**Requirements**

-LightCycle:

The light cycle will serve as the players main tool for transportation and, in some cases, combat. The cycle must be accessible while the player is on foot via a baton in the players inventory. Once activated, the lightcycle will thrust the player forward at a flat initial speed, bypassing any initial acceleration. From here, the player can choose to increase or decrease the acceleration of the light cycle. If the deceleration reaches a certain threshold, the player will automatically transition back to on-foot. The lightcycle can steer at smooth degrees or at 90 degree angles on a whim. If a surface is smooth, the light cycle can safely transition onto it. If it is too obstacle like, the light cycle will instantly destroy. The light cycles wall of light can be toggled on or off and any light cycle that hits the wall will be destroyed (including the players).

-Player:

This is the player character. The player will have a basic inventory, the most notable items being the light cycle baton and his/her personal Data Disk(s). The player can freely move around the game area via walking, running, or jumping. The player can only use the data disk while on foot. The player has a base health that can be reduced from being hit by an enemy weapon or by direct hit from a light cycle (Interacting with a light wall while on foot will not damage you.)

Inventory

Here the player will store all of their collectables as well as their lightcycle and weapon.

DataDisk

Will serve as the weapon class. The data disk will store the weapons attributes, such as base damage and throw distance.