

Character Movement Pro

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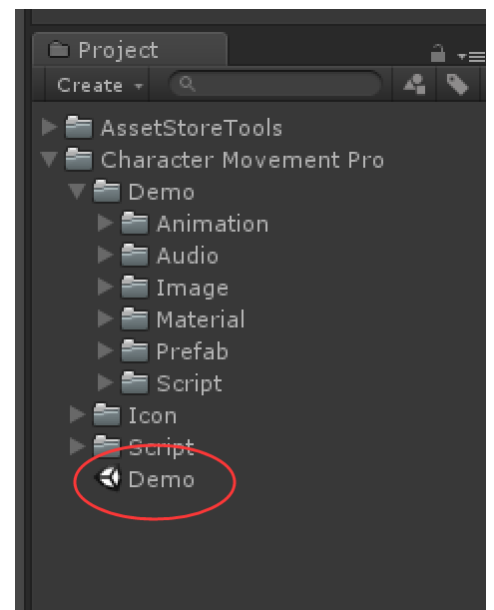
Easy to use movement component that makes your character feels good to play with.

Demo Game

Open demo scene and click play button to play it in unity editor.

See this video to know how to play it.

[bilibili](#) | [Youtube](#)



How to use

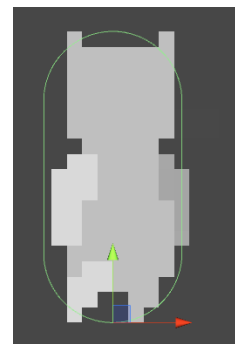
1, Create a gameobject as the root object for your player. Add rigidbody2D and captureColliider2D to it. Make sure the bottom of the collider is on the pivot of the root.

2, Create a gameobject with a spriteRenderer. Make it child of the root object. Give the renderer some sprite so you can see it.

3, Add playerMovement to the root object.

4, Create a gameobject with collider2D as ground. Make some platforms if you like.

5, Click play button to test it. Use WASD to move, Space to jump, Shift to dush by default. If you want to test it with animation. See the demo game.



Details (Try the demo game before read)

Component:

Logical Root is the root transform of the character. If it is null, will be set to the object that the playerMovement attached.

Renderer Root is the root of all the art work for this character. The scale.x will be set to -1 and 1 when the character move left and right. Should be a child of logical root.

Collider and Rigidbody are the component attached on the logical root.

Gravity:

Rise Gravity and Drop Gravity is the gravity scale when the character is moving up and down. When the player release jump button, the gravity scale will be set to the drop gravity even it's moving up. This will make the character drop faster and get a better gameplay.

Max Drop Speed is the max speed this character can move in Y-axis.

Ground Layer is the layer which can be considered as ground. The jump count will be refresh when the character is grounded.



Move:

Move Speed is how fast the character move when you press left and right buttons.

Grab Move Speed is how fast the character move when grabing on platform.

Move Dely is the delay time of movement.

Make it larger will make the character react slower.

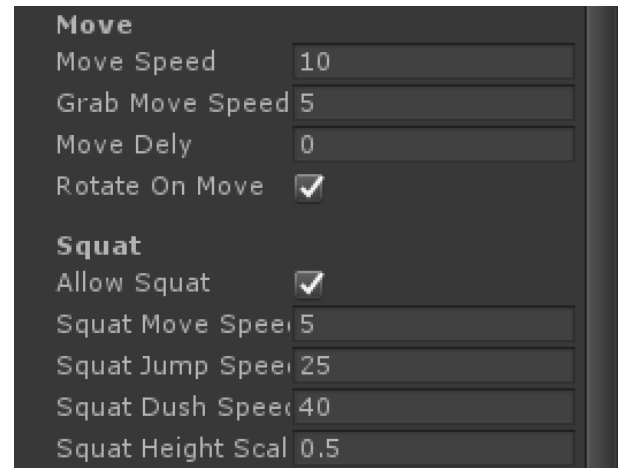
Rotate On Move will make the character face to the direction it moving to.

Squat:

Allow Squat or not for the character.

Squat Move Speed , Squat Jump Speed and Squat Dush Speed is how fast the character can do those actions when squatting.

Squat Height Scale is the height of the collider when squatting. This value will multiply the original height of the collider.

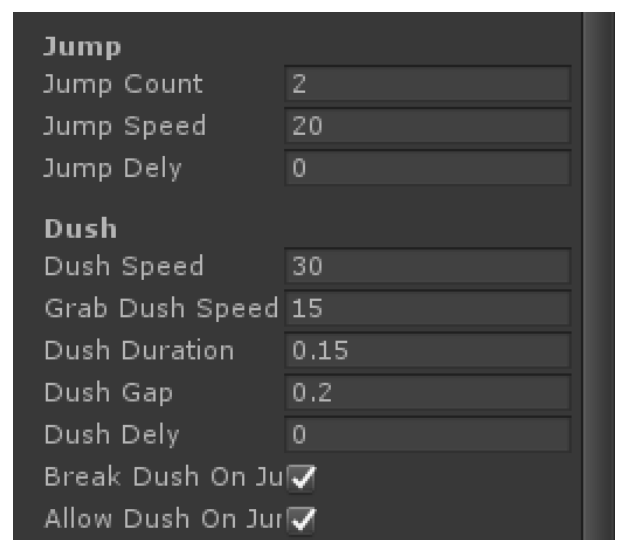


Jump:

Jump Count is how many time the character can jump without touching the ground.

Jump Speed is how fast the character can jump.

Jump Dely is the time it wait after the player press jump button.



Dush:

Dush Speed is how fast the character is when dushing.

Grab Dush Speed is the dush speed when grabing on platform.

Dush Duration is how long (in second) the character can dush.

Dush Gap is how long (in second) the character can do another dush after a dush is over.

Dush Dely is the dely time for dush.

Break Dush on Jump will stop dush when the play press jump button.

Allow Dush on Jump will make it posible to dush without grounded.

Grab:

Allow Forward Grab, Allow Top Grab and Allow Back Grab will allow the character grab platform in front/top/back of it.

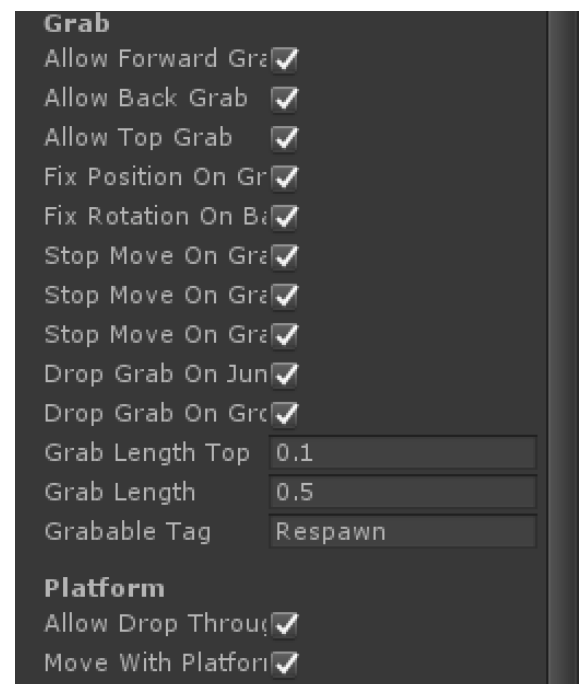
Fix Position on Grab will make the character snap on the platform it's grabing.

Fix Rotation On Back Grab will make the character turn to the platform when it's grabing on back.

Stop Move On Grab XXX Edge will make the character stop when moving to the edge of the platform.

Drop Grab On Jump will make the character abandon grabing on press jump button.

Drop Grab On Ground will make the character abandon grabing when it's grounded.



Grab Length (Top) is how far between (in unit) the character and platform will it grab.

Grabable Tag is the tag that makes the object can be grab by character. Set it to empty will disable grab. Set to Untagged will make every collider attached on default tagged object can be grab.

Platform

Allow Drop Through will make the character drop through the platform on pressing down and jump. Only platform with platform effector2d will work.

Move With Platform will make the character move with the platform it stood on. The platform should has a rigidbody2d attached.