**Component Usage**

**Purpose:** This component helps to casts a ray, from point origin to a specified direction against all colliders in the scene.

In order to implement the same, one needs to do the following:

1. Create an instance of the ControllerScript class
2. Call the createRaycast method by specifying the origin and the direction of the ray. Also, pass the reference of the Game Object present on the scene.

**Note:** Raycasts will not detect Colliders for which the Raycast origin is inside the Collider.