Variables are declared to control the player’s movement and behaviour. The difference between public and private variables is that public variables can be adjusted in the Unity Editor, while private variables are used internally to track the player’s current state.

Ein Bild, das Text, Screenshot, Software enthält.

Automatisch generierte Beschreibung

Ein Bild, das Text, Screenshot, Schrift enthält.

Automatisch generierte BeschreibungPlayer’s CharacterController is initialized, and the cursor is locked and made invisible. This is to control the player’s movement with the mouse.

Ein Bild, das Text, Schrift, Screenshot enthält.

Automatisch generierte BeschreibungPlayer’s movement is calculated based on user input (keyboard and mouse in our case). Forward and right movement are transformed according to the player’s look direction. If the player is running (by holding the left Shift key), a higher speed is used.

Code checks if the C key is pressed to make the player crouch. When the player crouches, the height of the CharacterController is reduced and the walk and run speed are set to the crouch speed. If the C key is not pressed, height and speed return to their default values.

Ein Bild, das Text, Screenshot, Schrift, Software enthält.

Automatisch generierte Beschreibung

Movement that has been calculated is applied to the CharacterController. The rotation of the player and the camera is calculated and applied based on the mouse movement. The vertical rotation of the camera is clamped to keep the player’s viewing angle realistic.

Ein Bild, das Text, Schrift, Screenshot enthält.

Automatisch generierte Beschreibung