* First person movement focused on rigidbody
* Can look, move, jump, bunnyhop
* Ran into bugs (fixed)
  + Friction too high, stick to walls and surfaces
    - Lowered friction on player to fix
  + Gravity too high
    - Lowered gravity
  + Movement speed cap corrected extra to the x-axis
    - Fixed the vector
* Features i want to change
  + Want to remove movement speed cap in the air, without having ‘moon jumps’
* Features i want to add in order of importance
  + Crosshair for grapple
  + Grapple movement
  + Sprint
  + Slide/crouch
  + Ledge grab/climb
  + Wallrun
  + Hands/viewmodel