Player Movement Package

What does this package do?

This package provides a full 360 degree player movement with adjustable speed in the inspector. By using the horizontal and vertical bound keys, the gameobject linked as the character controller will move in the direction within the 3D space.

Speed - The speed of the movement is the only changeable parameter within the package and can be accessed straight via the code or by using the inspector of what the code is attached to.

What do you need?

You will need a gameobject that will make use of a player based movement within a 3D space via an input.

What limitations does this package have?

This package does not accommodate for movement up stairs or any large inclined slopes. Player camera control is not included within the package so movement is limited to world coordinates linked to the horizontal and vertical directions.

Sample Scene

The sample scene in the package presents a simple player gameobject in the centre of a plane that can be moved using the horizontal and vertical keys. The speed can be adjusted via the inspector and a cuboid is placed in the scene to help aid the visual of moving without control of the camera.