

First Person Character System

First Person Character System Documentation

Thank you for purchasing this Unity3D system!

In this document I will cover how to use the system.

Basics

This system is based on the character controller supplied by Unity but uses custom methods for all of the functionality provided.

In the screenshot below you can see the inspector showing the different components and their respective variables. The main two are the PlayerMovementManager and PlayerCameraManager.

The system is remarkably easy to use, it's all designed to be drag and drop compatible. Simply add the player prefab that is found in the Resources folder to your scene and copy the UI Canvas found in the demonstration scene / resources folder to your scene and you are ready to go!

Functionality

The system has a lot to offer! Here I will briefly discuss the features included in the package.

Walking - You can walk around as with any FPS system.

Running - Just like walking but faster.

Stamina — The stamina system is tied to running and jumping, if you run or jump your stamina is degenerated until you return to walking or crouching at which point it will regenerate. This is represented on the interface.

Jumping - You can jump a specified height using the assigned key.

Gravity - The system uses custom gravity that is applied automatically.

Crouching — You can crouch under certain heights and move around while crouched. You are unable to stand or jump if crouching and obstructed.

Health - You have a defined amount of health. This is represented on the interface.

Fall damage - If you fall from a certain height damage will be deducted from your health, amount is based on distance fallen.

Death - When you die a ragdoll version of the player is instantiated and used as a dead version of the player.

Respawning – When you die you can either respawn at a set coordinate or at your death position. This is set on the PlayerDeathManager script on the ragdoll prefab.

Animation - The system uses the mechanim animation system for its animation needs. This system is controlled from the PlayerAnimationManager component.

You can set your own keycodes to specific functions like pickups. These are selectable within the inspector.

Boosts/Pickups - You can pickup a boost or item. Press “F” while colliding with the pickup to activate it. There are three pickup types, boost, jump and health. There are images on the interface to show which boost is activated.

All of these variables and functions are adjustable from the inspector, use these values to define the style of play you desire.

Content

What is included in the package?

You get a demonstration scene to use as a template for setting up the system. This scene includes all the environmental assets that were used to build the scene. There is the player prefab with all components attached and there is also a player ragdoll version. There is also an interface set up already. As well as pickup/boosts that can be dragged and dropped anywhere you like. These are all found in the resources folder. All of these are easy to set up and use.

Support

If you have any questions or need some help contact me at alignedgames@mailbox.co.za

I Hope you enjoy the system!