***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