# TPS

Jogo de tiro em terceira pessoa

[Baixar pacote: Start asset](https://assetstore.unity.com/packages/essentials/starter-assets-third-person-character-controller-196526#publisher)

Outros Assets

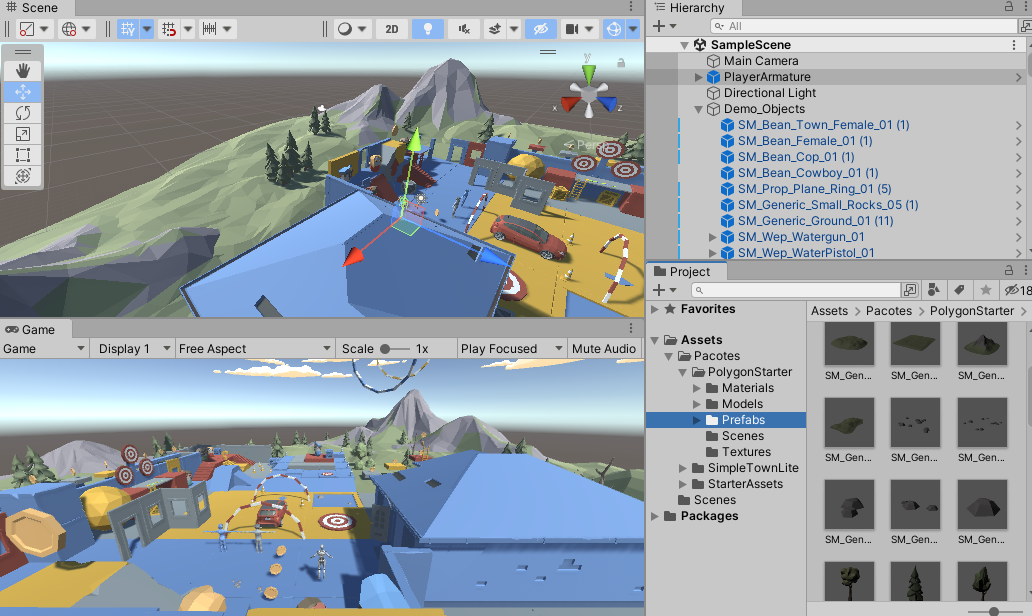
[POLYGON](https://assetstore.unity.com/publishers/5217)

Alterar build settings

- Crtl+ shift+ B

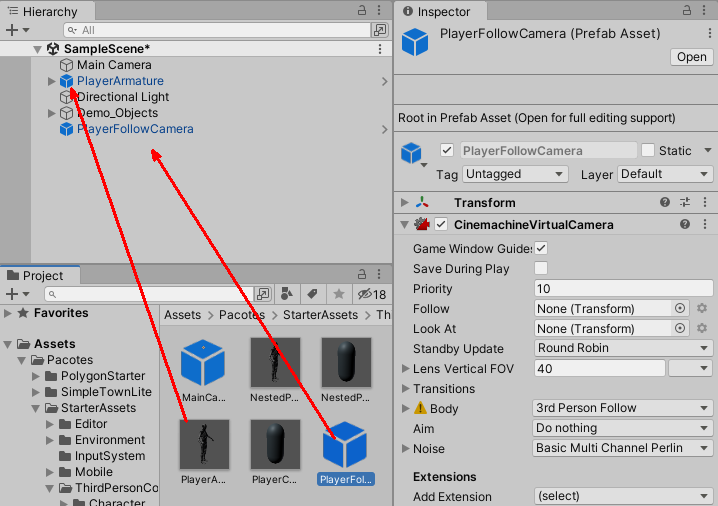
- Play setting / Active Input

Iniciando a cena

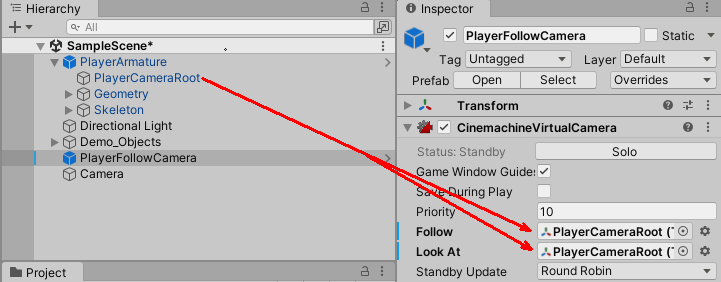


Inserir na cena

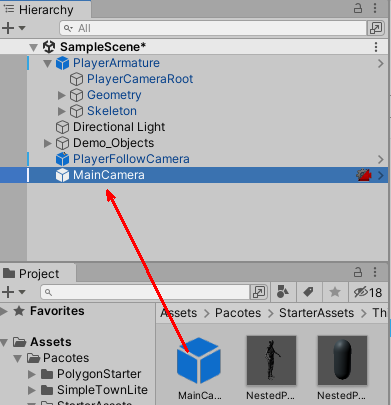
* PlayerArmature e PlayerFollowCamera



* Deleta a câmera antiga
* Adiciona uma nova
* Arrastar o **PlayerCameraRoot** para **PlayerFollowCamera**



* Colocar a MainCamera na cena



Play para testar