Character Controller hit detection – Wall Jump and Bounce

<https://www.youtube.com/watch?v=EOSjfRuh7x4>

For detecting ground and other surfaces. Finds the Normal vector of what the Character Controller collides with.

Rigidbody FPS Walker – Velocity Movement that follows rotation

<http://wiki.unity3d.com/index.php/RigidbodyFPSWalker>

Utilizes outdated code.

Rigidbody VS Character Controller

<https://www.youtube.com/watch?time_continue=57&v=AEPI5rmg3XY>

<https://forum.unity.com/threads/character-move-on-slope-problem.311112/>

Quick little explanation I used to start WallRun implementation

<https://www.unityninja.net/t1354-help-titanfall-like-wallrunning-script>

OnTriggerEnter (Use for detect collision but still passing through the object)

<https://answers.unity.com/questions/944611/how-do-i-pass-through-certain-colliders-but-detect.html>

Physics.Raycast

<https://docs.unity3d.com/ScriptReference/Physics.Raycast.html>

<https://gamedev.stackexchange.com/questions/71585/how-do-i-make-a-character-capable-of-walking-on-walls>

Moving Along the Wall

<http://www.footnotesforthefuture.com/words/wall-running-1/>

Scaling and Positioning UI Elements on a Canvas

<https://docs.unity3d.com/Manual/HOWTO-UIMultiResolution.html>

Implementing a Crouch

<https://forum.unity.com/threads/how-do-i-crouch.223889/>

Implementing 3D Text that doesn’t overlay over all other 3D objects in the scene

<https://www.youtube.com/watch?v=ycGOQvVBv-E>

<http://wiki.unity3d.com/index.php?title=3DText>