

User Guide Player Movement Package

Behaviours

➤ Player Movement

PlayerMovement

This behaviour script should be applied to the prefab object to create movement, this can be applied to only Unity 3D objects . This behaviour also allows the 3D objects to move in any direction and jump using WASD and space to trigger jump on the y axis . You need a character controller component that is a useful method to make the player movement easier. The player movement script allows the player to move and jump at any speed- this can be adjusted in the inspector. Gravity can be adjusted, which allows the player object to levitate whilst jumping.

Limitations will only occur if the script isn't applied to an 3D object that does not have the correct components such as a character controller and a 3D collider.