Brief 1

**FPSUpdater**

This script is the script that is used to display the fps as well as measure it via the update method. It does this by running a procedure that uses the reciprocal of 1 and the time it takes for unity to render the last frame. It then uses some math to set up the overlay and uses Mathf.Round to round it up to a whole number and the update timer is then set back to 0.4.