

## **DRAG TO MOVE PLAYER (PC, iOS & Android)**

### **Import**

Import the asset from the asset store or double click on it to open it in Unity.

### **Set-up:**

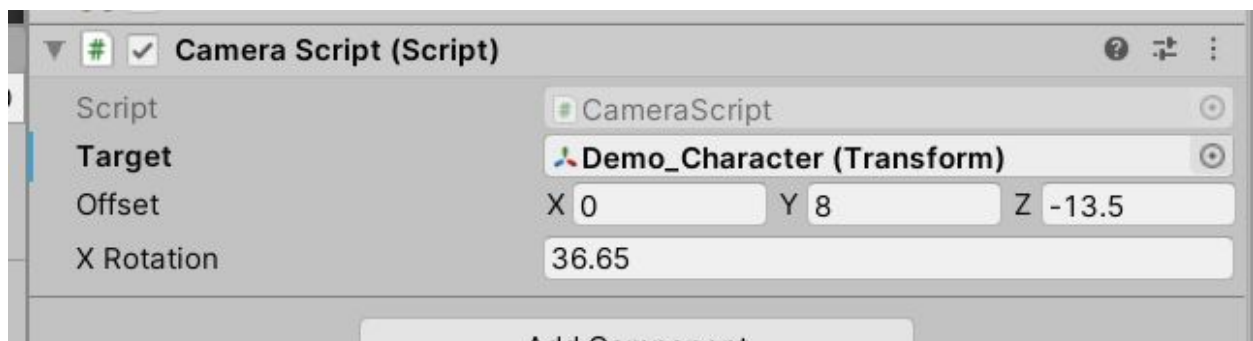
Head over to the Prefab File: **Assets/DragToMovePlayer/Prefabs**

### **Camera Setup:**

Drag and drop the Camera Prefab to your scene, alternatively place the script **CameraScript.cs** to your existing camera.

The **CameraScript.cs** has a public variable called Target.

Drag and drop the gameobject acting as your character that the camera will follow.



For an easier time, copy paste the above values to the script.

Alternatively, you could play with the values until you find the right spot where you want your camera to be during gameplay.

## Character Setup:

Head over to the Prefab File: **Assets/DragToMovePlayer/Prefabs**

Drag and drop the **Demo\_Character** prefab into your scene.  
Alternatively, add the script **MovementScript.cs** to your existing character.

Feel free to use these values for a start before finding the right set of variables to fit your game



### **NOTE:**

***Make sure to attach this character to the camera script above.  
Else it will raise an exception or the camera will follow the wrong  
object during runtime.***

For an already set up scene, click on the scenes file and open the example scene. Press play and drag the mouse pointer on the gameview window. The Blue character capsule should move to reflect the mouse position as you drag.