



# First Person Character Controller with Pusher

*A User Guide for Integration and Usage*

1. Effortlessly add and configure a First-Person Character with pushing mechanics to your Unity projects.



## 2. Installation Instructions

1. **Importing the Asset:**
    - Import asset from your assets in Package Manager
  2. **Adding to Your Scene:**
    - Remove any existing cameras that may conflict with the prefab's integrated camera. Drag and drop the RBPlayer prefab from the prefabs folder to your scene.
- 

## 3. Configuration Options

- **FirstPersonController Script:**
    - *Walk Speed:* Adjust how fast the player moves when walking.
    - *Run Speed:* Adjust how fast the player moves when running.
    - *Jump Power:* Set the height of the player's jump.
    - *Crouch Height & Speed:* Enable crouching with customizable height and speed.
    - *Mouse Look Sensitivity:* Adjust rotation sensitivity on both axes.
    - *Look X Limit:* Clamp vertical rotation angles for a realistic range of vision.
  - **Pusher Script:**
    - *Push Power:* Adjust the force applied when interacting with rigidbodies.
    - *Enable/Disable Push:* Boolean toggle to activate or deactivate the pushing mechanic.
- 

## 4. Adding Custom Features

- Add your own scripts to expand the player functionality.
  - Customize the camera or replace it with another preferred solution.
- 


## 5. Frequently Asked Questions

1. *Can I disable the pushing mechanic?*
    - Yes, set the `Enable Push` boolean to `false` in the Pusher script.
  2. *How do I change the field of view of the camera?*
    - Adjust the FOV settings in the prefab's Camera component.
-

## 6. Troubleshooting

- **Issue:** The player falls through the floor.
    - *Solution:* Ensure a Collider component is attached to the ground plane.
  - **Issue:** The camera view is too sensitive.
    - *Solution:* Lower the Mouse Look Sensitivity values.
- 

## 7. Credits

- **Developed by:**  
ConAirGames
  - **Special Thanks To:**  
Lisa, the AI behind the scenes. 
- 

## 8. Contact Information

- **Support Email:** [conairgames@currently.com](mailto:conairgames@currently.com)