

# Ninja Controller

## How to use

### Character Setup

Either use the Ninja prefab, or attach the NinjaController script to any gameObject that has a Collider2D attached. The platforms of the game-world need to have Collider2D components on them for the character to collide against.

### Parameters

- **Physics Params:** The script performs its own physical simulation and computes the character velocity from these defined parameters.

### Controls

The character can be controlled using any input device that has the „Horizontal“ and „Jump“ axis defined in the Project Settings - Input menu. By default you can use the keyboard left/right arrows or a/d to steer and the space-bar to jump.

### More Information

<https://bitbendergames.wordpress.com/ninja-controller-support/>

### Credits

Programming: BitBender Games

## Version history

### v1.0

- Initial release.