# Move User Guide

This document explains how to use the behaviors in this package to create a Moving system that can allow a game object to move and to Jump.

## Behaviors

* IsGrounded
* JumpForce
* Movespeed

### IsGrounded

This behavior works to identify when the player character is touching the floor, you can specify instead of just being on collision it can be to compare tags so only when the player touches a specific object or something the jumping is allowed, by disabling this you are able to jump infinity

Intended use: placeholder to identify the player touches the floor.

### JumpForce

This is utilized to specify how much force you want there to be at the moment the character jumps, you can modify the rigid body so that the gravity is stronger and this gives a more immidiate reaction when the player jumps, remember to assign the rigid body to the script is added into the game.

Intended use: specify the force when the player jumps.

### Movespeed

This function defines the speed at which the object moves, by modifying this value you can change the speed at which the character moves, you can see this value in the movement code which multiplies this value times the axis of movement.  
Keep in mind the gravity might affect this, if there is too much gravity then the object will be pushed hard against the floor.

Intended use: activate the first morph.

## Example Scenes

The Example folder contains a Unity scene set up for testing the behaviors in this package.

* MovingTest

MovingTest

This test showcases the player being able to move, there are several objects for the player to be able to jump on, the strength of the jump is 5 and the movement as well.

If you see in the editor, it is important to assign the rigidbody to the script and to lock the rotation of all the 3 axies unless you wish to keep them moving.