MAIN MENU TEMPLATE

A STARTING KIT FOR A 3D GAME

CREDIT

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▶️ https://www.youtube.com/channel/UCcagrIoHct5de3ujd3nICEg

SUMMARY

Its a Starting kit for a 3D game, it has a Main Menu, Settings, and Player Movement.

FEAUTES

- **PLAYER MOVEMENT**
- **MAIN MENU**
- **SETTINGS**

SCRIPTS

- Autoloader.gd
- player.gd
- main_menu.gd
- pause_menu.gd
- setting.gd

PUBLIC SETTINGS

- Toggle Head Bob
- Toggle Jump
- Toggle Sprint

REQUIREMENTS

- Godot Version 4.5
- Input System: No
- Animator: No
- Extra Packages: No

Notes from dev
- WASD to move Space to jump Shift to run

How To Use

Open the scenes and boom! it works

Join project R?

Want to be part of the movement or help others?
You can join the Discord here:
https://discord.gg/bBfxE78UTA 🎮
only if you want to connect or contribute.