Tutorial 1: Player Controller

1: Create a new unity project

2: Right click and create a 3D object – ‘Plane’ (will be your floor) and ‘Capsule’ (this will be the player)

3: On the Player Object add the ‘Character Controller’ component and a new Script called ‘PlayerController’

4: under the Public class PlayerController add each variable from the character controller eg:

*public int points = 0*

*public float speed = 6.0f;*

*public float jumpSpeed = 8.0f;*

*private float currentJump;*

*public float gravity = 20.0f;*

*public bool canMove = true;*

*private Vector3 moveDirection = Vector3.zero;*

5: Inside the start function add - characterController = GetComponent<CharacterController>();

This reads/calls the character controller component already on the player.

6: next inside the Void Update() function type a If statement with (characterController.isGrounded)

This will check if the player is touching the ground and calculate movement accordingly.

7: Inside that IF statement type:

*moveDirection = new Vector3(Input.GetAxis("Horizontal"), 0.0f, Input.GetAxis("Vertical")); moveDirection \*= speed;*

*if (Input.GetButton("Jump"))*

*{*

*moveDirection.y = jumpSpeed;*

*}*

This will let the player move smoothly horizontally and vertically and also jump.

8: lastly add these lines off code

moveDirection.y -= gravity \* Time.deltaTime;

this will move the controller

characterController.Move(moveDirection \* Time.deltaTime);