



## Downloadable package: First-person Player

Thanks for downloading the “First-person Player” package for Adventure Creator. This package contains a ready-made First-person Player prefab that uses subtle animation to give a polished feel.

### Installation

1. Set your Settings Manager’s **Movement method** to **First Person**, and assign the included FirstPersonPlayer prefab in the **Player** field.
2. Under **Movement settings**, set **Free-aim acceleration** to **15**, **Maximum free-aim speed** to **10**, and check **Movement smoothing**.
3. The **CursorHorizontal** and **CursorVertical** inputs need to be defined in Unity’s Input Manager, and mapped to the X and Y mouse axes respectively. For both, set the **Gravity** to **1**, **Dead** to **0**, and **Sensitivity** to **0.1**. Uncheck **Snap**.
4. To allow for crouching, define an additional input named **Crouch**. Crouching can be configured from the **FP Crouch** Inspector on the FirstPersonPlayer prefab.
5. Inside the FirstPersonPlayer prefab, locate the FirstPersonCamera child and assign audio clips into the **FirstPersonCamera** component’s **Walking sounds** section.