**How to construct a simple First Person Controller with Camera Mouse Look in Unity 5**

* 2 simple scripts for movement
* Make sure your ground has a collider

By Default Unity gives you

* Level
  + Main Camera
  + Directional Light
* Create 3D object… capsule
  + Comes with collider,
    - BUT you must add a RIGID BODY
      * So It behaves like physics, hits the ground (cfr. collider)
* IF you want FIRST PERSON change camera

🡪 DRAG CAMERA on to the capsule (3D object)

So it becomes a child of the capsule / Set transform to ZERO after/ Because it is relative to object / Move Y up to choose the EYES

START MOVING THE CHARACTER AROUND

* Create C # script CHARACTER CONTROLLER

using UnityEngine;

using System.Collections;

public class characterController : MonoBehaviour {

public float speed = 10.f;

// use this for initialization

void Start ()

{

Cursor.lockState = CursorLockMode.Locked;

}

// update is called once per frame

void Update () {

float translation = Input.GetAxis (“Vertical”)\*speed;

float straffe = Input.GetAxis ( “Horizontal”)\*speed;

translation \*= Time.deltaTime;

straffe \*= Time.DeltaTime;

transform.Translate(strafe, 0, translation);

if (Input.getKeyDown (escape”))

Cursor.lockState = CursorLockMode.None;

}

}

Create C # script camMouseLook

using UnityEngine;

using System.Collections;

public class camMouseLook : MonoBehaviour {

public float speed = 10.f;

void Start ()

{

}

// update is called once per frame

void Update () {

}

}