

	KnightMovement							
	Start							
	_gun							
	_fpsCamera							
	_controller							
	_ray							
	_rotationSpeed							
	_xRotation							
	_mouse							
	Update							
	_mouse							
	TurnPlayer	Call TurnPlayer	TurnPlayer					
			InputX					
			InputY					
			_mouse					
			_xRotation	x^				
			_yRotation	y^				
			_yRotation					
			_controller					
	Movement	Call Movement	Movement					
			_groundedPlayer					
			if _groundedPlayer & _velocity.y < 0					
					_velocity.y = 0			
			Vector3 move	WASD				
			if move != Vector3 & no key input left shift					
				Walk	Call Walk	Walk		
						_moveSpeed	_walkSpeed	
			else if move != Vector3 & key input left shift					

				Run	Call Run	Run		
						_moveSpeed	_runSpeed	
			if Input "Jump" & _groundPlayer					
				Jump	Call Jump	Jump		
						_velocity.y	Sqrt(-_jumpHeight * Gravity)	
			_controller.Move (move * deltaTime * _moveSpeed)					