# First Person Controller

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Unity Version 6000.0.45f1 + Cinemachine 3 Upgrade

Overview

This simple FPC is a mini first person controller that is neatly organized and is easily customizable. There is nothing complex about this controller other than having the basics of first person movement, camera controls, and a simple interaction system. The biggest thing about this package is that this controller <u>works directly with the Cinemachine</u> package. This package also includes a flexible interactable system that allows the player to pick up and object and drop it. This is a very simple yet strong system I made to quickly prototype your projects.

Demo Scene
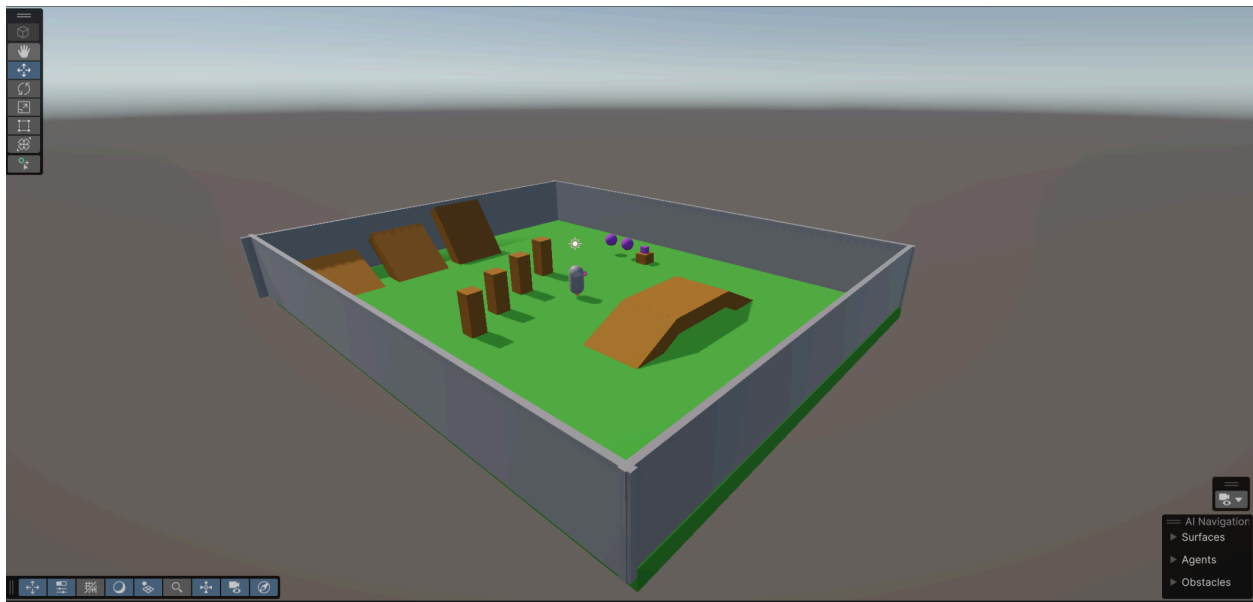
This simple demo scene holds the player controller prefab and the testing playground. This playground has pillars and ramps to jump off of and parkour

around. The purple spheres are the interactable objects the player can interact with.

How to Setup

Setting up the FPC Package is very simple. Simply download the UnityPackage listed on the GitHub or download all the files manually and import it into your Unity Project. This package only requires Cinemachine 3 as a dependency and does not change any project settings.

Copy the Player Controller prefab from the scene or drag it from the Prefabs folder. Nothing needs to be assigned since all the fields are assigned for you.

Create 2 layers in your project labeled **"Interactable"** and **"Ground"** as the scripts use these references. Automatically the controller should assign the LayerMasks itself. But if it hasn't, please look at PlayerMovement.cs and PlayerInteractionController.cs