Lab 3 Player Control					
Create PlayerController and attach to a primitive, include basic movement from user input, constrain the player's movement, organize the hierarchy and export a backup					
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follo Play atta inclu mov inpu play orga hier	wing: Create yerController and ch to a primitive, ude basic yement from user ut, constrain the yer's movement, anize the archy and export	Completed three of the following: Create PlayerController and attach to a primitive, include basic movement from user input, constrain the player's movement, organize the hierarchy and export a backup	Completed two of the following: Create PlayerController and attach to a primitive, include basic movement from user input, constrain the player's movement, organize the hierarchy and export a backup	Completed one of the following: Create PlayerController and attach to a primitive, include basic movement from user input, constrain the player's movement, organize the hierarchy and export a backup	Completed none of the following: Create PlayerController and attach to a primitive, include basic movement from user input, constrain the player's movement, organize the hierarchy and export a backup