

Player:

- Faces:
 - Right and left only
 - No diagonal.
- Movement in 4 directions:
 - Up: Button ▲
 - Down: Button ▼
 - Right: Button ►
 - Left: Button ◄
- Constant Run speed
- Attack:
 - Button: C
 - Successive clicks -> different player animations
 - Jab right
 - Jab left
 - Right upper cut
 - Left down hook
 - Combo: X + C
 - Super Combo: X + C (prolonged click: Combo timer in upper left side)
- Jump:
 - Button: X
- Cannot move out of Camera restriction
- Has 2 Lives
- If death ½ life: instant respawn

Enemies:

- Spawn after a small delay:
 - On the sides
 - Outside camera bounds
- Random starting direction
- Follow player after first stop
- If Hit:
 - They run
 - Lose life points
 - In low health: drop items
 - KO: drop items

Camera Movements:

- Moves slightly to the side if player moves there:
 - Creates left and right boundaries
 - No up and down movements
- Orthographic

Environment:

- Pickables cans:
 - Button: C
 - As weapon
 - As life replenishment:
 - Player must the vending machine to get drinks
- Destructible décor:
 - Lamp posts
 - Street barrier

UI

- Up screen:
 - left:
 - Health bar
 - Combo bar
 - Player head image
 - Middle
 - Score
- Down screen:
 - Left:
 - Pause /Play session button
 - Right
 - Mute/Play music button