



Prototype FPC

Unity Asset

Created by

The Famous Mouse

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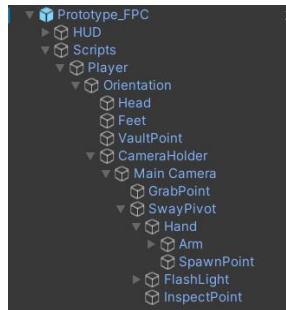
Introduction

The Prototype FPC asset is A drag and drop character prefab that requires no scene setup which enables you to quickly explore new game ideas without first having to write any code or set up any layers. In addition, you can swiftly toggle attributes that meet the requirements of your desired first-person base controller.

Getting Started

Kicking off your next prototype is as simple as creating your world and then drop the FPC prefab into it, hit play and start testing your concepts.

The following is the prefab hierarchy



Prototype_FPC – The main prefab object that contains all child objects with additional shortcut attribute toggler script.

Scripts – Container off all attribute scripts.

Player – Rigidbody and collider.

Orientation – Player’s forward directional orientation.

Head – Top audio source.

Feet – Ground sensor and audio source.

VaultPoint – Vaulting sensor.

CameraHolder – Perspective container.

GrabPoint – Position to which grabbed objects are set.

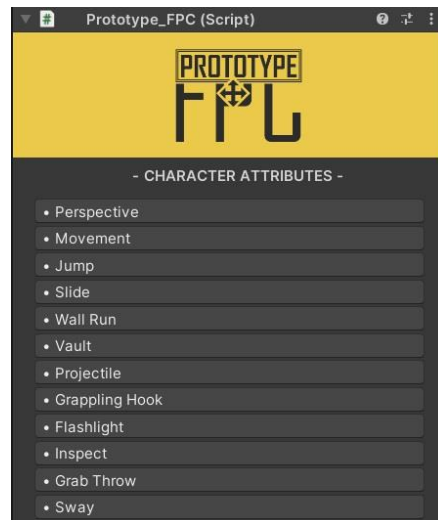
SwayPoint – Hand/Weapon holder and sway pivot point.

SpawnPoint – Starting position of projectile and hooks.

Flashlight – Container for spot and ambient lights.

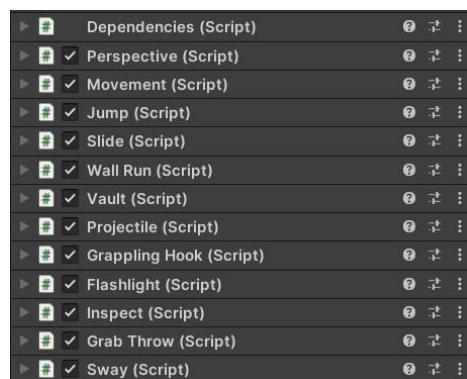
InspectPoint – Starting position for objects that are being inspected.

Attribute Shortcut Enabler



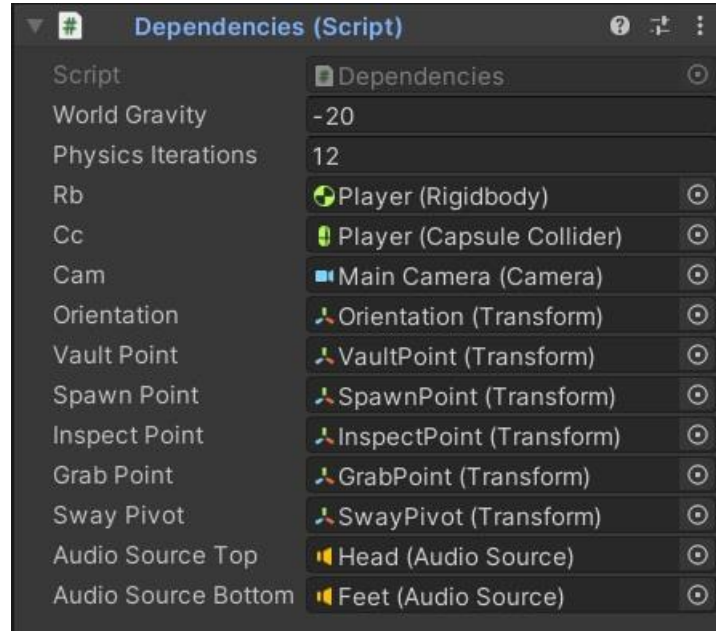
Quickly toggle your first-person controller features with this shortcut enabler script, this can also be expanded on and are located under the editor scripts.

Attribute Scripts



All attribute scripts receive their in-common required references from the dependencies script, this script should always be included and recommended to use for any future expansion in order to avoid repetitive assignment of the same variables, for example: player rigidbody, camera, bools etc.

Dependencies

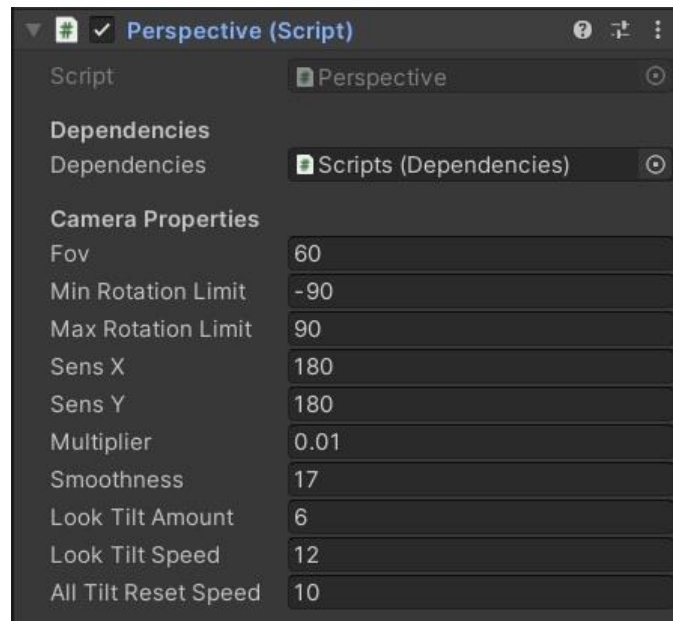


All attributes use this script as reference for variables to get, set properties and are the structure of the FPC controller prefab.

World Gravity variable is included to compliment the attribute properties.

Physics Iterations are also assigned to benefit the use of more accurate physics calculations.

Perspective



Perspective script handles camera movement and properties.

FOV – The default starting field of view.

Min Rotation Limit – The minimum limit of which the camera can rotate.

Max Rotation Limit – The maximum limit of which the camera can rotate.

Sens X – Sensitivity of the MouseX input.

Sens Y – Sensitivity of the MouseY input.

Multiplier – The multiplication of the camera movement amount.

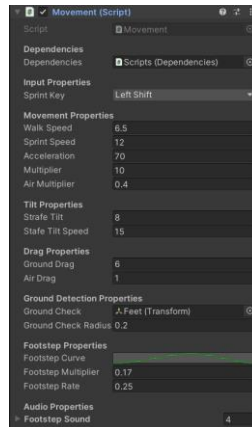
Smoothness – Gradual transition of the camera movement.

Look Tilt Amount – Camera tilt amount upon movement.

Look Tilt Speed – Camera tilt transition speed upon movement.

All Tilt Reset Speed – The speed of which the camera resets after any tilt.

Movement



Movement controls the character's directional navigation.

Sprint Key – Input used for running.

Walk Speed – Amount of moving distance by default.

Sprint Speed – Faster moving distance when running.

Acceleration – Transition amount between static and moving speed.

Multiplier – Speed enhancement.

Air Multiplier – Speed enhancement when off ground.

Strafe Tilt – Camera tilt amount when moving sideways.

Strafe Tilt Speed – Camera tilt transition speed when moving sideways.

Ground Drag – Movement drag when grounded.

Air Drag – Movement drag when not grounded.

Ground Check – Point of raycast that checks for ground.

Ground Check Radius – Raycast radius that check for ground within A distance.

Footstep Curve – The camera bobbing curve to follow when moving.

Footstep Multiplier – Bobbing amount multiplication.

Footstep Rate – How fast the bobbing curve plays.

Footstep Sound – Footstep audio clips.

Jump



Jump handles the upward acceleration and duration as well as landing.

Jump Key – Jumping input key.

Amount – The amount of which the player travels upward when jumping.

Cool Down Rate – Duration between possible jumps when grounded.

Distance Before Force – Distance away from the ground before accelerating down

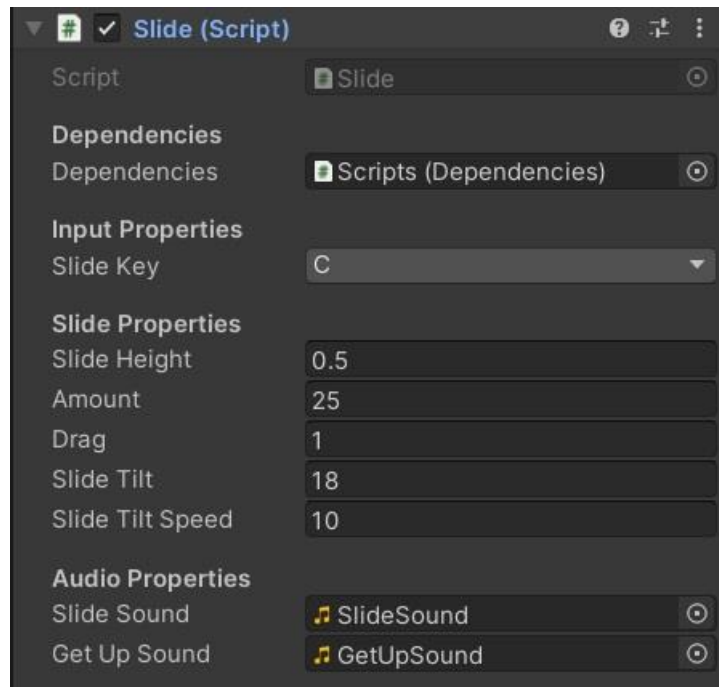
Rate Before Force – Required falling velocity before accelerating down faster.

Hard Land Force – The amount of which to accelerate down faster.

Jump Sound – Jumping audio.

Land Sound – Landing audio.

Slide



Handles sliding when required amount of movement speed are met.

Slide Key – Input key for sliding.

Slide Height – Height of the player collider when sliding.

Amount – The distance to travel when sliding.

Drag – Counter force being applied when sliding.

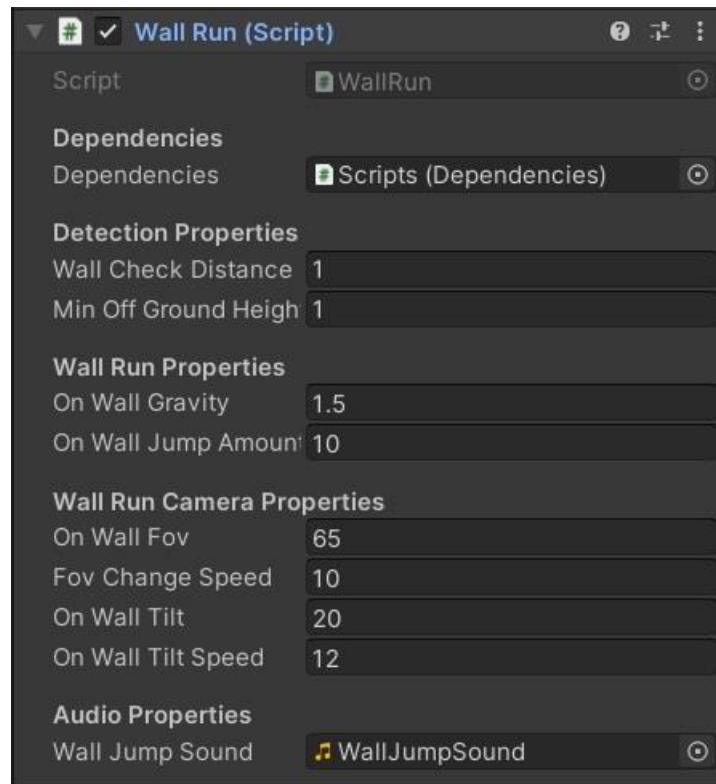
Slide Tilt – Camera tilt when sliding.

Slide Tilt Speed – Camera tilt transition speed when sliding.

Slide Sound – Sliding audio.

Get Up Sound – Getting up after slide audio.

Wall Run



Handles wall running when off the ground and walls are detected.

Wall Check Distance – Raycast length which check for objects next to the player.

Min Off Ground Height – Minimum amount off the ground before wall run starts.

On Wall Gravity – Downward force being applied when wall running.

On Wall Jump Amount – Jumping force when wall running.

On Wall Fov – Field of view when wall running.

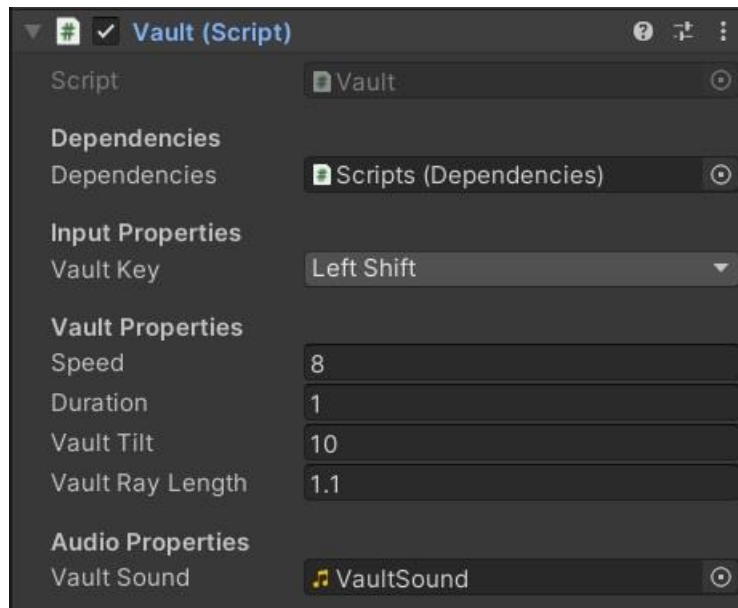
Fov Change Speed – Field of view transition speed.

On Wall Tilt – Camera tilt amount when wall running.

On Wall Tilt Speed – Camera tilt transition speed when wall running.

Wall Jump Sound – Wall jumping audio.

Vault



Handles vaulting over objects when sprinting against them.

Vault key – Input key required for vaulting.

Speed – Speed of which the vaulting time completes.

Duration – How long the vaulting time is.

Vault Tilt – Camera tilt amount when vaulting.

Vault Ray Length – How far down in front of the player to check for an object.

Vault Sound – Vaulting audio.

Projectile



Handles the instantiation of projectiles.

Projectile – The object to create when shooting.

Size – Scale of the projectile.

Force – The shooting force of the projectile.

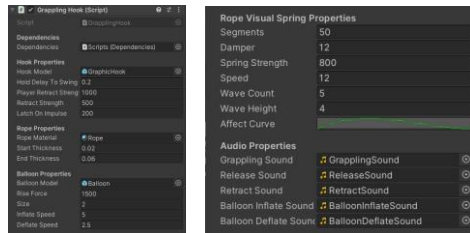
Project Rate – Number of possible projectiles per second.

Projecting Sound – Shooting audio.

Scroll Sound – Project rate modifier audio.

Min Max Sound – Project rate limit reached audio.

Grappling Hook



Handles hooks, latches and balloons and swinging.

Hook Model – Visual of the hook.

Hold Delay To Swing – Input hold duration to initiate swing hook.

Player Retract Strength – Spring joint retracting force when hooked to player.

Retract Strength – Spring joint retract force for all latched hooks.

Latch On Impulse – The impact force when hook latch connects to an object.

Rope Material – Material used when creating ropes.

Start Thickness – Width of the rope at starting position.

End Thickness – Width of the rope at end position.

Balloon Model – Visual of the balloon.

Rise Force – Upward force applied to balloons.

Size – Scale of the balloons.

Inflate Speed – Upscale speed of balloons when created.

Deflate Speed – Downscale speed of balloons before being destroyed.

Segments – Number of sections for ropes when created.

Damper – Damping of rope spring effect.

Spring Strength – Rope spring stiffness.

Speed – Spring effect speed.

Wave Count – Number of waves during spring effect.

Wave Height – Spring wave effect height.

Affect Curve – Spring wave curve.

Grappling Sound – Grapple hook shooting audio.

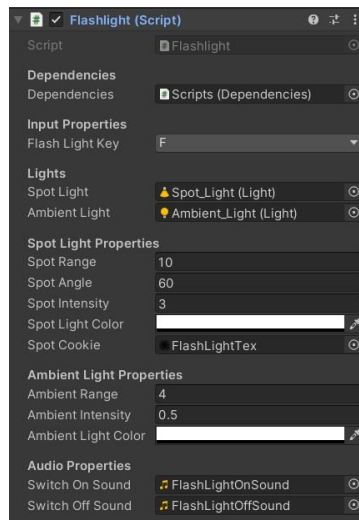
Release Sound – Grapple hook release audio.

Retract Sound – Hook retracting audio.

Balloon Inflate Sound – Balloon inflating audio.

Balloon Deflate Sound – Balloon deflating audio.

Flashlight



Handles toggling of spot and ambient lights

Flashlight Key – Input key for toggling lights.

Lights – Spot and ambient lights used for flashlight.

Spot Range – Distance of the spotlight.

Spot Angle – Radius of the spotlight.

Spot Light Intensity – Brightness of the spotlight.

Spot Light Color – Color of the spotlight.

Spot Cookie – Spotlight texture.

Ambient Range – Distance of the ambient light.

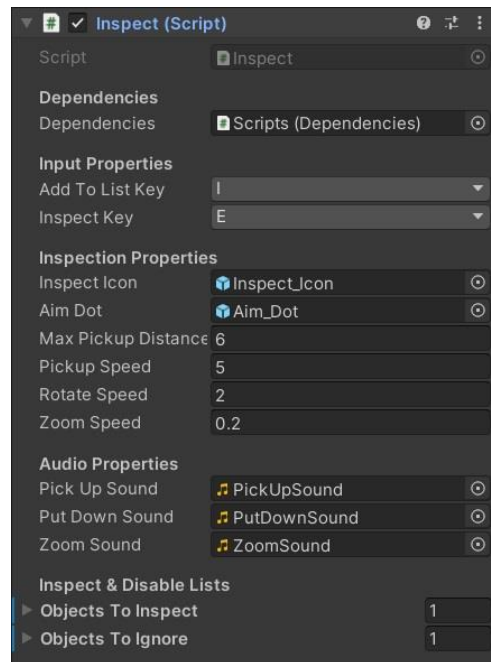
Ambient Intensity – Brightness of the ambient light.

Ambient Light Color – Color of the ambient light.

Switch On Sound – Flashlight on audio.

Switch Off Sound – Flashlight off audio.

Inspect



Handles inspection of objects in A list.

Add To List Key – Input key for adding objects to inspection list.

Inspect Key – Input key for inspecting objects in list.

Inspection Icon – Hover over inspect icon.

Aim Dot – Default aim dot to hide when inspecting.

Max Pickup Distance – Maximum distance away before able to inspect.

Pick Up Speed – Object position to inspection point transition speed.

Put Down Speed – Inspection point to object's original position transition speed.

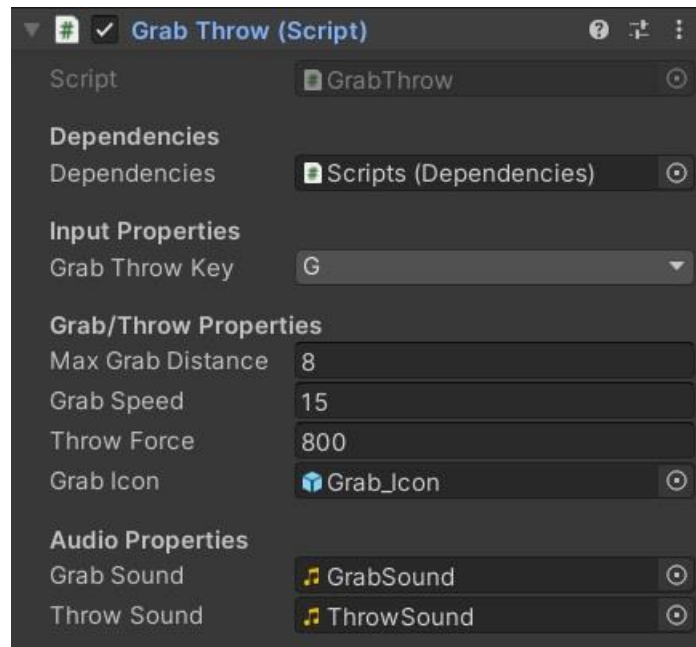
Zoom Speed – Distance from camera transition speed.

Pick Up Sound – Pick up object audio.

Put Down Sound – Put down object audio.

Zoom Sound – Zooming in and out audio.

Grab Throw



Handles object grabbing and throwing of rigidbodies.

Grab Throw Key – Input key for grabbing and throwing objects.

Max Grab Distance – Maximum distance away before able to grab.

Grab Speed – Velocity from object position to holding position.

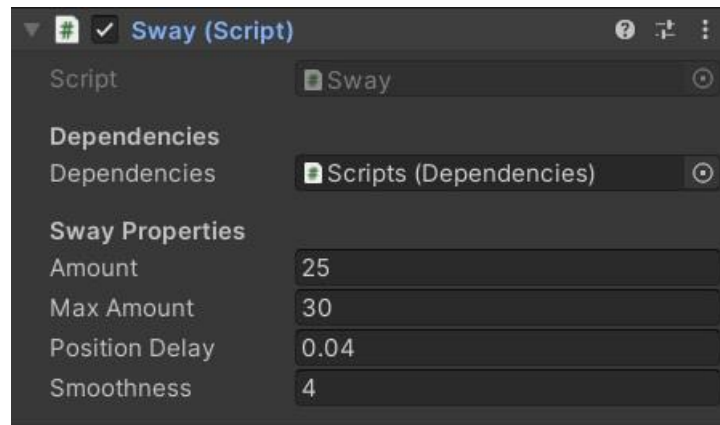
Throw Force – Physics force amount to be applied when throwing.

Grab Icon – Icon to show when holding object.

Grab Sound – Grabbing object audio.

Throw Sound – Throwing object audio.

Sway



Handles hand/weapon swaying.

Amount – Sway intensity.

Max Amount – Maximum sway intensity.

Position Delay – Drag behind amount when moving.

Smoothness – Gradual sway transitions.

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Feel free to contact me if you have any questions regarding this asset.

And with honest reviews, comes good karma. 😊