# Documentation

## InputManager

InputManager stores data about input buttons. Data about a single button is stored in a struct of type InputManager.Button. It contains three variables:

* IsPressed – is the button pressed now
* IsDown – is the button pressed down this frame
* IsUp – is the button lifted up this frame

## Player

This script is attached to the player and controls its behavior, such as movement and interactions.

### Serialized fields

inputManager – reference to the InputManager

speed – player movement speed

### Public fields

Direction – current facing direction of the character. Read only