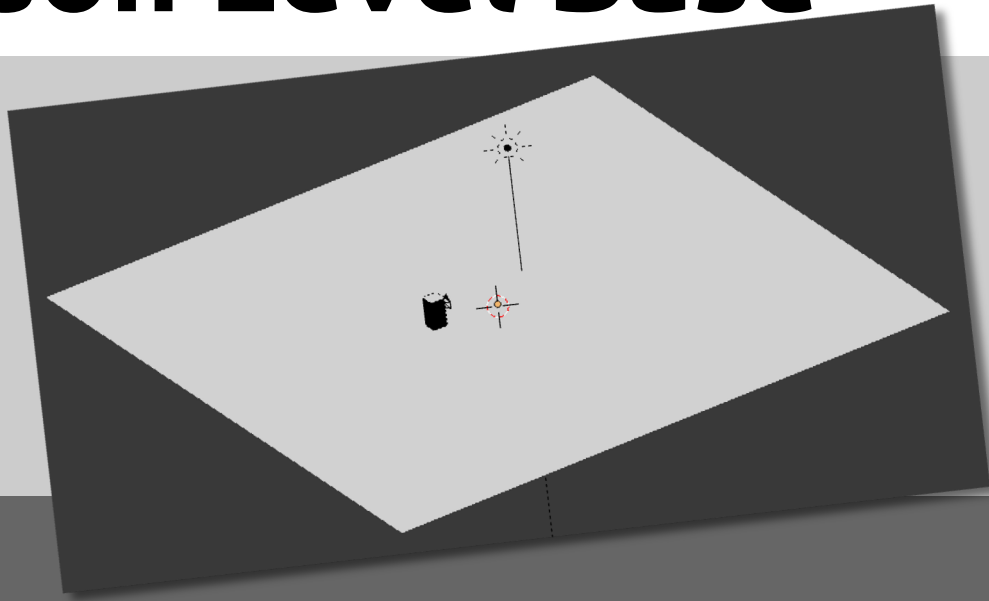Blender
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1st Person Level Base

Open the **level_base.blend** file. This file has all of the necssary programming in it to make it work for a first person game.

When you play the level, you can use your mouse to look around, SPACE to jump, and WASD to move.

Press numpad 0 (zero) to switch to camera view,then P to play.

Step 1:

Add a material to the ground.

Step 2:

Add a property to the player called "player", set it to Boolean.

Step 3:

Decorate your level with assets and enemies.