PlayerInteractorObjects.cs

# Overview

Player Interactor Objects script is attached to the Player prefab and controls interactions with any objects in front of the player. It shoots raycasts into nearby objects and will highlight them if they contain the Outline script.

TODO: Discuss redundancy with Player Interactor Resource script which uses mostly same code.

# Setup

1. Add the script to your Player object (is currently already added in player prefab).

# Methods

## Start():

* Initializes the interactor controller object along with saving the script name to a variable.

## Update():

* Similar to its counterpart (Player Interactor Resources), the Update function shoots raycasts forward until it hits an object within the scene
  + If raycast does not hit anything, nothing will happen
  + If raycast does hit an object, it will check if it contains an Outline script and if it is enabled.
    - If it does contain an enabled Outline script, it will highlight it.