

Documentation

Player Movement

Create an empty GameObject and call it Player, within the player you will make a capsule called PlayerObj and an empty game object that will be named Orientation, all of this shall be tagged as Player. Furthermore, you'll need to download the Universal render pipeline from the package manager along with Cinemachine, once you get the Universal Render Pipeline set up go to project preferences to create a URP asset. Then drag the scripts onto the player parent Object and create a rigid body on the player. In this Package you will be provided with a sample scene of what this looks like.

Contents

This package has 4 main scripts

- Player Movement Script
- Climbing
- Grappling
- Sliding

Player Movement Script

The Player Movement Script will make sure your player moves and contains references to the other scripts which will allow all the scripts to work at once. The values can be changes however you like just by using the unity inspector and dragging the values upwards or downwards as well as selecting the key you like to control sliding, crouching, jumping, and sprinting.

Climbing

The climb script will allow the player to climb and you can also change the values of the maximum speed, the time you want to be within the wall and other values which will make you controller a lot more unique.

Sliding

Sliding will make the player slide down ramps quick and in a fun manner which, you can add as much force as you need within the slide by dragging the value in the editor as well as other factors. You are also able to change the Sliding key within this script.

Grappling

With Grappling you are able to grapple yourself and get close to places a lot quicker the only thing you would need to create is a line renderer and the position from where you want to shoot and you can adjust the values of the cooldown maximum distance of the grapple and the delay time.