

Platform Character Controller.

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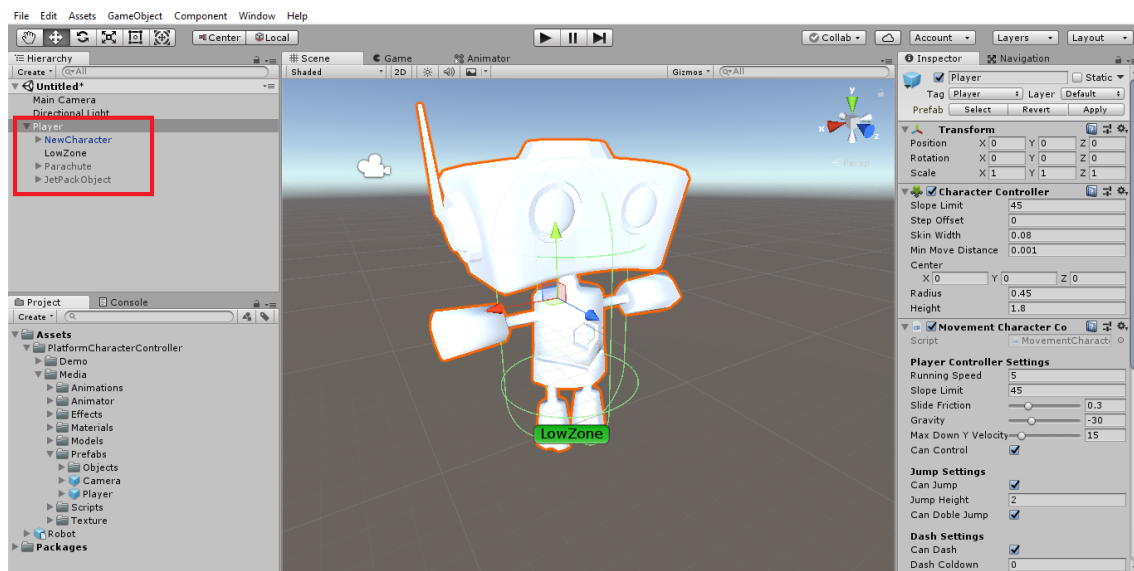
Setting up a new character:

You can see a video tutorial in this link:

Link: <https://youtu.be/Z2I7ylrK3LY>

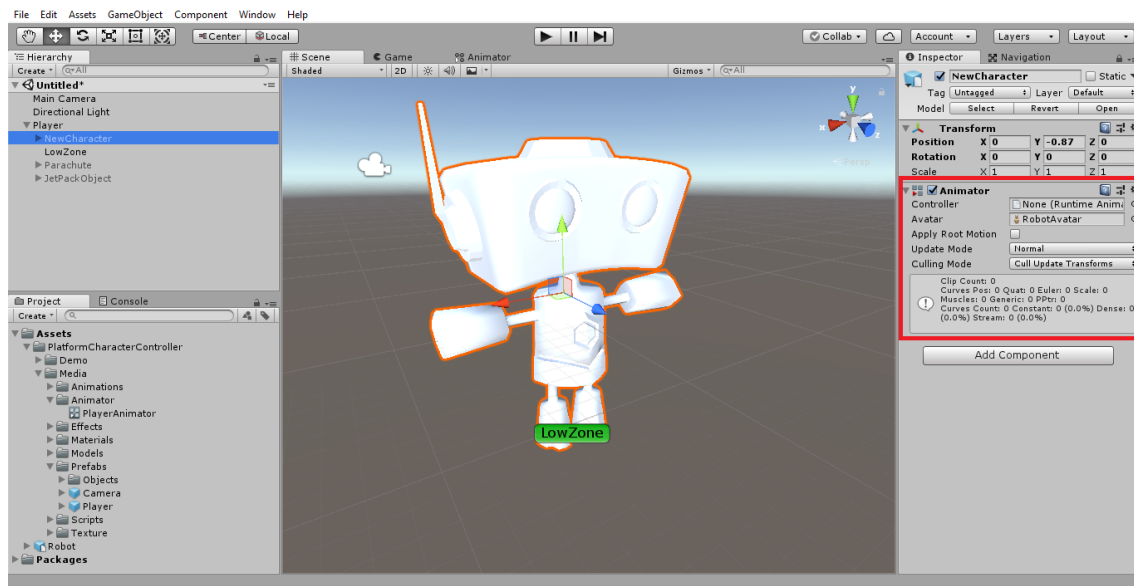
or follow this short guide:

Drag the player prefab to the scene (**PlatformCharacterController/prefabs/**). Inside the prefab delete the ninja game object and put in this place your character.

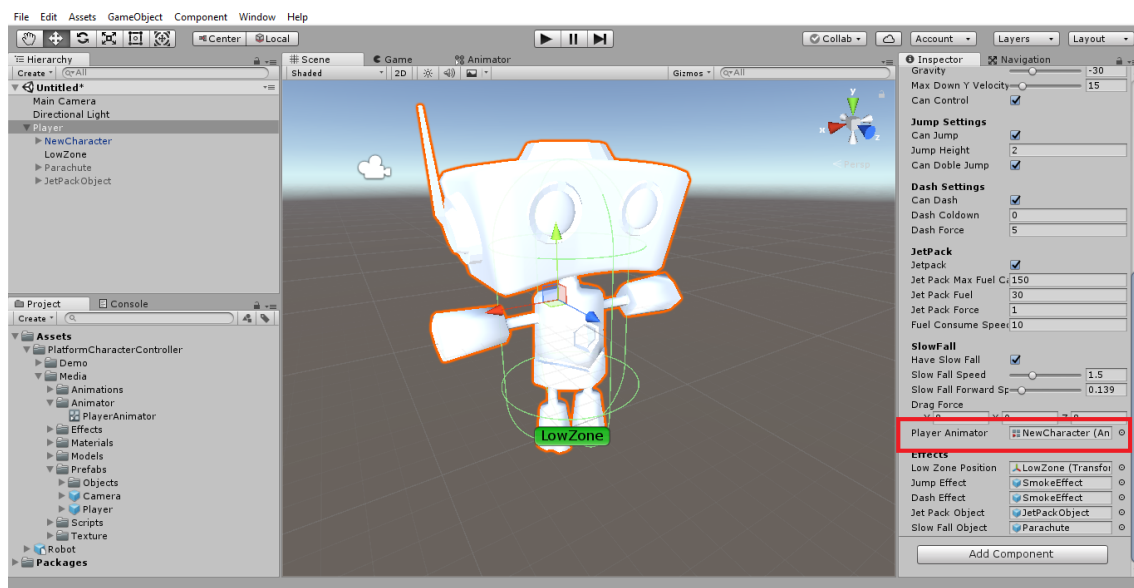


Set the dimensions for your character or adjust the character controller dimensions.

If your character doesn't have an animator component add one or use the animator in media/animator, latter you can extend this or create a new one for you. (To use the animation and animator inside this pack you need a Humanoid character and set to false the **apply root motion**)



Check the animator component are correctly referenced in the script:



And is done. You can play whit the values on the script and create your own character controller according to your game.

Note: If your character is not a humanoid you need to put valid animation in the animator.

Movement Character Controller variables:

Player Controller Settings

- Running Speed: 5
- Slope Limit: 45
- Slide Friction: 0.3
- Gravity: -30
- Max Down Y Velocity: 15
- Can Control: ☒

Jump Settings

- Can Jump: ☒
- Jump Height: 2
- Can Doble Jump: ☒

Dash Settings

- Can Dash: ☒
- Dash Coldown: 0
- Dash Force: 5

JetPack

- Jetpack: ☒
- Jet Pack Max Fuel C: 150
- Jet Pack Fuel: 30
- Jet Pack Force: 1
- Fuel Consume Speed: 10

SlowFall

- Have Slow Fall: ☒
- Slow Fall Speed: 1.5
- Slow Fall Forward Sp: 0.139
- Drag Force: X 8 Y 0 Z 8
- Player Animator: NewCharacter (Animat)

Effects

- Low Zone Position: LowZone (Transform)
- Jump Effect: SmokeEffect
- Dash Effect: SmokeEffect
- Jet Pack Object: JetPackObject
- Slow Fall Object: Parachute

Running Speed: Running speed for the character.

Slope Limit: Slope angle limit to slide.

Slide Friction: Slide friction control the slide speed.

Gravity: Gravity force for the character.

Max Down Y Velocity: Maxima speed for the character when fall.

Can Control: This allows the player to control or not the character.

Can Jump: This allows the character to jump.

Jump Height: Jump maxima elevation for the character.

Can Double Jump: This allows the character to jump in the air after another jump.

Can Dash: This allows the character to dash.

Dash Force: Force for the dash, a greater value more distance for the dash.

Jet Pack: This allows the player to activate a jetpack in the character.

Jet Pack Max Fuel Capacity: The maxima fuel capacity for the jetpack.

Jet Pack Fuel: The current fuel for the jetpack, if 0 the jet pack off.

Jet Pack Force: The force for the jetpack, this impulse the player up.

Fuel Consume Speed: Jet pack consumes this quantity by second active.

Have Slow Fall: This allows the player a slow fall, you can use an item like a parachute.

Slow Fall Speed: Vertical speed for the slow fall.

Slow fall Forward Speed: Forward Speed for the slow fall.

Drag Force: This is the drag force for the character, the standard value is 8, 0, 8.

Player Animator: This is the animator for your character.

Low Zone Position: This position is in the character feet, and is used to instantiate effects.

Jump Effect: Effect for the jump.

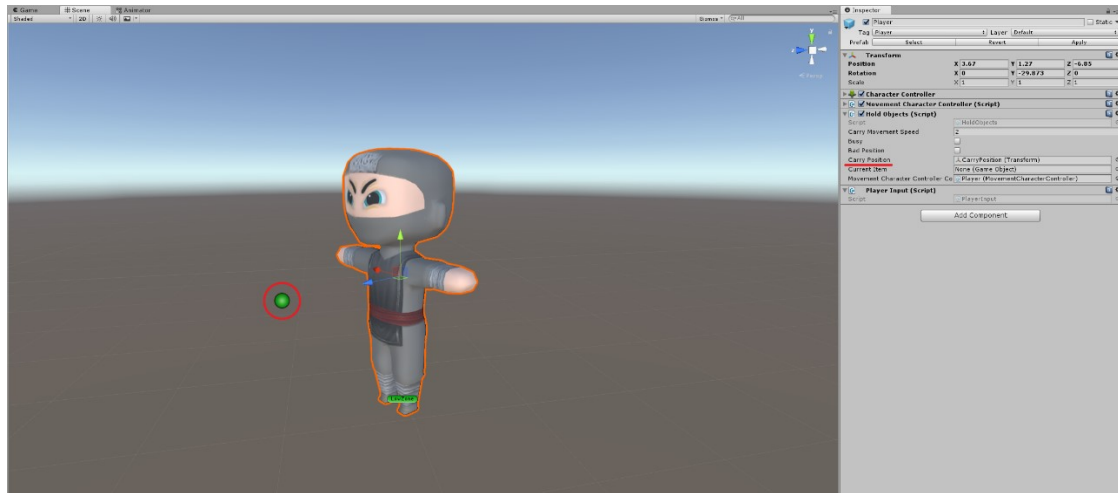
Dash Effect: Effect for the dash.

Jet Pack Object: This is the jet pack.

Slow Fall Object: This is the slow fall object if you have one (parachute...).

Other game component.

Hold Objects component:



CarryMovementSpeed: This is the speed that your character will have while loading the item.

Busy: True while your character is carrying an item.

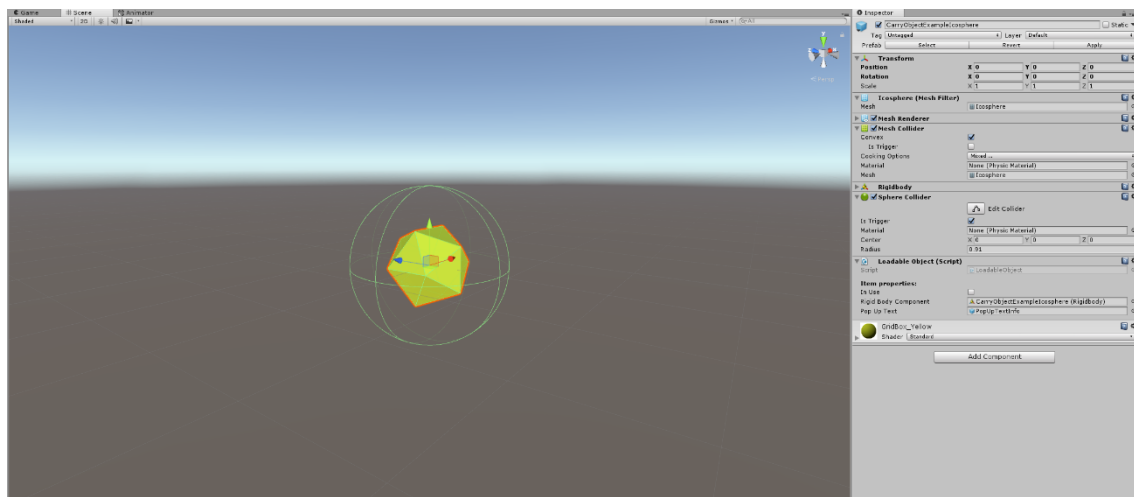
BadPosition: True while your character is in a position where he cannot load the item (above him for example)

CarryPosition: is where the object you carry is centered, you can adapt it to your model to the need you have

CurrentItem: The current object you are loading.

Loadable objects:

You only need to add the script and set the references, remember to use trigger collider to have the player detect the object. Look at the different examples in the asset to see how you can do this.



Items:

Items are easy to set up, you can see the example prefabs in the package.

I hope you enjoy this asset and if you create cool stuff with it, please send me a link to your game!

If you have any issues or question then please don't hesitate to contact us:

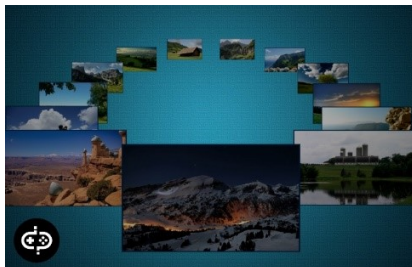
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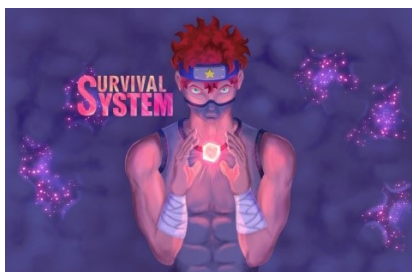
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