

Movement behaviour

Add the Script **PlayerMovement.cs** to the object that you want to move and jump around. Set anything you want to be a platform for it to move and jump on as a **Default Layer** as setting it as a **default layer** lets the player know what it can and cannot jump on.

Set the **Speed** and **JumpForce** of the player to however you'd like it Go back to your players options and make sure that it has got both a **Rigidbody** and a **Sphere collider** as we are using a sphere for our example.

Once all of this is completed hit the **Play Button** and move around using the **arrow keys** or **W,S,A,D** keys and the **space bar** to jump around.

Example Scene

Included in this package is an example demonstrating how the movement of the character should behave.

- Create the player object
- Create a plane and object for the player to jump on
- Set the platforms to **default**
- Add the **player movement** script to the player object
- Run the game to test

The player should be able to move around using the **arrow keys** and jump if you press **space**. It should land on the platforms and not fall straight through the platform