First Person Controller – Simple
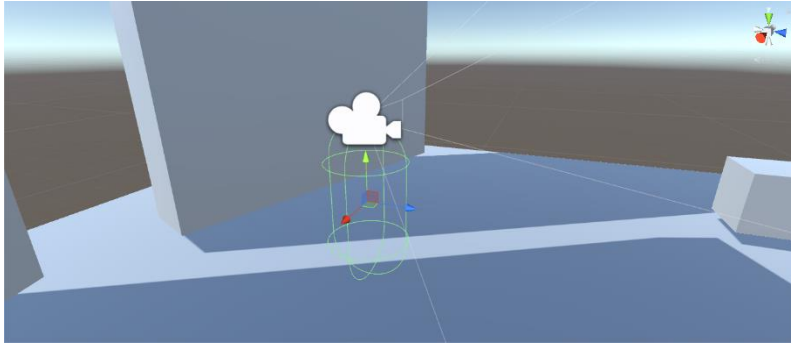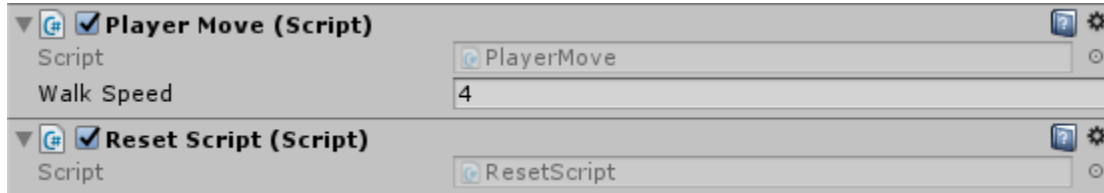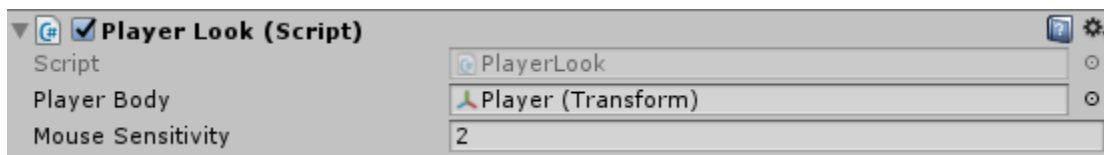

First Person Controller – Simple.

A great asset for testing, learning and to get the grasp of a basic first person controller.

To use it just drag & drop the player prefab in your scene.

To set the movement speed, go in the Player GameObject and change the Walk Speed variable.

To set the mouse sensitivity, go in the Player->MainCamera GameObject and change the Mouse Sensitivity variable.

Good luck in your further journeys…