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()

SHIFT - Press to switch between standing and prone

changeStance()

E Key - Interact with objects (Doors etc.)

action()

Number Keys - Choose grenade (Stun or chaff)

SPACE - Hold to arm grenade, release to throw grenade

throwGrenade()

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 -