Movement.cs:

Uses the built-in Character Controller Move function to move the player character. On Start, the Character Controller is identified and assigned. In Update, the script checks if the Character Controller is on the ground before calculating the movement. This prevents the character from flying if the camera is pointed upwards. Movement is based on the direction of the camera – whichever direction the camera is facing is the forward direction of the character object. Gravity is applied to the object to keep it grounded.