Documentation:

Movement:

In the inspector using the variables present you can customise the speed acceleration and decelleration.

There is also a box you can tick to swap between smooth or snappy movement

Jumping:

In the inspector you can customise the jump height and jumping can add force on x axis y axis or both.

You can also control the amount of jumps the player gets at once aswell.

Dashing:

You can customise the dash force through the inspector and also a value called StartDashTimer which affects the players dash ability also.

There is a box on wether or not this ability is enabled.

Crouching:

In the inspector you can customise the height of the player when crouched so the player can end up any height to suit your enviroment.

There is a box on wether or not this ability is enabled.

Grappling hook:

The player has the ability to grapple bewteen certain objects.

There is a box on wether or not this ability is enabled.

Particles:

There is a jump particle effect that adds a cool effect to the player whenever they jump this through the script, can easily be disbaled using // before the code.