Learning journal

I always used the rigidbody to make controllers before this, so I had to learn how to get the same effect using the character controller instead.

Character controller instead of rigid body - <https://docs.unity3d.com/Manual/class-CharacterController.html>

In my 3D level design project, I learned how to use Lists to store personally named data and to check if it is required/acquired to use certain things in the game.

Lists / arrays - <https://learn.unity.com/tutorial/lists-and-dictionaries#5c89434eedbc2a0d28f48a70>