Movement Document:

This is an essential package that can be used with any game that has a character.

1. Open a Unity project and import the Movement package
2. Open the example scene

Graphical user interface, application

Description automatically generated with medium confidence

1. Make sure that the Base game object (under Environment in the hierarchy) has the tag Ground attached to it, this will allow the character to only jump when grounded.

A picture containing text, electronics

Description automatically generated

1. If you want, you can add in your own character model, but you must make sure the following components are added to your game object. Graphical user interface

   Description automatically generated
2. Make sure the Movement script is added and enabled, the speed of it can be increased or decreased in the Inspector and the Jumpforce can also be increased or decreased based on how you want your game to feel.

Graphical user interface, application

Description automatically generated

1. The Better Jump scrip is not compulsory to have enabled but it just makes the character feel like it has gravity. When the player is falling from a jump the speed is increased showing a sense of gravity.

Graphical user interface, application

Description automatically generated

1. When you play the example scene the navigate layout is bit different compared to other games. Use the table below to manoeuvre around the scene.

|  |  |
| --- | --- |
| **Movement** | **Key** |
| Move Left | W |
| Move Back | A |
| Move Right | S |
| Move Forward | D |
| Jump | Space Bar |