Stabby Santa

It's that time of the year again for Santa to don his ex-beret covert ops gear and personally murder everybody on his *Naughty List™*!

Overview
- The player controls a icicle-knife wielding Santa
- Navigate an indoor scene crawling with NPCs.
- Move with WASD/Arrows and stab with M1.
- Stabs will only kill if aimed at the back hitbox of the enemies (think TF2 backstabs)
- NPCs have line of sight, and will be alerted if they spot you

Scripts
Combat.cs Handles stabbing.
SearchForPlayer.cs Line of sight for NPCs. Currently does nothing but detects player within line of sight correctly.
AiMovement.cs NPCs with this component will randomly navigate between waypoints in scene

Tags
WAYPOINT gameObjects tagged will be detected as waypoints for NPCs to move to
BACK for back hitboxes to enable backstabs
VICTIM General tag for NPCs

Layers
Player Reserved for player so stab raycasts do not travel through itself
Victim Reserved for NPCs so Line of Sight raycasts do not travel through themselves