Core Code

Base

* Health
* Attack Damage
* Attack Speed
* Level
* Gender
* Defense
* Current Weapon

Player

* Experience
* Health Regan Speed
* Active Attack
* Weapons
* Current Stance
* Combo Meter
* Combo

Enemy

* Current AI State
* AI State
* Type

Weapon

* Attack Damage
* Attack Speed
* Type
* Range
* Damage fall off / Hit
* Number Hits
* Enemy Hit

Controls

* Swipe Left – Turn + Attack Left
* Swipe Right – Turn + Attack Right
* Swipe Down – Duck
* Swipe – Jump
* On Click Down – Grey out / Selection Sound / Selection Current Click Button
* On Click Up – Light-Up / Active Sound / Activate Selected Button
* Current Click Button