Main Character Doc

Movements: W Key - Make the character turn/run/crawl forwards from the camera's perspective

moveUp()

A key – Make the character turn/run/crawl left from the camera's perspective

moveLeft()

S Key - Make the character turn/run/crawl backwards from the camera's perspective

moveDown()

D Key – Make the character turn/run/crawl right from the camera's perspective

moveRight()

Q Key – Check what is in your inventory (Will only display in console)

C Key – Change view between third person view and overhead view

Camera will follow character at a set distance. The camera is position above and behind the character, angled down towards the character

Character will run at constant speed.

Enum directionFacing up, left, down, right – When a direction key is pressed, the method will check which direction the character is facing. If the character is not facing the same direction which they will be moving, the character will turn to face that direction

Enum stance standing, prone -