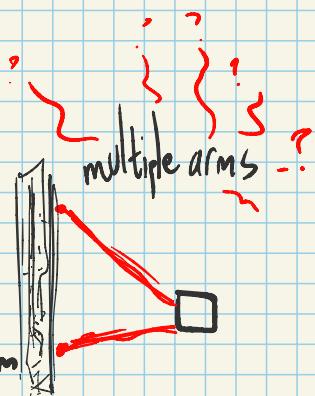


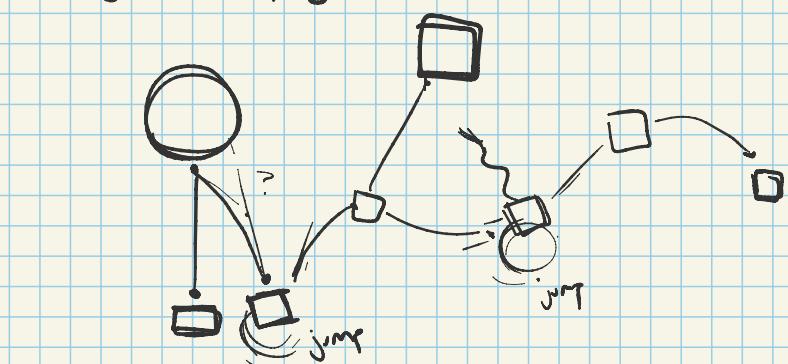
grapple jumping?



e/f + 1 arm

each arm gives speed boost
adds to final jump force

q/g: unlink all arms and dash →



~~O~~ Disconnect dash in direction of movement

Q = < Q = <

arm anatomy

Collision radius
for walls, players, & other tentacles

extends 10x the length
of the user
attaches to walls, highly
strong & durable

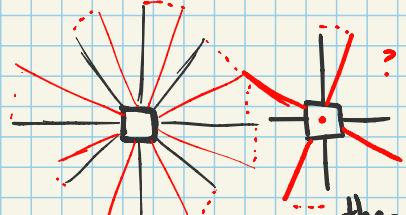
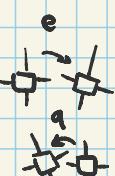
two arms collide at tips,
they bounce off.

eliminate with direct hit

arm collides \square
in middle of arm,
it splits.
 $r=2$ $r=6$

when split, keep arm;
lose length = to
split point.

q/e to rotate?



then get precision
aiming with 6 buttons:
w, a, s, d, q, e
move rotate

more push off force
closer to wall

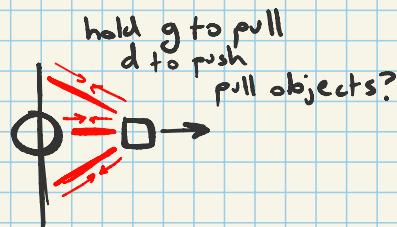
less when further



hold g to pull you
towards arms
press g to launch off

final force
aggregate
of all arms

UI



"health bars": for your arms, show their length & how many you have

lives

DEATH MATCH

Most kills

LAST MAN STANDING

INFECTION

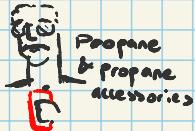
SURVIVAL

ODDBALL

CTF

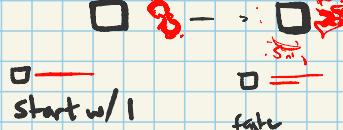
JUGGERNAUT

KOTH

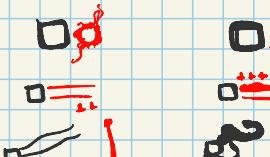


targeted aiming?

gain arms speed



increase length increase strength



Strong arms are faster + more push/pull force

OPTIONS

MULTIPLAYER

SINGLEPLAYER

Physical space menu?