**Team 7, Project 1 – Instructions for Use**

This Unity project contains a single scene with our designed environment in it, as well as two camera views: a view attached to the third-person controller, and an isometric view. By default, the scene starts with the third-person view.

**Controls**

Press Enter to toggle between the two cameras.

Use WASD to move the third-person controller.

Press Spacebar to jump.