C-Zer0 (working title) Game Mechanics

*no crouching/no blocking that's for wussies

Movement - constant movement speed

Jump - Double Jump, air control, no set arc, varied height based on how long button held, set jump button
>   **Mid-Air Attack -** pressing attack button in air, mid-range light-power attack, forward facing attacks with 45 degree arc
>   **Slam Attack -** hold down button and press attack button to come crashing down/ground pound

Basic Attack - punch forward, slash hand backward, close range--one button press,
>   **Close Range Attack -** decent damage (first button press); body length away;
>   **Second Attack -** stun or knockback, longer range than first attack (second button press); 1.5
>   body length; 45 degree arc of attack
>   **Third Attack -** noticeable wind-up, slow enough that enemy out of stun, long range, large damage (third button press) [*maybe turn enemy into projectile??*]; 3 body lengths;
>   (timer to reset string after first button press)

Grab/Throw - grab button; grabs one projectile/enemy at a time(projectile canceling) does damage; long range (half-screen covering); roots player into place while in effect; variable grab distance; only grab weakened enemies (does damage, checks enemy HP, then grabs one at the threshold [will be sparking]); set oscillating crosshair arc for throw, always starts in front (quick throw after pressing grab button with projectile grabbed - goes in front);

Power Ups (Upgrades) - come from bosses only; rechargeable bar of Crack for upgrade weapon (powered up through enemy drops; projectile enemies cannot drop pickups/became an item themselves);

Enemy Drops - Scrap (money); medkits; Crack (Energy) for upgrade weapon

Death - checkpoint system in long levels; short levels start from beginning at death;
>   **Checkpoints -** can destroy for more Scrap and health kits; restores only health to full; does not restore Crack (Crack level remains same until level restarted)