Mini first person controller

Minimal first person controller to prototype or quickstart your first person applications & games.

Bare controller 👁️
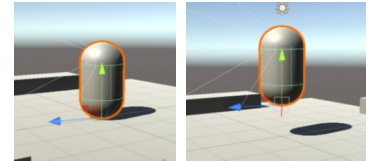
Minimal controller with player movement and camera movement.

Full controller 👦

Bare controller (player movement and camera movement) + all optional components.
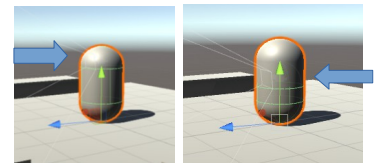
Components

Jump ↗

Adds a vertical force to the player's rigidbody to make them jump. Uses a groundCheck object to know when the player is on the ground.
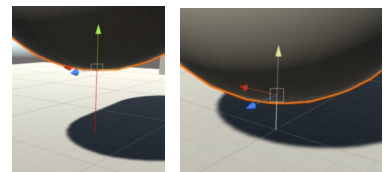

Crouch ↘

Lowers the player camera and the player capsule collider (if it is provided). Uses a groundCheck object to know when the player is on the ground.

Ground check _

Used by jump and crouch to know when the player is touching the ground. Fires a ray downwards to check for a collider.

Zoom 🔎

Uses the camera FOV to zoom.
Place this script onto the player camera.