MODULAR FPS CONTROLLER

PERFECT FOR ANY BASIC FPS OR
EXPLORATION PROJECT.

CREDIT

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

SUMMARY

A lightweight first-person controller for Godot 4 featuring walking, sprinting, jumping, head-bob, and smooth mouse look.

FEAUTES

- SMOOTH MOUSE LOOK
- WALK + SPRINT
- JUMP + GRAVITY
- HEAD-BOB
- SPRINT FOV EFFECT

SCRIPTS

- Modular_FPS_playermovemet.gd
- Exit.gd (to exit game when we press esc)

PUBLIC SETTINGS

- walk_speed
- sprint_speed
- jump_power
- mouse_sensitivity
- walk_fov / sprint_fov
- fov_change_speed

REQUIREMENTS

- Godot 4.x
- Input Map: Yes
- Animator: No
- Extra Packages: No

Notes from dev

- W/A/S/D to move, Shift to sprint, Space to jump, Mouse to look
- Change the location of inputs in script if you face any issues

How To Use

- Add script to a CharacterBody3D.
- Add a HEAD node → add Camera3D inside it.
- Add inputs: move_forward, move_backward, move_left, move_right, sprint, ui_accept.
- Play.

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.