How to use the Player Controller tool

1. Before importing this package to your project, make sure to install the "Cinemachine" package from the Unity Registry first.
2. In your level scene, depending on whether the game is in 2D or 3D, add the "LocalMultiplayer2D" or the "LocalMultiplayer3D" prefab respectively.
3. The prefab parents have "Manager", "SpawnPoint1" and "SpawnPoint2" game objects as children. The "Manager" controls and spawns a "Player" or "Player2D" prefab that is specified in the inspector whenever a button press is detected from the supported input devices (Keyboard and Gamepads are supported as input devices). You can modify these player prefabs to your liking to use different meshes or sprites instead.
4. The "SpawnPoint1" and "SpawnPoint2" prefabs determine the location of the player game objects being spawned in the scene by the "Manager". When a second player joins, the screen is split vertically, and a different camera follows each player in the scene. You can increase the number of players supported in the "Manager" inspector and by adding additional fields in the Player Spawn Script along with the corresponding "SpawnPoint" game objects to reference in the inspector for each new player.
5. The "LocalMultiplayer3D" prefab also contains a default interactable game object that players can interact with when they enter the collider trigger of the game object. Feel free to modify said collider and cylinder mesh and add additional actions to the "MovementController" scripts and input actions files supplied if needed for your project.