extends KinematicBody

var speed = 7

var acceleration = 10

var gravity = 0.09

var jump = 10

var mouse\_sensitivity = 0.03

var direction = Vector3()

var velocity = Vector3()

var fall = Vector3()

onready var head = $Camera

func \_ready():

Input.set\_mouse\_mode(Input.MOUSE\_MODE\_CAPTURED)

func \_input(event):

if event is InputEventMouseMotion:

rotate\_y(deg2rad(-event.relative.x \* mouse\_sensitivity))

head.rotate\_x(deg2rad(-event.relative.y \* mouse\_sensitivity))

head.rotation.x = clamp(head.rotation.x, deg2rad(-90), deg2rad(90))

func \_physics\_process(delta):

direction = Vector3()

move\_and\_slide(fall, Vector3.UP)

if not is\_on\_floor():

fall.y -= gravity

if Input.is\_action\_just\_pressed("jump") and is\_on\_floor():

fall.y = jump

if Input.is\_action\_pressed("move\_forward"):

direction -= transform.basis.z

elif Input.is\_action\_pressed("move\_backward"):

direction += transform.basis.z

if Input.is\_action\_pressed("move\_left"):

direction -= transform.basis.x

elif Input.is\_action\_pressed("move\_right"):

direction += transform.basis.x

direction = direction.normalized()

velocity = velocity.linear\_interpolate(direction \* speed, acceleration \* delta)

velocity = move\_and\_slide(velocity, Vector3.UP)