

Parkour FPS - First Person

Character Controller

an easy-to-use package with advanced customization that includes everything you need to start your own First Person game for any genre.

1. Introduction

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9. Credits and thanks

The character controller includes the following **abilities**:
(you can disable/enable any ability to your liking)

- Walking
- Crouching
- Running
- Jumping
- Double Jump
- Wall Running
- Wall Jumping
- Sliding

The controller also includes the following **features**:

- Unique **Momentum** system that increases the player's speed when performing actions like running and sliding.
- **Stamina** system.
- **Gravity** and **Drag** control.
- **Slope** movement and speed control.
- **Field of View** control.
- **UI** indicators.
- **Input Buttons** customization.
- Smooth movement and controls thanks to **Coyote Jump** and **Input Buffering**.

Bonuses included in the package:

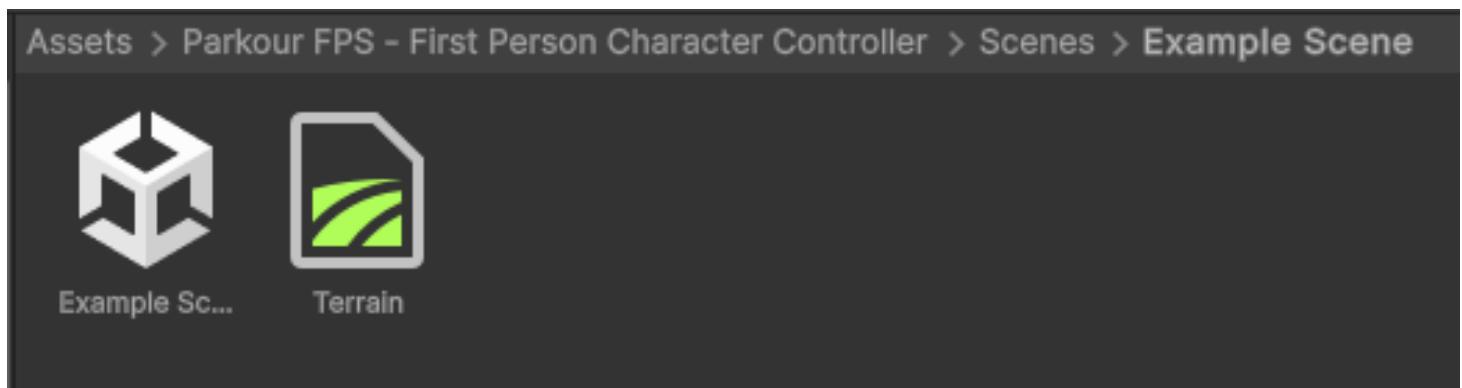
- **Cursor** and **Mouse** customization (with built-in custom cursor and mouse sprites).
- **Sound Effects**.
- **Speed Lines** effect.

The package is **easy to use** for beginners without the need for coding and it also allows for **customization** for advanced users thanks to extensive documentation.

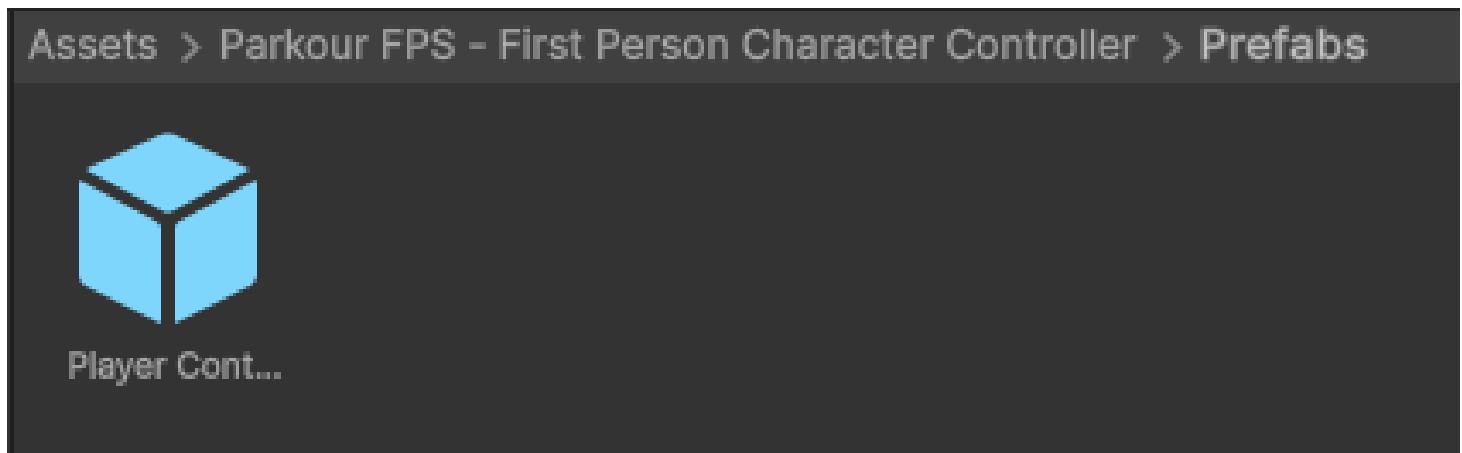
The package includes a **demo scene** and a **player prefab** showcasing all the features.

Quick Start

For a quick start example please look at the **Example Scene** under the **Scenes** folder:

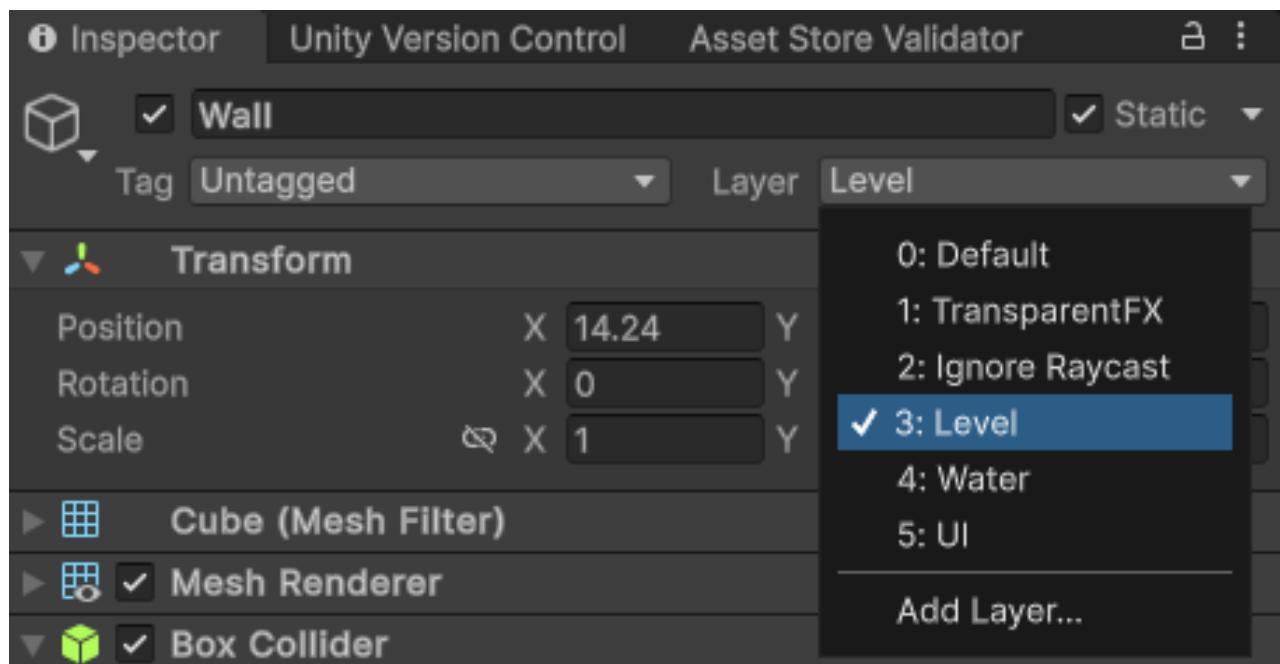


To get started in a new scene simply drag and drop the **Player Controller** prefab into any scene:

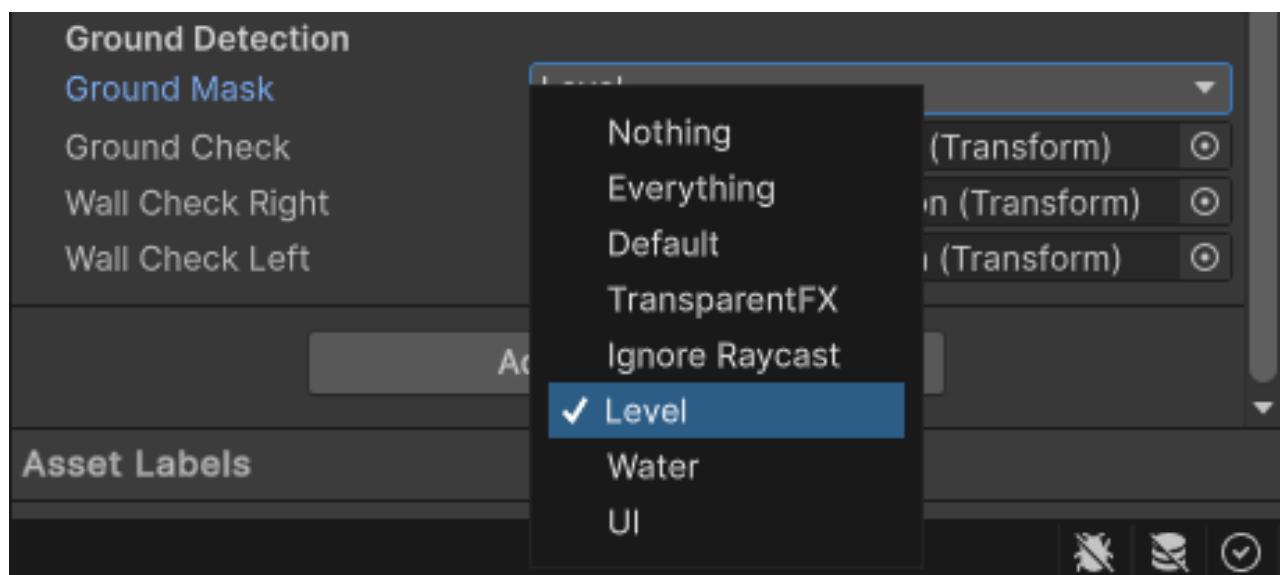


How To Use

To mark any surface/object you want as interactable by the player, put it in a separate layer:

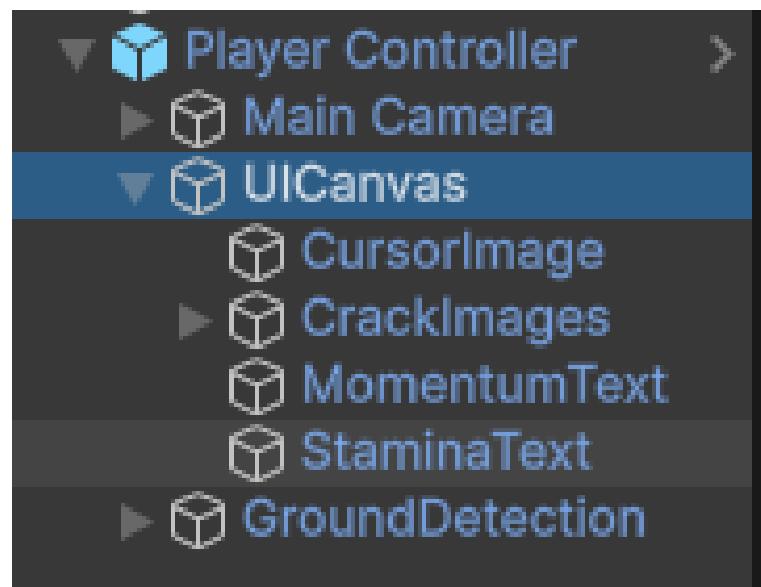


Make sure to choose that layer in the **Player Controller** script under "Ground Mask" in "Ground Detection":

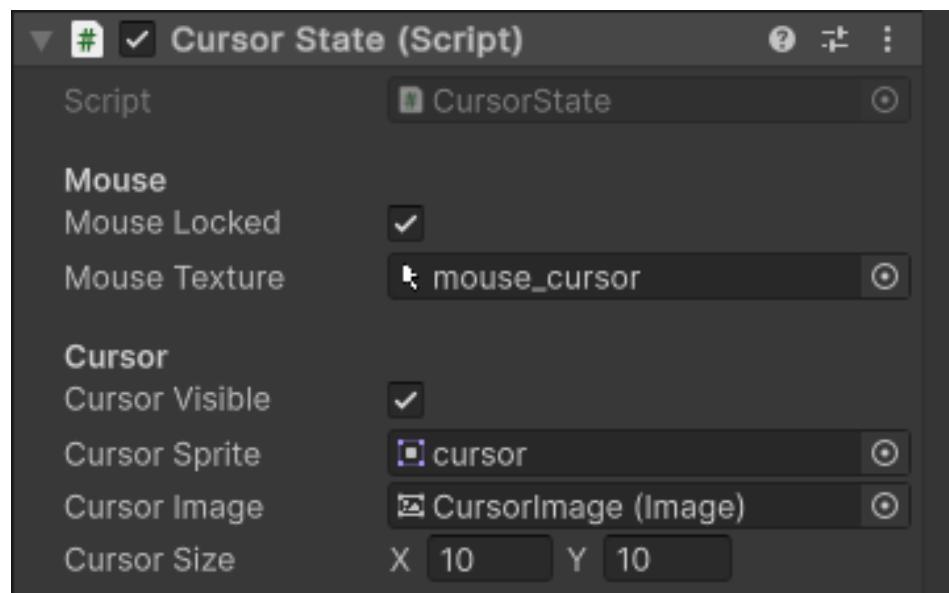


How To Use

If you wish to modify the UI elements look under the **UICanvas** object in the **Player Controller** prefab, you can delete them freely:

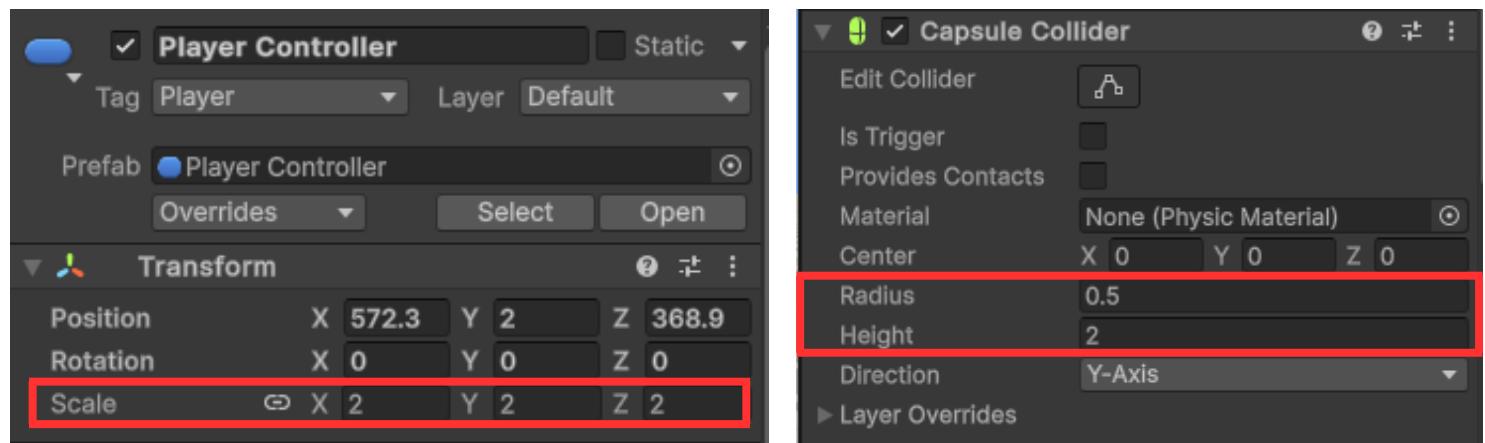


You can also control the cursor and mouse by changing the **Cursor State** script parameters in the **Player Controller**:

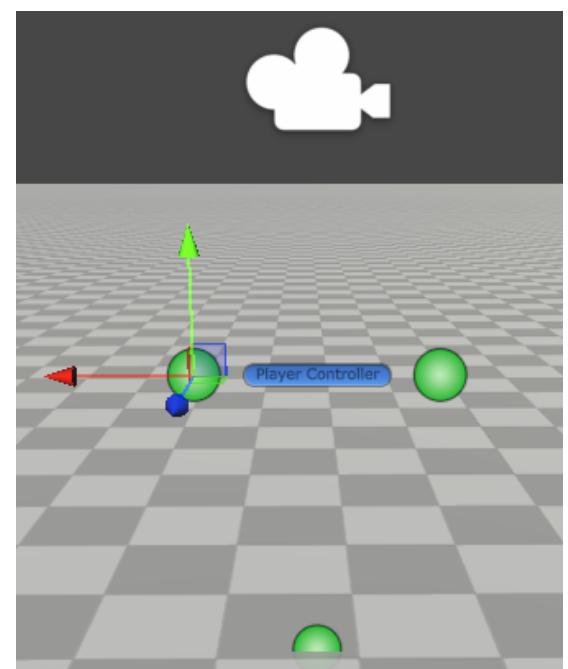


How To Use

If you want to modify the size of the player you can do so by changing the **Player Controller** scale and **Capsule Collider** accordingly:

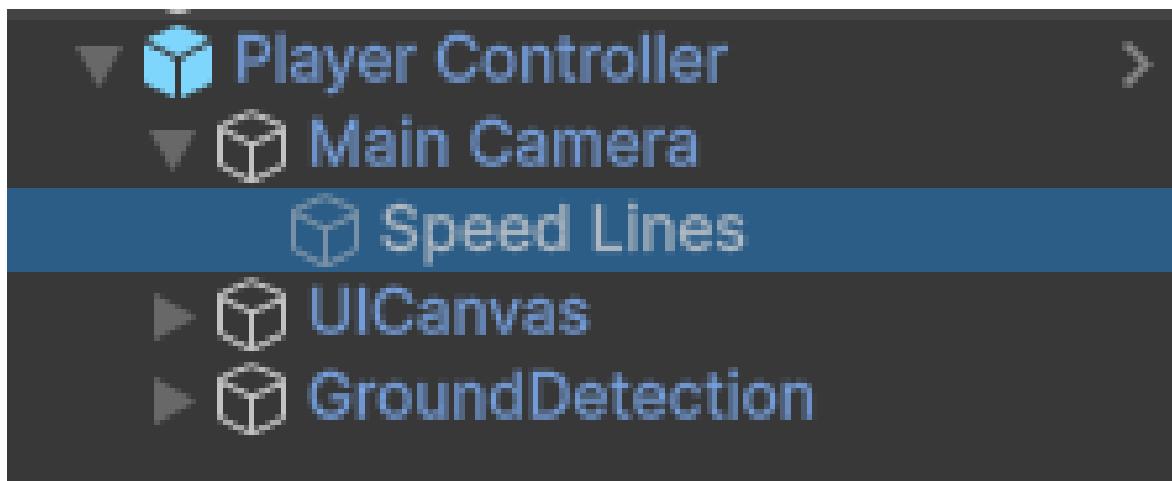


Make sure to move the ground and wall detection points under the **GroundDetection** object in the **Player Controller** prefab:



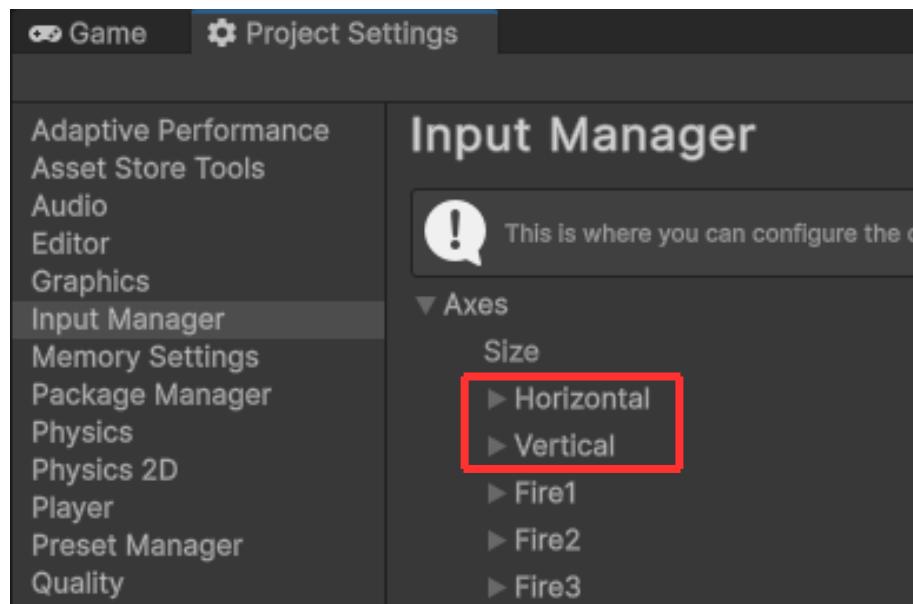
How To Use

If you wish to disable the **Speed Lines** simply delete the **Speed Lines** object under the **Main Camera** object in the **Player Controller** prefab:

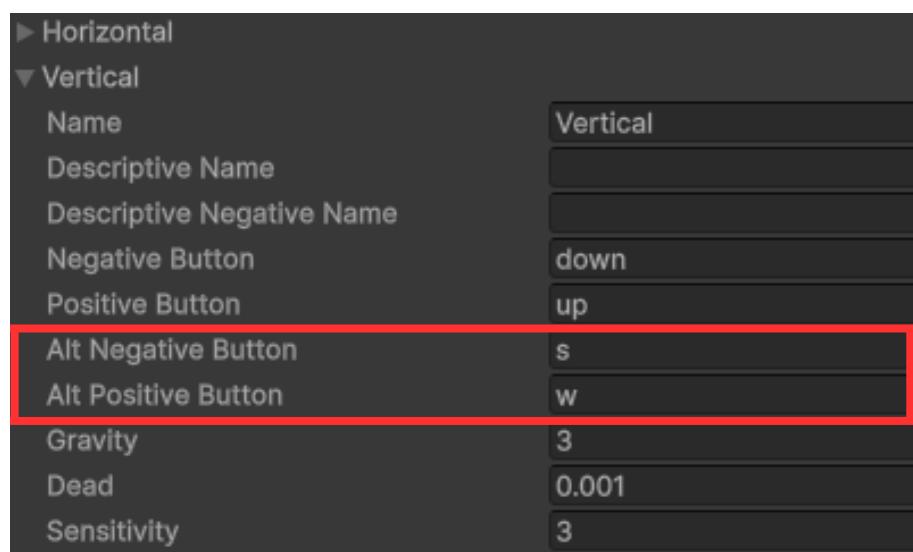


How To Use

The movement controls are set in Unity's **Input Manager** window under **Vertical** and **Horizontal**:



If you wish to change from the standard WASD controls simply change the buttons in the input manager:



Thank you for buying and using
my package!

Credit to snon200.

For any questions feel free to contact
me at: snon200@gmail.com