

EXENCIAL LINKS FOR BEGINNER CODE CHARACTERS IN UNITY C#

<https://docs.unity3d.com/2022.2/Documentation/ScriptReference/Object.Destroy.html>

<https://docs.unity3d.com/2022.2/Documentation/ScriptReference/CharacterController.html>

<https://docs.unity3d.com/2022.2/Documentation/Manual/Physics2DReference.html>

<https://docs.unity3d.com/2022.2/Documentation/Manual/class-InputManager.html>

<https://docs.unity3d.com/2022.2/Documentation/ScriptReference/WheelCollider.html>

<https://docs.unity3d.com/2022.2/Documentation/ScriptReference/ArrayUtility.html>

<https://github.com/Rain-122>

RANDOM LINKS THAT CAN HELP ON SPECIFIC THINGS AND MECHANICS

<https://docs.unity3d.com/2022.2/Documentation/ScriptReference/ScreenCapture.CaptureScreenshot.html>

<https://docs.unity3d.com/2022.2/Documentation/ScriptReference/Menulitem-ctor.html>

<https://docs.unity3d.com/2022.2/Documentation/ScriptReference/Random.html>

<https://docs.unity3d.com/2022.2/Documentation/ScriptReference/Menulitem.html>

<https://github.com/Rain-122>