

Method for getting the direction it's moving

<https://docs.unity3d.com/ScriptReference/Rigidbody.html>

Method for adding force to the ball

<https://docs.unity3d.com/ScriptReference/Rigidbody.AddForce.html>

Methods for drawing the debugs

<https://docs.unity3d.com/ScriptReference/Debug.html>

Arrow Pointing direction

<https://docs.unity3d.com/ScriptReference/Debug.DrawLine.html>

Drawing collision

<https://docs.unity3d.com/Manual/class-LineRenderer.html>

Line Renderer Tutorial

<https://www.youtube.com/watch?v=nzgJ3JkClx4>