Documentation

Welcome and thanks for downloading Top Down Controller 3D asset. I will walk you through main variables of my script. Names of variables are highlighted in yellow

Booleans

Booleans such as lookToMovementDirection and canStrafe are the main variables that you might need to consider to change according to your needs.

lookAtMovementDirection toggles whether your object will look at the direction of your joystick or input(face towards your input)

canStrafe toggles whether your character will use strafe animations. When you turn it on lookAtMovementDirection will be off because strafe animations are usually used when player object fixes upon some target.

Character visual

characterVisual variable is the visual part of your player. This part will be rotated when turning on the lookAtMovementDirection Boolean. If you won't assign it script will automatically grab the transform of a GameObject. So if your player's body and logic are separate please assign it to script so it works correctly.

Animation variables

animator variable is purely optional, I made it so to add flexibility to script. If you assign an animator it will use blendtee floats forwardAnimationVar and strafeAnimationVar to blend between locomotion animations. You can assign these variables to whatever you want.

forwardAnimationVar is a variable for forward and backwards animations takes floats from -1 to 1

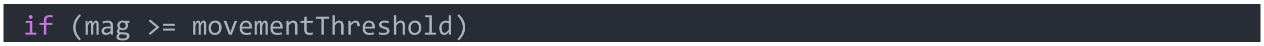
strafeAnimationVar is a variable for left and right animations which also takes floats from -1 to 1

All the animations are done relative to camera forward. Use RecalculateCamera() method each time the angle of camera is changed.

Float variables

walkSpeed is variable that determines the speed of a player. movementThreshold is a float that determines the threshold of logic activation. For instance if you want your character movement to activate when joystick is fully dragged then set it to 1.

Private float mag determines the magnitude of joystick, how far it it's dragged and is compared to movementThreshold. Consider removing this comparison if you want to adapt this script to keyboard movement. Otherwise just let it be and just change movementThreshold . Comparison statement is shown below.



```
 if (mag >= movementThreshold)
```

Adapting solutions to other joysticks solutions

I have used joystick solution from asset store in this asset. If you would like to adapt this asset to other joysticks consider changing these variables:

moveJoystick-insert whatever object you need to insert

moveJoystick.Horizontal and moveJoystick.Vertical change all the occurrences of these variables to your solutions' relevant horizontal and vertical axis

Thank you for downloading this asset!

Please consider subscribing to my Twitter at @raining_cycles and checking out more products that I have designed.

If you have any further questions contact me at rainingcycles@gmail.com.