

Rival

DOTS Character Controller



Info

- Support email: store.pstamand@gmail.com
(please specify that the support request is for "Rival")
- Rival Website: <https://philsa.github.io/rival-doc/>

Getting Started

Website version: <https://philsa.github.io/rival-doc/>

Here are the recommended first steps you should take with Rival:

1. Finish reading this document
2. Install the [Samples](#) project (installation details are on the Samples page) and play around with the various samples.
3. Follow the [Tutorial](#) from start to finish. This will show you how to setup a DOTS project correctly, and teach you how to create characters with Rival.

This package is verified with Unity 2020.3.30, and it is recommended that you use only that version.

Using the Standard Characters & Cameras

The easiest way to get started is with the [Standard Characters](#) packages included in the Rival package. These packages contain pre-made FirstPerson & ThirdPerson characters and cameras. You can add these to your project as a starting point, and start customizing them to your liking.

The [Tutorial](#) section demonstrates how to use them.

Useful Links

See [Tutorial](#) for a guided step-by-step tutorial on creating and customizing a new character from scratch.

See [Standard Characters](#) for a downloadable package containing pre-made FirstPerson & ThirdPerson characters and cameras.

See [Samples](#) for a sample project containing various games and test scenes made using Rival.

See [Core](#) for an in-depth overview of the core components & systems.

See [How To](#) for explanations on how to implement various character features.

See [Tips](#) for a list of particularities to be aware of, and performance tips.