

Quest 3 - First/Third Person Controller

Max Grade of 60% if Project has Red Error in Unity Console

This Quest Focuses On:

- 3D Level creation using ProBuilder
- Setting up a First Person 3D character rig using StandardAssets
- Setting up a Third Person 3D character rig using StandardAssets
- Platformer mechanics/obstacles in a 3D environment

Summary

This quest explores 3D levels, character rigs, and platformer mechanics.

Core Loop Requirements

Inputs/Actions

- WASD = Forward/Backward/Strafing
- Spacebar = Jump
- Mouse Movement = Camera Aiming

Obstacles/Challenge

- Navigate the terrain and avoid falling
- Falling triggers level restart

Goal

- Reach the end

Additional Quest Details/Requirements:

- Project Name - "Q1_LastNameFirstName"
- Two Scenes "FirstPerson" and "ThirdPerson"
- Platform is DESKTOP
- Game Screen is NOT set to "Free Aspect"
- You need at least 3 separate jump challenges of varying difficulty