FOR TONY.

My Physics Demo shows a demostration of many Joints, Ragdolls, Triggers and Collision Callbacks, as well as a use of raycasts that reacts with the simulation in a meaningful way when hitting ragdolls or softbodies. It also features objects which can be dynamically added ("In the form of the Ragdoll/Soft Body Spawner) as well as removed ("after a timer such as when a ragdoll loses a limb or by shooting a softbody to the floor below the player. It also feature's 3D softbodys in the simulation which the user can interact with.

My Character controller is able to move along static surfaces, as well as being able to move dynamic objects. It can also Jump and fall, as well as strafe and to crouch, the crouch is done by shrinking the model itself, while keeping the scale of the weapons the player is holding, to more accurately show crouching.