

# **Advanced First Person Controller Documentation**

Welcome to the Advanced First Person Controller, your comprehensive tool for creating immersive first-person shooter (FPS) games. This documentation will guide you through setting up the controller, understanding its features, and customizing it to suit your game's unique needs.

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## 2. Getting Started

### Installation

1. Download the controller package from the designated source.
2. Import the package into your Unity project.
3. Drag and drop the controller prefab into your scene.

### Basic Setup

- Ensure your game scene has a terrain or environment for the player to navigate.
- Terrain should be tagged “Ground” so the player can detect the terrain, so he can jump
- Water has a trigger box collider, so the player detects the water and starts to swimming, and in the water should be added the script “Water”

# 3. Features Overview

## Movement Mechanics

Walking/Running: Use the WASD or arrow keys.

Jumping/Double Jumping: Press the spacebar; double-tap for double jump.

Sprinting: Hold Shift while moving.

Crouching: Press C to toggle crouch mode.

Dashing: Press a designated dash key for a quick movement burst.

Sliding: While sprinting, press the crouch key to slide.

## Verticality and Terrain Interaction

Smoothly navigate slopes and adjust movement speed in designated fast or slow zones.

## Aquatic Dynamics

When the player enters the water, he can swim, aim with mouse, and press “w” to swim forward, for direction, you can aim it with the mouse

# 3 Features Overview

## Health and Damage System

Falling from heights or receiving damage reduces health, as indicated by a blood overlay effect.

## Environmental Adaptation

The controller automatically adapts to different environmental conditions, providing a realistic gaming experience.

## 4. Customization and Settings

- **Keybindings:** Customize the control scheme via the Input Manager.
- **Movement Parameters:** Adjust speed, jump height, dash length, and other movement characteristics in the controller settings.
- **Health Settings:** Configure health levels, damage impact, and recovery options.

## **5. FAQs**

**Q: Can I use the controller for a non-FPS game?**

**A: While designed for FPS, the controller's flexible system allows adaptation for other first-person perspective games.**

**Q: How do I adjust the sensitivity of the look mechanic?**

**A: Sensitivity settings can be found and adjusted within the controller's input settings.**

**Q: What if I don't want to use dashing or crouching for my game?**

**A: You can untick "can dash" or "can crouch" at the CharacterController script**

## **6. Support**

**For further questions or support, please contact me at my email**

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**Hope you like it and find it useful :)**

**Mihal Shollaj**