Sensors Manager: Carries references to both managers and UI elements that return information to the user, has no public methods at the moment

Manual control: Has no public methods at the moment, handles user input and has a field that can be aaccessed in editor for the accelleration (probably velocity actually) of the capsule controller.

Capsule Controller: Used for moving the capsule controller

* public methods
  + zMov(bool isFwd, float acc)
    - moves the capsule (or whatever) forward or backwards
  + xMov(bool isRgt, float acc)
    - moves the capsule (or whatever) left or right

Prioximity Sensor

* Method
  + prioximityPing(string tag, float radius)
    - checks the layer tag and given a distance
    - returns a boolean that determines if it's near enough (determined by radius)

RayCastCompassManager: Has access to the four compass rays (protected), also manages

* Method
  + getDistances(int I)
    - Gets distances from a ray depending on the indexes
      * For the record they map to such
        + 0: north
        + 1: east
        + 2: west
        + 3: south

Raycast manager

* Has one public method
  + getDist()
    - gets the distance of a ray
    - However because each raycast is protected in the compass manager (mainly so we can use the compass manager to easily track each ray), it's reccomended to use