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Utilizes outdated code.