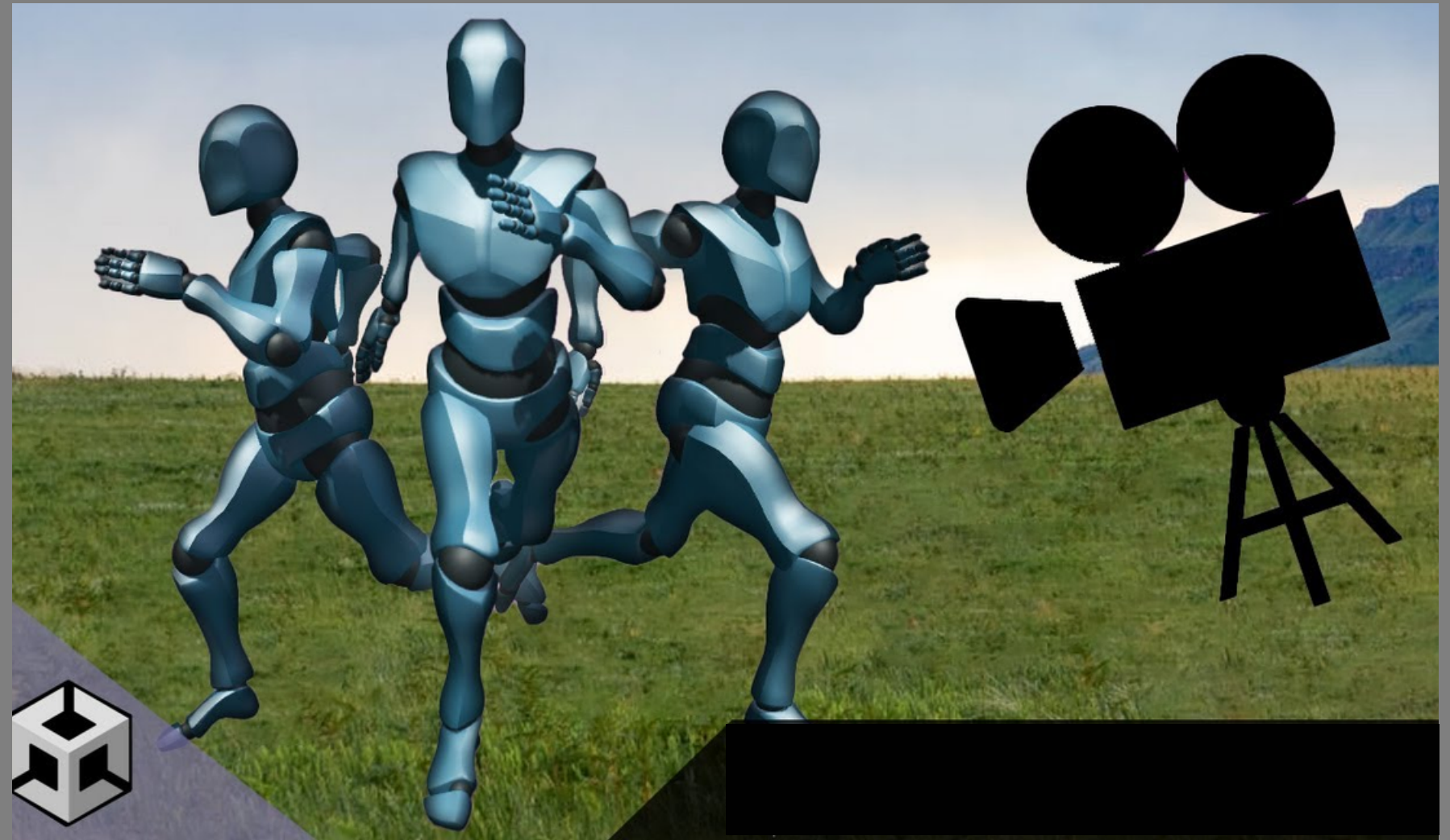# 3rd Person Movement

Character Controller Prototype

Head

Body

Ground
Check