

# 3D Platformer Game Kit - Low Poly Guide



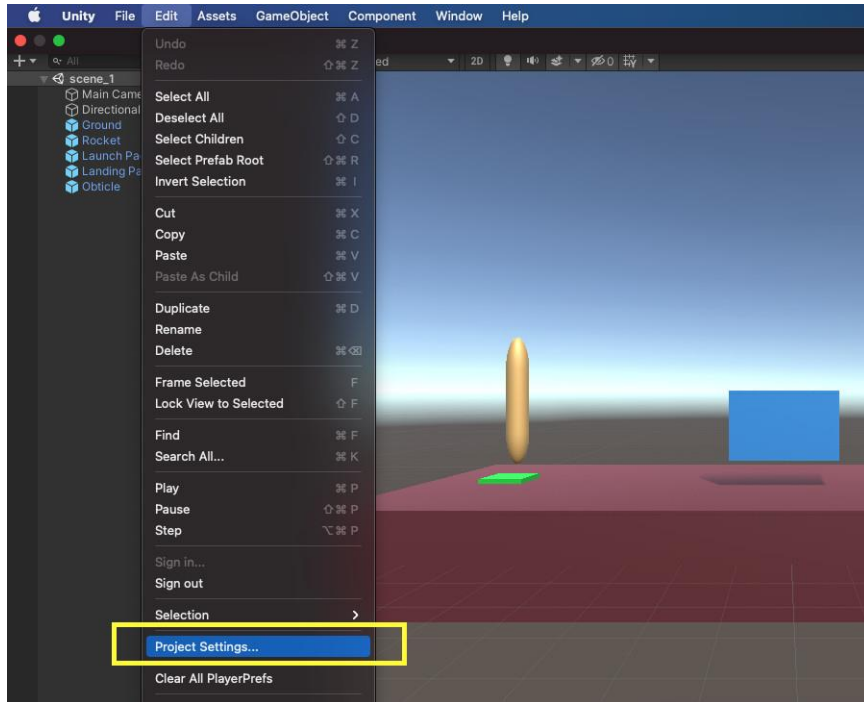
Hey, thanks for downloading this package, you rock! Here are some things you might wanna go through for this package:

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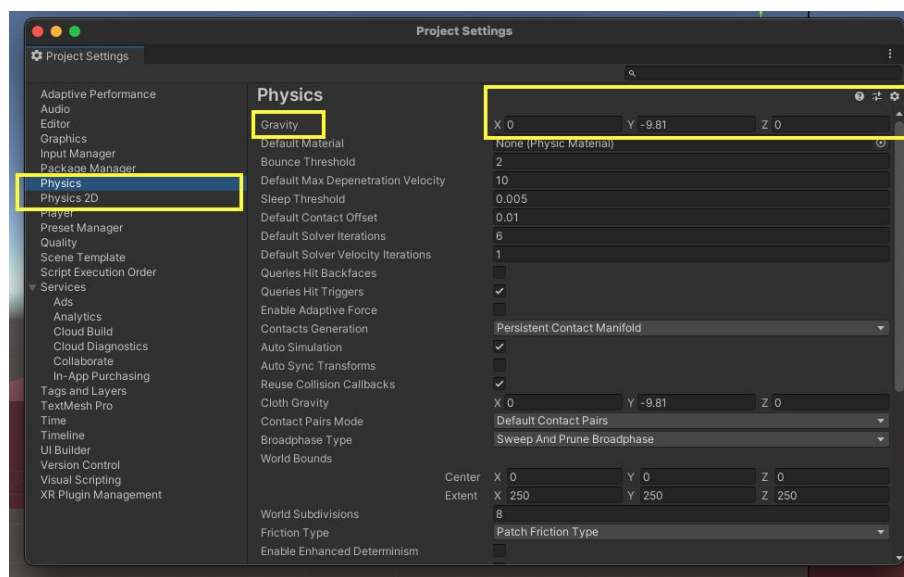
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1. If the player jump feels weird, follow these steps:

i. All you need to do is Edit -> Project Settings -> Physics

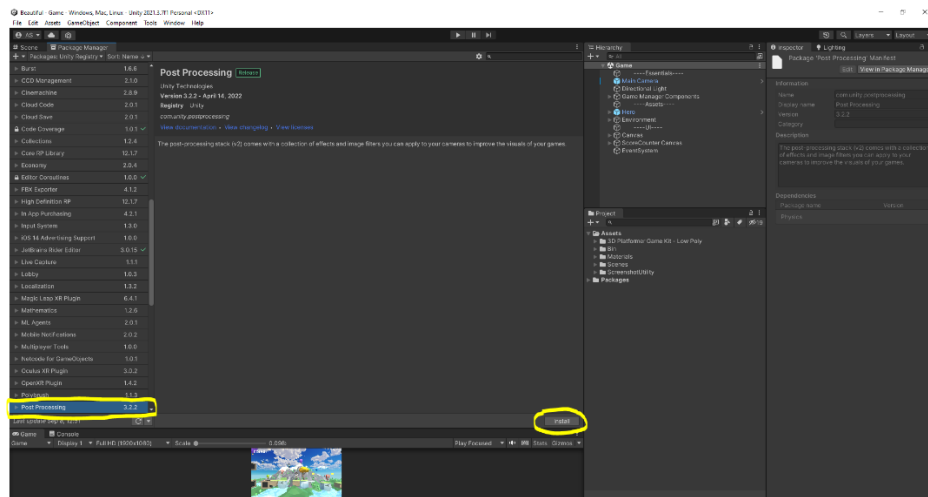


ii. And change the Y value of gravity from -9.81 to -30 or something. The process is the same for both mac and windows.

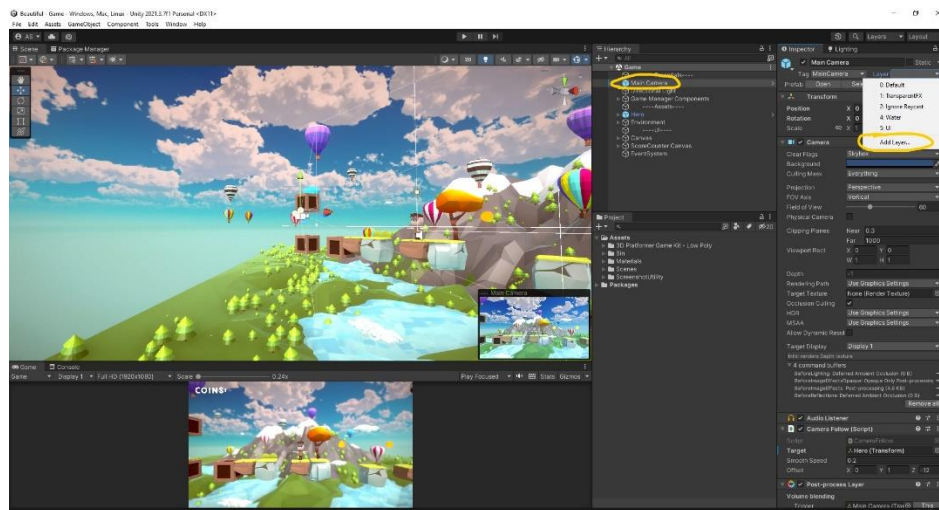


2. If the post-processing effects of the demo scene are not working, follow these steps:

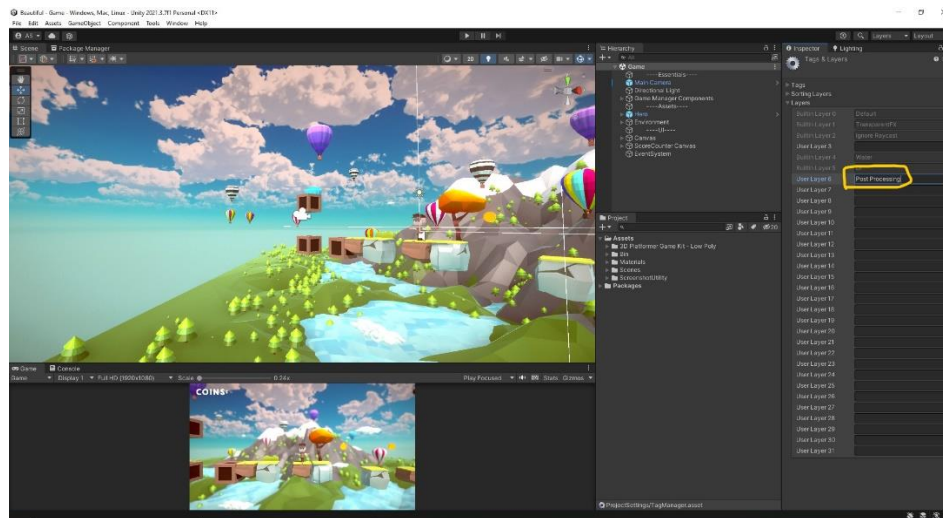
- i. Download the post-processing stack from the package manager -> Packages: Unity Registry and then post-processing.



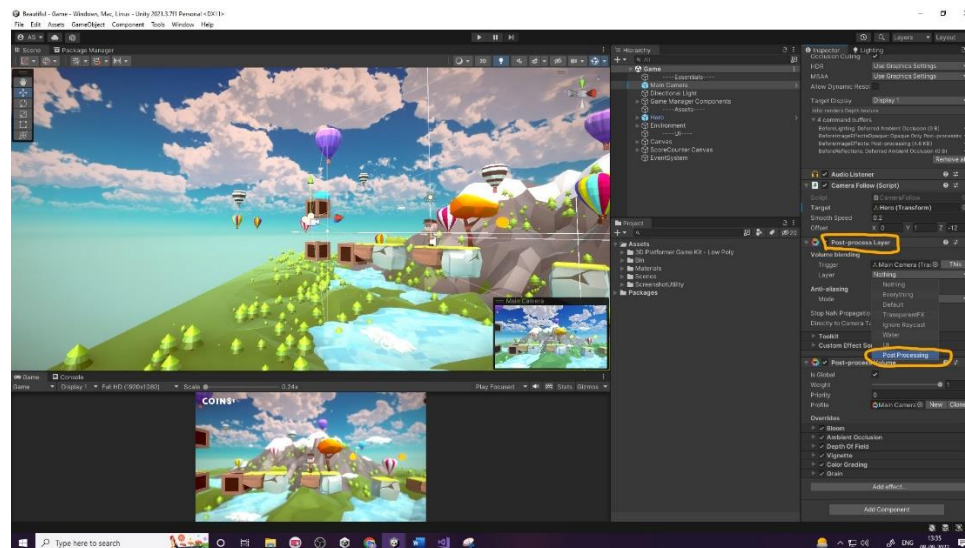
- ii. Go to the 'Main Camera' prefab -> Layers and add a new layer called 'Post Processing'.



iii. Assign the layer to the main camera



iv. In the 'Main Camera' Inspector tab go to the 'Post Processing Layer' panel and change the 'Layer' from 'Nothing' to 'Post Processing'.



And voila! You got post-processing in your scene.

Notes:

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1. The player script is standalone(doesn't depend on other scripts), simply drag it to the player, adjust settings and it will work. Other scripts might be dependent on the others, so that's something to keep in mind.

Hope this game kit helps you in your next dream project! Thanks!