**Script #1 First-Person Player Movement**

Create a variable for each movement speed, drag, jump force, jump cooldown, air multiplier, if a player is ready to jump

Create a variable for the player height, a mask to place on the ground object and whether the player is grounded

Create a variable for orientation as well as vertical and horizontal input.

Create a variable for the movement direction and a game object for the player

When the game starts,

Pl

When the game updates,

wq

When the player Inputs controls,

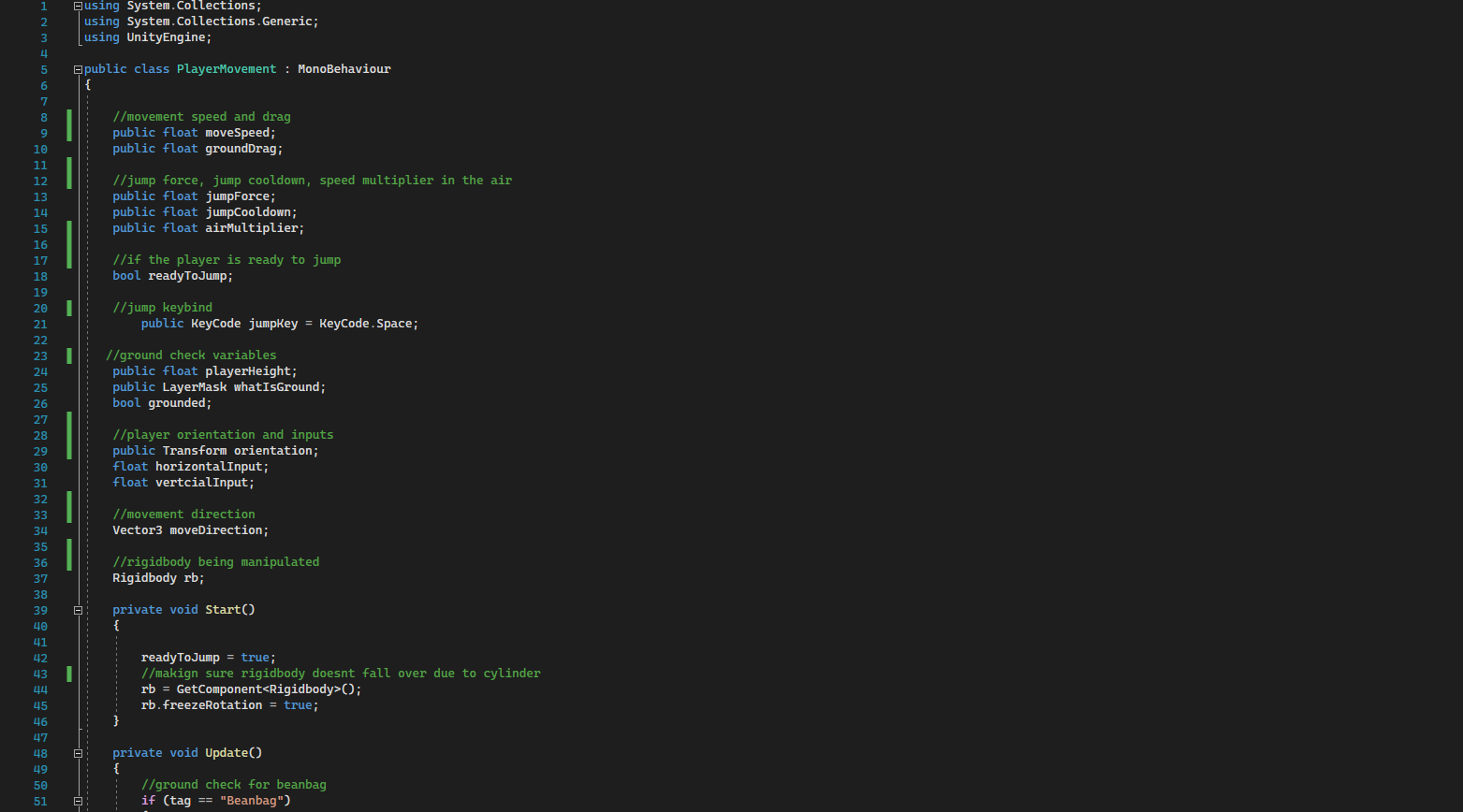
qw

Speed Control

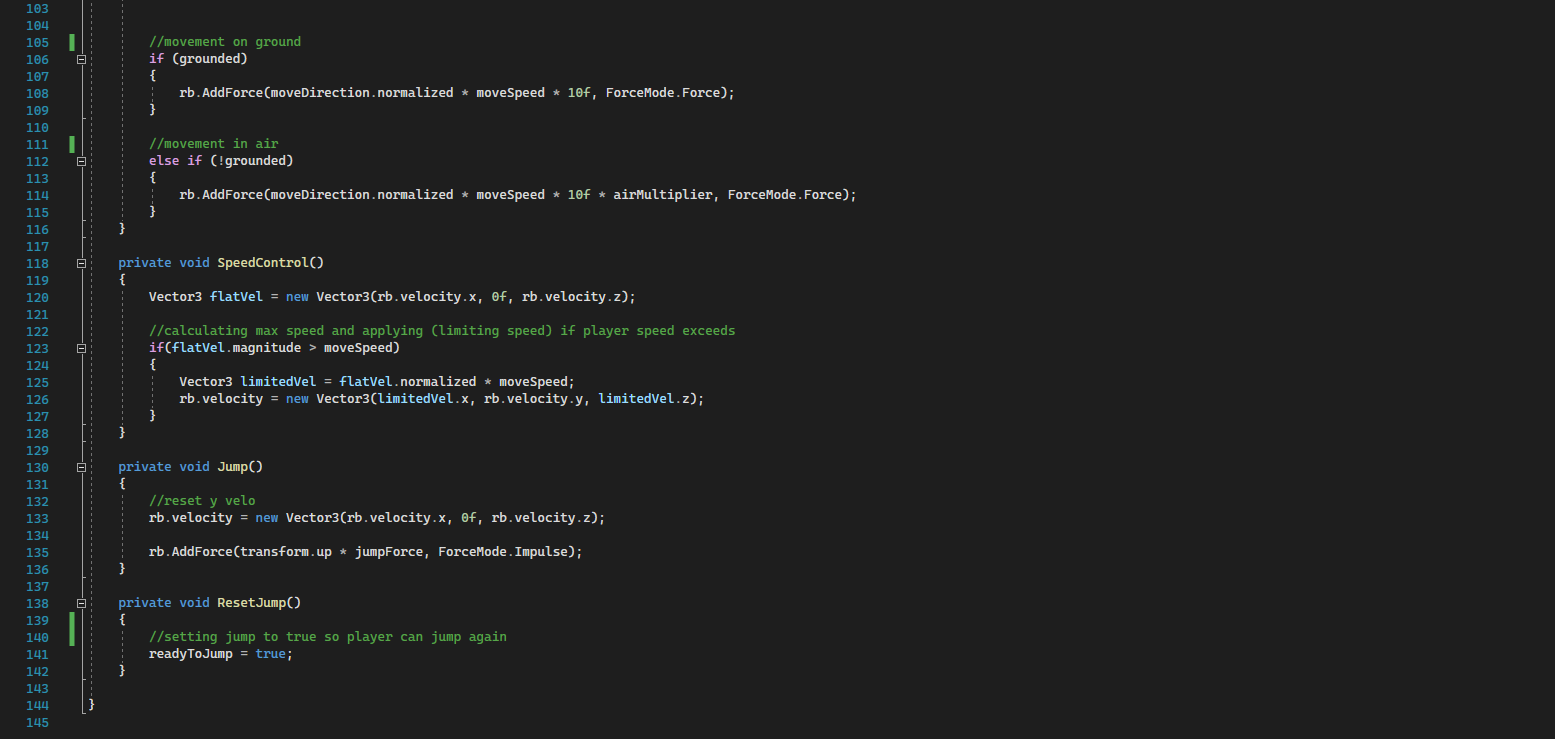
qw

Reset Jump

**qe**

****

**A screenshot of a computer program

Description automatically generated with medium confidence**

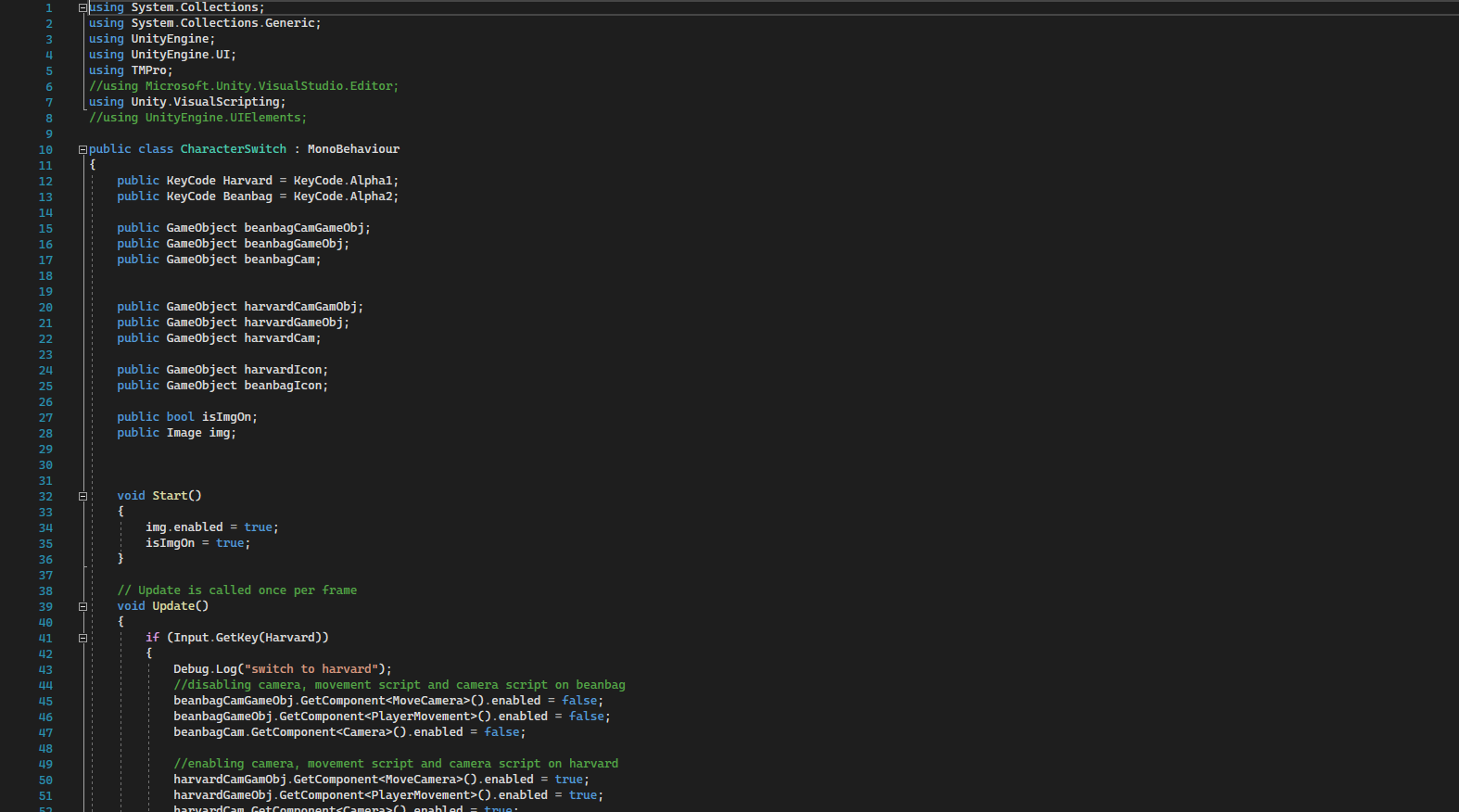
**Script #2 Character Switcher**

If 1 is pressed, then

1. disable the character controller script and the camera component attached to the Beanbag game object.
2. Enable the character controller script and the camera component attached to the Harvard game object.

If 2 is pressed, then

1. disable the character controller script and the camera component attached to the Harvard game object.
2. Enable the character controller script and the camera component attached to the Beanbag game object.

** A picture containing screenshot, text

Description automatically generated**