SIMPLE FPS CONTROLLER 1.2

Thank you for downloading **Simple FPS Controller**! In this pdf you will find some more information about this wholesome asset!

LICENSE:

The license is <u>Attribution 3.0</u>. Attribution 3.0 gives you the opportunity to do anything with this asset – you can change it, use it for any kind of purposes. However there are two exceptions – you **must** give me a credit and you **must NOT** add additional restrictions.

NEW:

- More weapons: Ak-47 and M4A1
 - Health and health bar
- Pills by taking a pill you have a chance either for healing or confusing effects
 - Animated weapon switching
 - Inventory
 - Pick-up + Drop system
 - Level

FIXED:

- Weapon switching
- Grappling hook now works on non-static objects
 - Better scene transition

BUGS:

If you find any bugs, you have an idea or you want to ask me something, just contact me using the contacts beneath.

PERFORMANCE:

All of the tests were on this PC configuration:

CPU: Intel Core i5-6400

GPU: NVidia GTX 750Ti

RAM: 16GB

All of the tests went smoothly!

RENDERING PIPELINE:

The asset was made on the standard rendering pipeline.

So if you want to use this asset on **HDRP** or **URP** you will have problems with Post-Processing. All of the scripts were made for Post-Processing Stack v2 and not for built-in Post-Processing.

If you don't know how to fix this issue you should contact me using the contacts form beneath.

NOTES:

In most of the scripts that are placed either on the player or the camera I have declared a static instance of the object. Most of the other scripts are using these static instances. I made it because I want a fast access and I don't want these scripts to be used somewhere else! That means that you can add *GrapplingHook.cs* to **ONLY** one object. And a thing that is also very important is that all of the scripts work together.

CREDITS:

- Modern Weapons Pack
- Gridbox Prototype Materials
 - Classic Skybox
- A Magical Journey Through Space Leonell Cassio [Vlog No Copyright Music]
 - SOUNDS IN GAME

CONTACTS:

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