Package 1: First Person Character – Documentation

Introduction
Welcome to the documentation for Package 1: First Person Character! This package provides essential functionalities for a first-person character in Unity, including player movement, camera control, crouching, and jumping.

Getting Started

Downloading the Project
To get started, download the project from the Unity Asset Store using the following link: Asset Store Link

Installation
Once downloaded, import the project into your Unity editor by following these steps:

- Launch Unity on your computer.
- Select 'Open' and navigate to the downloaded project folder.
- Open the main scene titled 'FirstPersonCharacterScene'.

Features

Player Movement
The package includes scripts and configurations for smooth player movement using the standard Unity input system.

Camera Movement
Camera movement is implemented to provide a responsive and immersive first-person view.

Crouching
The package enables the player to crouch using dedicated controls, adjusting the character's height and collider accordingly.

Jump
Jump functionality allows the character to perform vertical jumps within the environment.

Usage Instructions

Player Controls
- **Movement:** Use the WASD or arrow keys to move around.

- **Camera Control:** Move the mouse to look around.
- **Crouch:** Press the Left Ctrl key to crouch.
- **Jump:** Use the Spacebar to jump.

System Requirements
- **Unity Version:** Compatible with Unity [insert supported Unity version].
- **Hardware Requirements:** [List any specific hardware requirements if applicable].

Troubleshooting
If you encounter any issues while using this package, feel free to contact our support team at Linkwax@gmail.com for assistance.