* Create “Player” Parent
* Set Layer to “Player”
* Set Tag to “Player”
* Add Character Controller & Character Movement State Machine
* Make A Child “Player Sub-Parent”
* Make A Child “Ledge Detection” and Add Stating and Ending Points of Ledge Detection to it.
* In “Player Sub-Parent”
* Add Character Prefab
* Add An Empty Object to act as centre point of enemy Detection.
* In Character Prefab
* Add Animator
* Add any form of fighting State Machines
* Add Foot IK Solver
* Add any form of Hierarchy for weapons.