

What it does?

This package allows your character to move in the X, Y and Z axis. You can also adjust the speed as you like.

What you need?

First, create an object and call it Player, then add a rigidbody and also a collider. Add the Movement script to the object. Next, you have to make an object and call it just a cube and then assign all the variables to the script. After this freeze all rotation(X, Y, Z). finally, add the camera to the player and give the object the tag "Player".

What limitations do you have?

The limitation is that the character won't work without the rigidbody. You will have to free all rotation((X, Y, Z).