Test World  
  
The test world should be an enclosed square box measuring 10 x 10 units (1 unit been 1.5x player height.)  
  
It needs to contain positions ranging from 1 – 5 units of height.

It needs to contain positions ranging from 1 – 5 units of width.

Test platforms are minimal in thickness to allow character to walk under a gap of 1 unit in height

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Checklist:

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| --- | --- | --- |
|  | Width | Height |
| 1 | X | X |
| 2 | X | X |
| 3 | X | X |
| 4 | X | X |
| 5 | X | X |

Base Player Movement Stats (Starting Point)

Speeds: Normal, 0.8u/s. Run, 1.2u/s

Max Level Jump: 3u Vertical, 3u Horizontal normal, 4.5u Horizontal Normal