

AudioManager.cs and Sound.cs are responsible for playing the in game audio.

CameraMovement.cs is responsible for the camera movement of the player when they move the mouse.

InterpolatedTransform, InterpolatedTransformFull, InterpolatedTransformUpdater, InterpolationController are from <http://www.kinematicsoup.com/news/2016/8/9/rrypp5tkubynjwxhizd42s3o034o8> in which it interpolates an object to the transform at the latest FixedUpdate from the transform at the previous FixedUpdates. It prevents the objects from appearing 'jittery' when we turn a corner.

CountDown.cs is responsible for the timer in the scene.

LevelScene.cs is the script used to manage the level scene of the level and saving/unlocking the levels using PlayerPrefs.

MainMenu script is just to load the level scene and quit the application.

MovementType.cs, PlayerController.cs, PlayerInput.cs, PlayerMovement.cs, ClimbLedgeMovement.cs, GrabLedgeMovement.cs, LadderMovement.cs, TransformHelper.cs, SlidingMovement.cs, SurfaceSwimmingMovement.cs, UnderwaterSwimmingMovement.cs, VaultMovement.cs, WallrunMovement.cs are adopted from the youtube channel Colanderp <https://www.youtube.com/channel/UCYVyyttdLFyZemFsEyPLCw>

SettingMenu.cs is for displaying the setting UI in the game/ in the main menu.

PauseButton.cs is for pausing the game.

Restart.cs is for restarting the game.

EndScreen.cs and Endscreen.cs are triggers and UI panels responsible for the endscreen (sorry for the bad naming wasn't organised)