For player controller:

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

Inventory Icons:

<https://assetstore.unity.com/packages/tools/gui/inventory-master-ugui-26310#content>

Fish Mechanics from here:

<https://www.youtube.com/watch?v=Ae7XJ8Ai42I> (Had to convert from JavaScript to C#)

Island Font:

<https://www.dafont.com/gilligans-island.font>