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Utilizes outdated code.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>