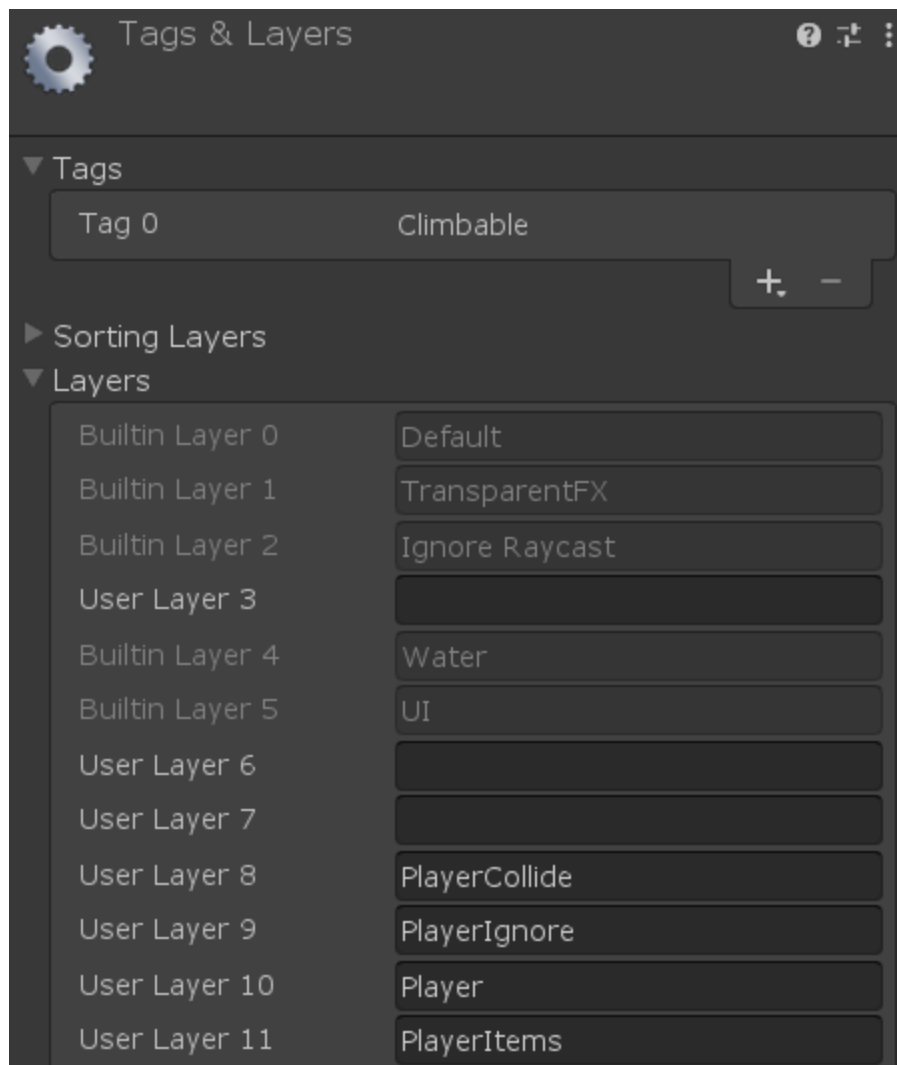


Enjoyable First Person Controller

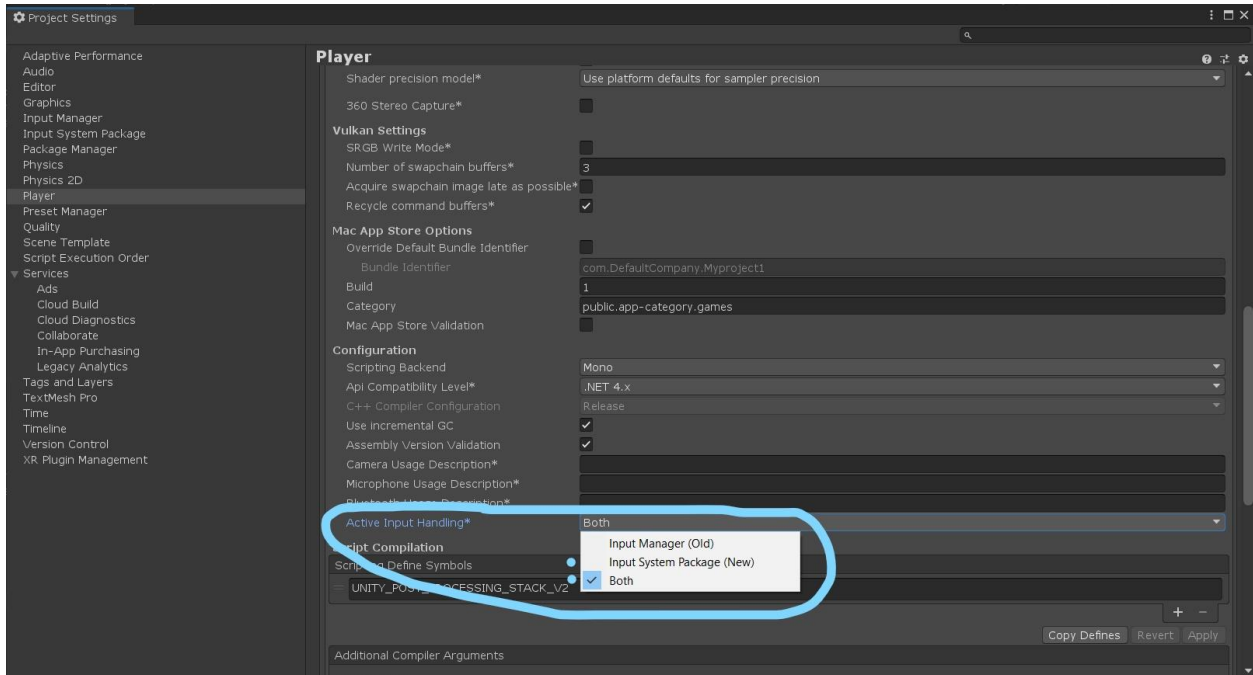
The asset is presented as a finished project, imported into your project with the replacement of all project settings. Before adding to your existing project, keep this in mind and make sure you make a backup. It is recommended that you import the asset into a new project\

First steps

Make sure the layers and tags in the project are configured as in the screenshot:



Make sure the unity player settings are set to support the new input system version, or both. If the controller does not respond to your actions - reload the unit after checking these settings first.



Play demo scene

1. Add asset in your project
2. Open Assets/EFPController/Scenes/Demo scene
3. Click Play button

Adding player controller to you scene

1. Add asset in your project
2. Add Assets/EFPController/Prefabs/Player prefab to you scene
3. Add Assets/EFPController/Prefabs/SurfaceManager prefab to you scene
4. Make sure there are no other active cameras in the scene

In Assets/EFPController/Prefabs folder you can find other prefabs (Ladder, Teleport, Water), use it, if you need this features.

Create your own ladder

1. Prepare your ladder object
2. Add a component `Scripts/EFPCController.Extras/Ladder`
3. Edit `Path Offset` and `Path Length` variables so that the line gizmo represents the player's path up the ladder (from the bottom to the top of the ladder)
4. Create a child `gameObject` "top", place it on the point where the player should move climbing up the ladder. Also turn it in the right direction. Add a reference to this `gameObject` to the appropriate `Ladder` component variable.
5. Create a child `gameObject` "bottom", place it on the point where the player should move by climbing down the ladder. Also turn it in the right direction. Add a reference to this `gameObject` to the appropriate `Ladder` component variable.
6. Create a child `gameObject` "center", place it in the conditional visual center of the ladder. Add a reference to this `gameObject` to the appropriate component variable.
7. Set ladder `gameObject` tag to "Climbable"
8. Add a `BoxCollider` component and mark it as trigger. Edit the size of the collision so that the player touches it when interacting (F key by default) with the ladder. You can create multiple triggers.
9. Add sounds if needed

Changing Input Settings

All input settings can be found in `Assets/EFPCController/Other/InputActions`

If you have any questions, contact me jekelskaz@gmail.com