**UC 049—** **Climbing objects**

**Climb Ladders and ropes 049.1**

**Climbing over objects 049.2**

**Jump off of objects 049.3**

**UC 049.1—Climb Ladders and ropes**

**Player has right clicking on a ladder or rope**

Inside Player Interaction’s Handle Players Input function

Send out a ray cast to get the distance to the rope or ladder

Check to see if we are within arms reach

Move player to the nearest location on the rope or ladder

**Read keyboard input to move the player up or down**

**UC 049.2—Climbing over objects**

**Player has right clicking on an object to climb over**

Inside Player Interaction’s Handle Players Input function

Send out a ray cast to get the distance to a climbable object

Check to see if we are within arms reach

**Move the Player**

Move the player up and over the object

**UC 049.3—Jump off of objects**

**Read keyboard input to jump off the object**

Read keyboard input inside Player Interaction’s Handle Players Input function

**Move the Player**

Move the player up and away from the object