18/10/2023	In class we learnt a basic character controller where we can move across the x axis and creating a float speed variable The variable speed was included in the player's transformation, allowing the speed to be adjusted.	https://youtu.be/K1xZ-rycYY8?si=RDRD3OvtapEJDX-
13/12/2023	I wanted to start with 2D. But i wanted a smooth camera i started off mimicking the camera but i started adjusting numbers and adding float variables to see what i can change and effect Today i learn Vector2 means that it is an object only moving in 2 directions x and y And if it were Vector3 it would be xyz axis	
	I wanted to learn to create a jump in 3d I took what i knew from the creating movement in the x axis and applied it to the y axis This did achieve a jump however the jump is infinite so the player can continuously use jump.	How To Triple Jump In Unity
	After a while i started to understand how to reference a variable and how it effects itself as well as with a box collider	

Link to tutorial :
https://docs.google.com/document/d/1ZYw_75RiS89NRZkBWD1fpr2SiCBU_ixwO46FmT6C_Wo/edit?usp=sharing

Link to project file:
https://drive.google.com/drive/folders/1Ju_92B91oFJdGVu0qMVubNE7vs53boOa?usp=sharing