveSpeed

bool _groundedPlayer

float InputX

float InputY

float tempX

Getter and Setters:

GetAxis

GetKey

GetButtonDown

Methods:

Public:

void Start

void Update

Private:

void Movement

void Walk
void Run
void Jump
void TurnPlayer

Within Scriptable Objects:

Private:

Vector3 _velocity
Camera _fpsCamera
CharacterController _controller
Gun _gun
Ray _ray

File Names:

Scripts:

KnightMovement
Gun

Texture:

Shells_Albedo
Shells_E
Shotgun_Albedo
Shotgun_E

Materials:

Ammo_Shotgun
Shotgun

Models:

Shells

Shotgun

Prefabs:

Ammo_Shotgun

Shotgun

Flow Graph:

[Flow Graph](#)