InGame FPS Counter
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The InGame FPS Counter allows you to see which parts of the game are causing Unity to lag, this is helpful in opti
mising games so that they can be run on multiple machines regardless of the users hardware limitations, especially if
 you are choosing to limit the framerate that the player is able to have.
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Features

Player gameobject has a basic movement controller which you can change the Jump Force, Speed and Direction
FPS Counter script on the FPS Counter gameobject allows you to change the target fps amount, as well as select text
 to use for the GUI
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Installation

1. Open Unity
2. Import package into Unity by going to Assets > Import New Package > Custom Package > (Locate File)
3. Import all files
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Issues

If there are any issues feel free to email me at zakcronin02@gmail.com
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