At the beginning of the game, the mouse cursor is invisible and disable. To enable it and get out from the game scene use the **ESC** key.

The first person character (FPC) is a **capsule** control that needs to have the **Capsule Collider** and the **RigidBody** to detect movement and collisions.

Make sure that for the Capsule Collider the following features are setup like this, if not the collider detection will not work as spected:

* radius = 1.0
* height = 2.5
* Direction = Y-axis

The class **characterControl.cs** handles the forward/backward left/right movement of the character.

The **Main Camera** is a child of the FPC so it can detect the player movement.

The class **camMouseControl.cs** handles the camera movement guided by the mouse. The following variables have been tested with differerent values and it seems that these are the best that fir the game:

* sensitivity=2.0
* smoothing=1.0

For all buildings on **nmsu\_osm** make sure that:

* have Tag as Building
* have a mesh collider
* the convex option is checked

Because the mesh collider cannot be edited, some buildings that have a variant side shape make take a rectangle collider, thus not having access even when it looks like a hallway. Some of these buildings are:

* Building\_Jett\_Hall
* Buiding\_Frenger\_Food\_Court
* Building\_Harold\_Foreman\_Engineering\_Complex
* Building\_Music\_Center (this building is out from the walls)
* Building\_NMSU\_ICT
* Building\_Rentfrow\_Gymnasium (this building is out from the walls)
* Building\_Regents\_Row\_Residence\_Center (this is one of the buildings that is more affected)
* Building\_Science\_Hall (this is one of the buildings that is more affected)

There is something important to note on mesh colliders:

Faces in collision meshes are one-sided. This means objects can pass through them from one direction, but collide with them from the other. This may affect some character movements sometimes.

For all the png images that are going to be used as icons make sure to change the features for:

Texture type: Sprite (2D and UI)

Uncheck: Generate Mip Maps

Max Size: Preferable to be 512

To handle the Dangerous Zones detection use a sphere collider that covers the dangerous building or area and check the option **Is Trigger**. For every sphere collider attach the **dangerousZoneWarning.cs** script that handles the changing icon of the top menu.