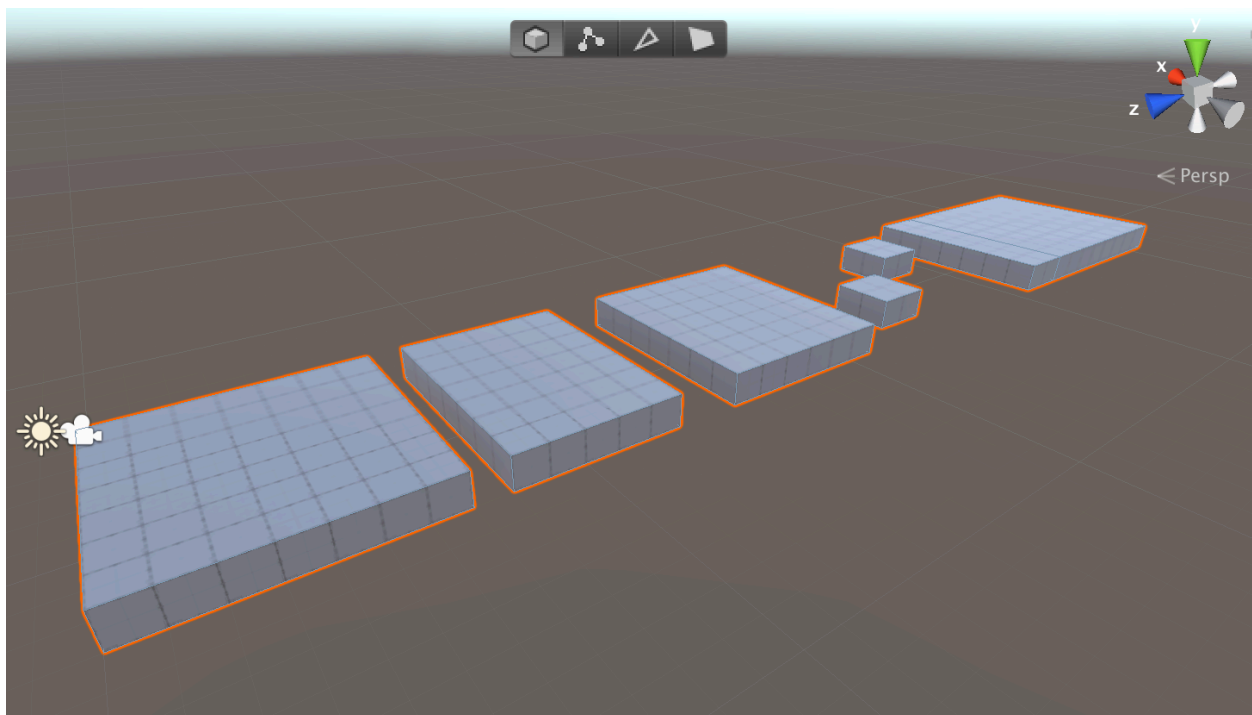# Quest 3 - First/Third Person Controller - Steps
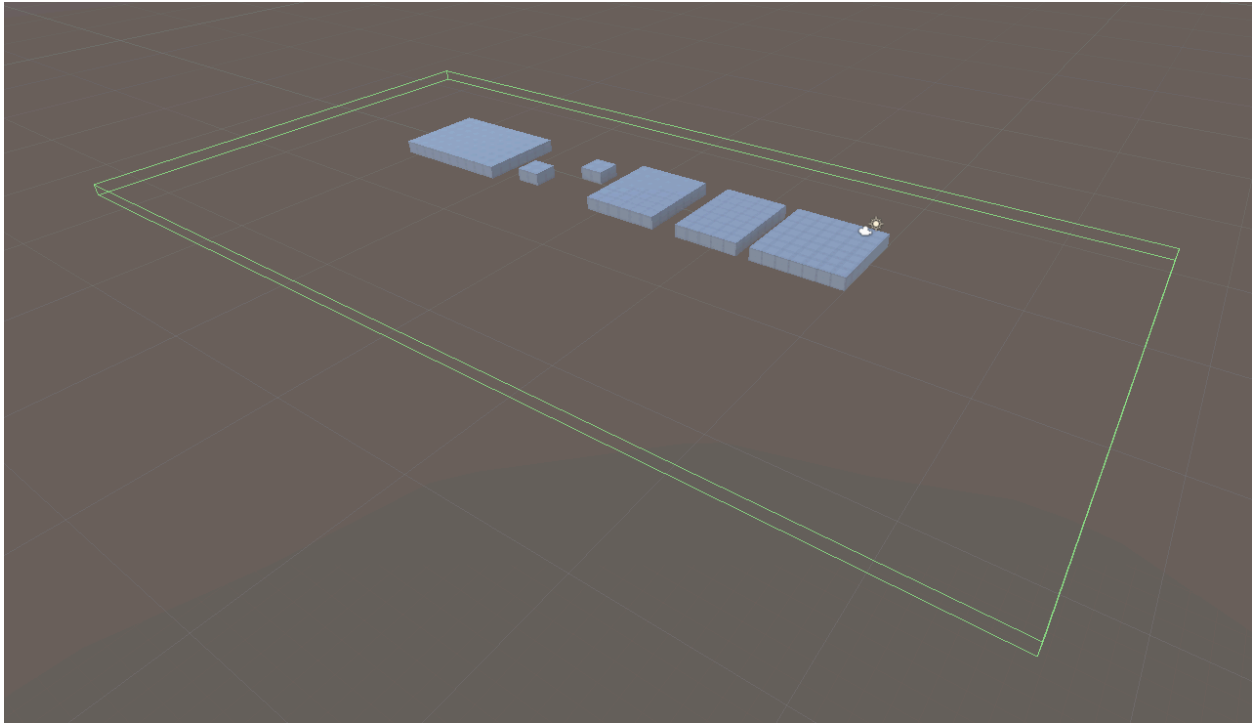
1) Create level landscape

Start a new scene "FirstPerson". Your level must consist of three unique challenges of varying difficulty.

Use ProBuilder techniques in previous quests to create a platformer-oriented 3D level design.
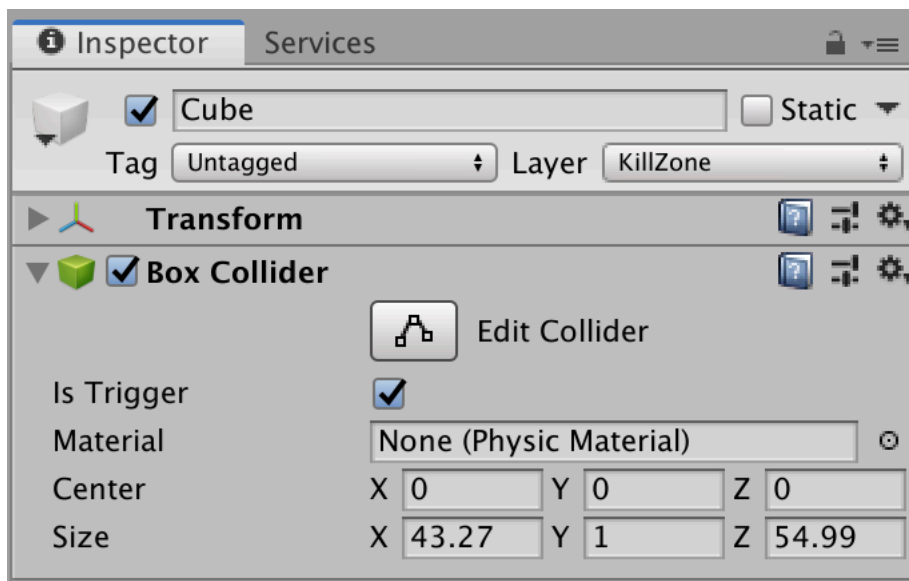

2) Trigger Zone for Resetting the Level

Create an unavoidable TRIGGER collider below your level. Later, this will be the zone that triggers a level restart. Prefab your Level Landscape and Trigger Zone for re-use in other scenes.
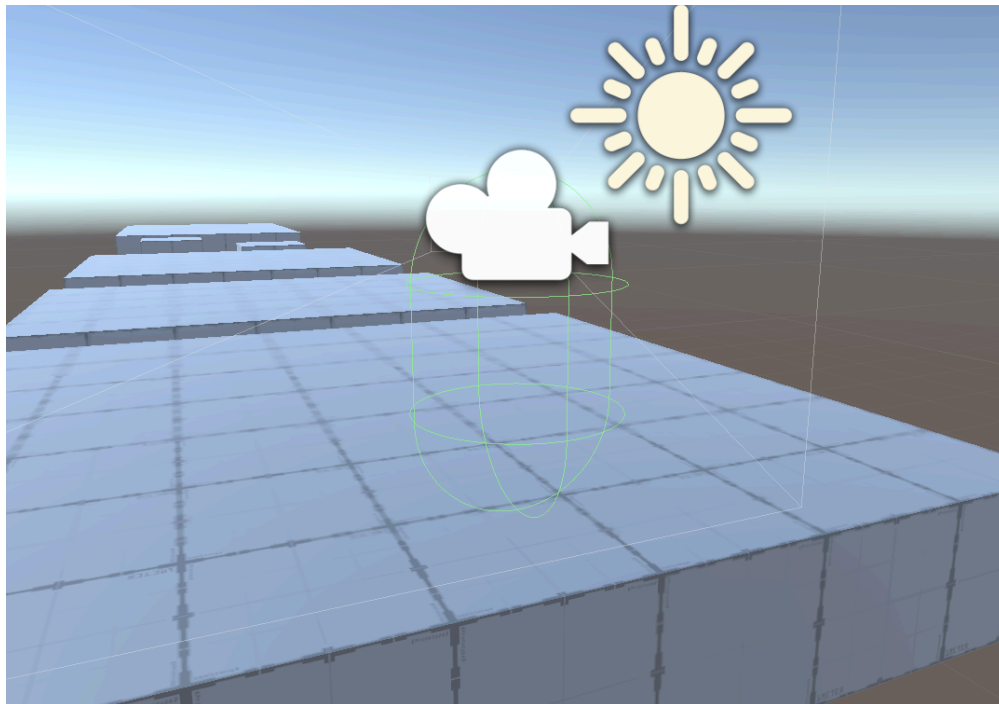
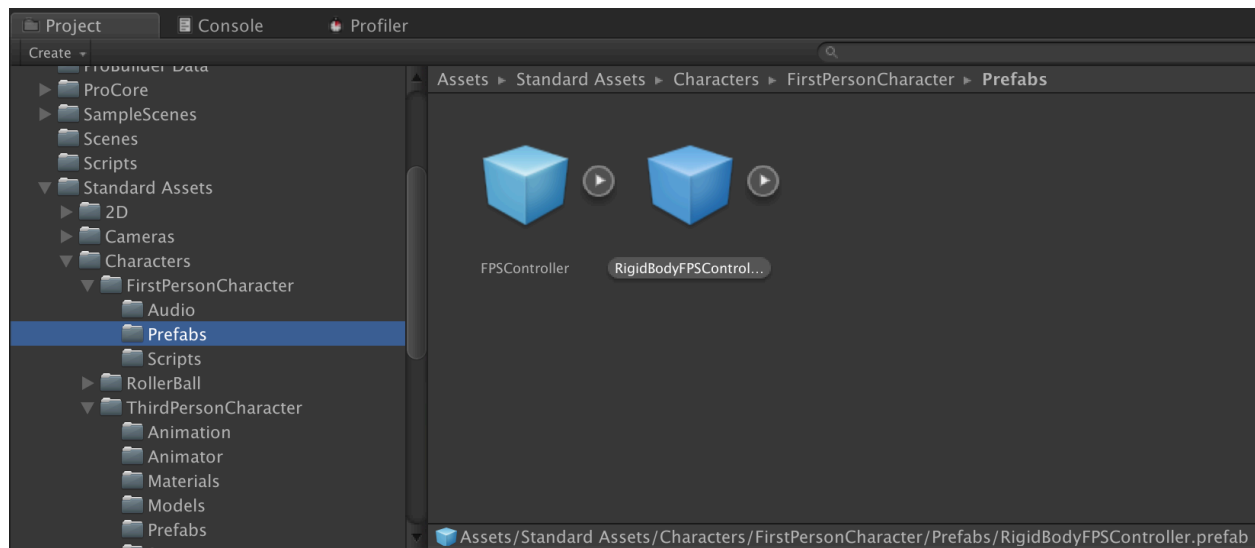Set it's Layer to "KillZone"

3) Setup First-Person Character Rig and Scene

In your Project Assets drag the RigidBodyFPSController Prefab to your Scene and place it on top of your Level Landscape.

4) Code Reset for Trigger Zone

Create a PlayerController script and attach it to your Character Rig. Code an event that will reload the CURRENT SCENE when the player touches the Reset Trigger Zone.

```
void OnTriggerEnter(Collider other) {
    if(other.gameObject.layer == LayerMask.NameToLayer("KillZone")) {
        SceneManager.LoadScene(SceneManager.GetActiveScene().name);
    }
}
```

6) Setup Third-Person Character Rig and Scene
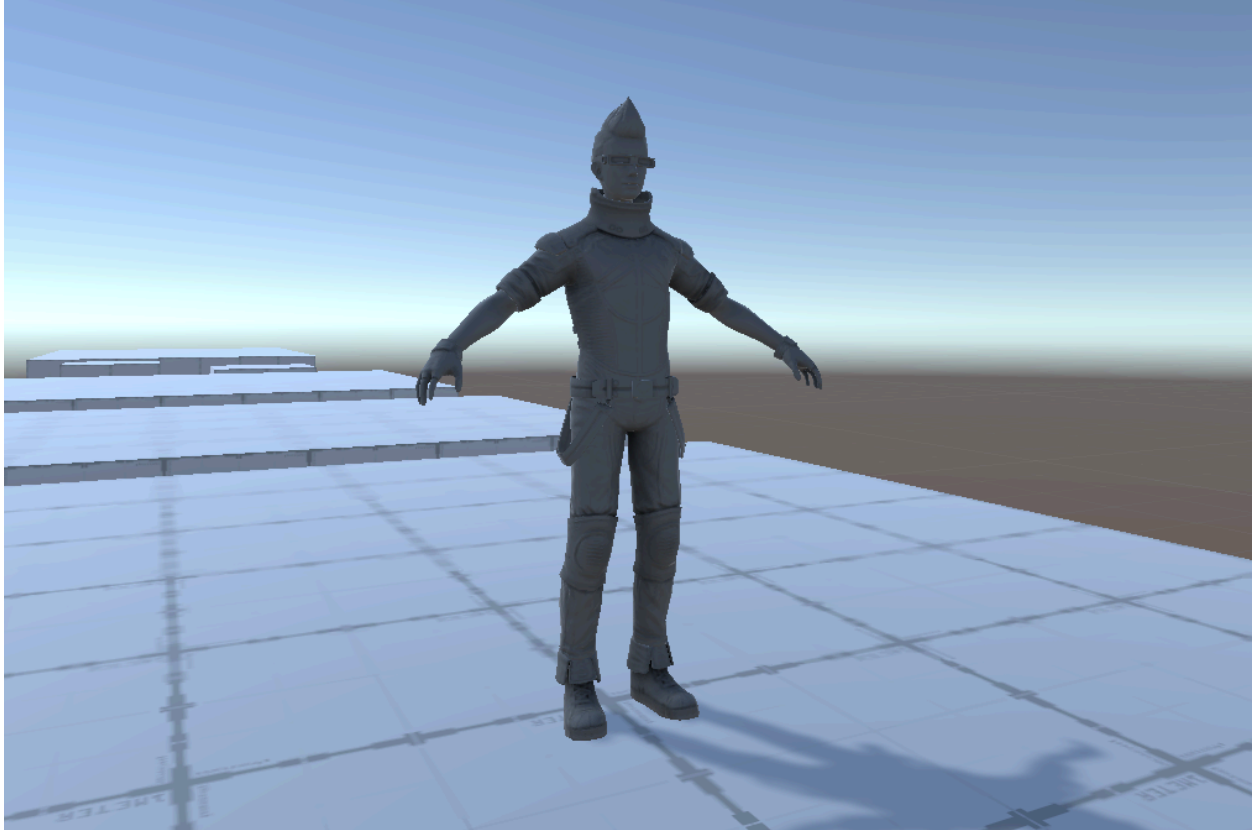
Save the current scene as FirstPerson. Create a New Scene and save it as ThirdPerson.
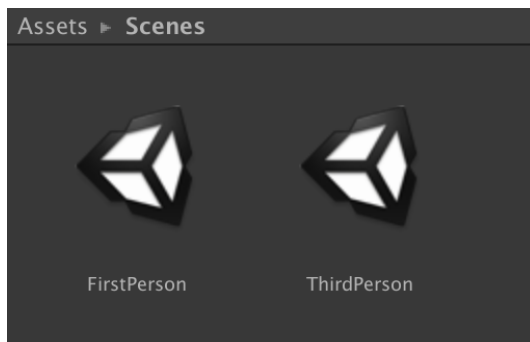
Add the Prefabs for your Level Landscape and Reset Zone to this new scene.

Add the ThirdPersonController Prefab to the scene and place it on your Level Landscape.

Add the FreeLookCameraRig Prefab to the scene.
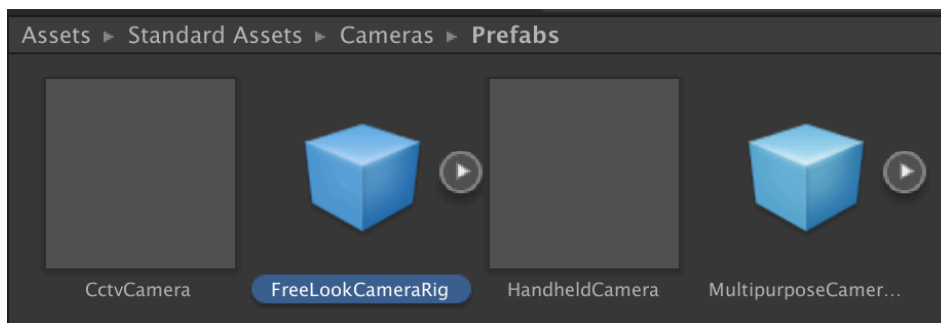
Set the FreeLookCameraRig to Target your Third-Person character rig.
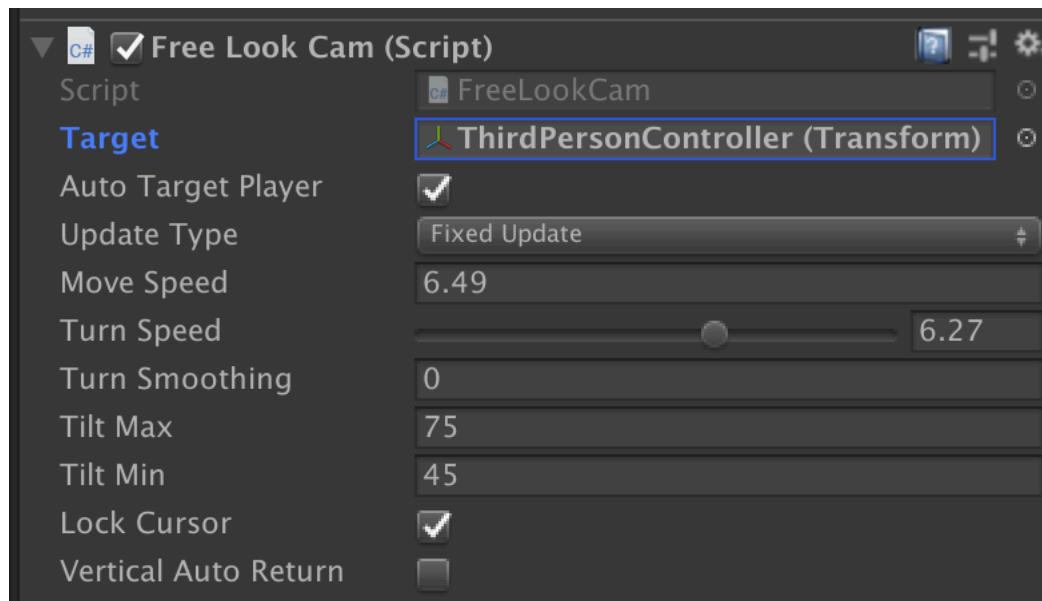
Add your PlayerController to the Third-Person character rig and check that the level resets when falling off the map.

7) Adjust for Game Feel

Adjust your First-Person and Third-Person character rigs for an appropriate level of challenge and game feel.

Rigidbody First Person Controller (Script)

Script	RigidbodyFirstPersonController
Cam	MainCamera (Camera)

▼ Movement Settings

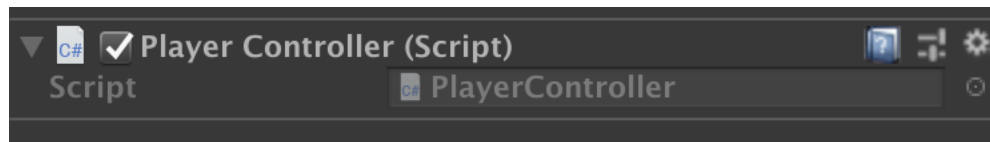|	
Forward Speed	4
Backward Speed	4
Strafe Speed	4
Run Multiplier	2
Run Key	Left Shift
Jump Force	50
Slope Curve Modifier	

▼ Mouse Look

X Sensitivity	10
Y Sensitivity	10
Clamp Vertical Rotati	✓
Minimum X	-45
Maximum X	90
Smooth	✓
Smooth Time	18
Lock Cursor	✓

▼ Advanced Settings

Ground Check Distar	0.1
Stick To Ground Help	0.6
Slow Down Rate	20
Air Control	☐
Shell Offset	0

Free Look Cam (Script)

Script	FreeLookCam
Target	ThirdPersonController (Transform)
Auto Target Player	✓
Update Type	Fixed Update
Move Speed	6.49
Turn Speed	6.27
Turn Smoothing	0
Tilt Max	75
Tilt Min	45
Lock Cursor	✓
Vertical Auto Return	☐