Damir Nabiullin - Unity HW 6

Task 2

source code
I have updated *FPSInput.cs.* I add speed to character whet it is grounded and space button is pressed.

Task 3

source code

I created 3 jump pads (cube with *JumpPad* script) and 3 high located planes. *JumpPad* script adds speed to character when character enteres a trigger.