Mini First Person Controller

A first-person controller in its most basic state.

Minimal Controller ⬡
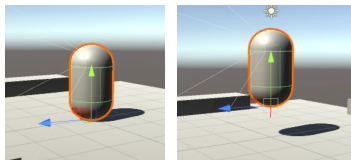
Minimal controller with simplest movement.

Full Controller ♟

Full controller with all optional components like jump, crouch, zoom.
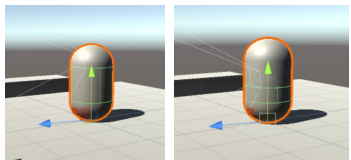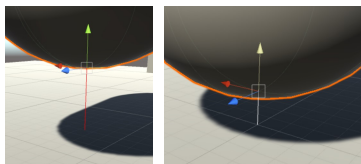
Components

Jump ↗

Adds a vertical force to the player's rigidbody to make them jump. Uses a groundCheck object to know when the player is on the ground.

Crouch ↘

Lowers the player camera and the player capsule collider if they are provided. If a groundCheck object is provided the controller will only be able to crouch when on the ground.

Ground check ↓

Used by Jump and Crouch to know when the player is touching the ground. Fires a ray downwards to check for a collider. If no collider is found, then the player is not grounded.

Zoom 🔎

Uses the camera FOV to zoom. The script should be placed on the player camera.

Remarks

Uses a rigidbody for movement for simpler player physics.

Uses the legacy Unity Input System.

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