**Platform Basics**

**Player Basics**

* Idle
* Walk
* Run
* Crouch
* Crawl
* Jump
* Double Jump
* Wall Jumping
* Slide down wall
* Ledge Hang
* Basic Attack
* Special Attack
* Running + Basic Attack
* Jump + Basic Attack
* Running + Special Attack
* Jump + Special Attack
* Slide
  + Down hill
  + Run + Crouch
* Rope movement
  + Walk
  + Swing
  + Jump
  + Crawl

**Enemy Basics**

* Idle
* Move side to side
* Follow enemy
* Jump
* Jump + Moving side to side
* Launch Projectile
* Floating

**Boss Fights**

* Standard Attack
* Special Attack
* X hits till dead
* Before and After Dialog

**Gameplay Basics**

* Action Button
  + Basic Attack
  + Open doors
  + Talk to NPC’s
* Rope
* Spring/Bounce Pad
  + Regular Size, Double jump increase
  + Large Size, Triple jump increase
* Power ups
* Object Pickups
* Dialog