KEYS FOR BLOOD OF THRONE MECHANICS (GAMEPLAY)

**These are the default keys we set for the user. However we can have an option in settings to customize controls.**

*Interact* - E

*Movement* – Directional keys or WASD

*Paced Roll* – Shift+ Crouch + Double tap Directional Key

*Stealth Roll* - Crouch + Double tap Directional Key

*Slide* – S [Run Slide]

*Crouch* – C

*Jump* – Space

*Run* – Shift + directional Key

*Attack* – **Z** (punch [**Ctrl+Z** for powered up punch])/ **X** (Kick [**Ctrl+X** for powered up Kick])/ **Q** (use weapon [holding Ctrl+Q will display a scroll while to choose weapon])

*Block* - F

*Parry* – double tap F

*Inventory* – M

Summon creature – Shift + Parry

**EXECUTING MECHANICS**

***Roll/Dodge***:

Pressing a combination of directional keys with the Crouch key to trigger a roll or dodge animation, allowing our character to evade enemy attacks or stealthily infiltrate enemy territories or escape enemy territories.

***Attack & Charge Attack:***

There are 3 ways to launch an attack in Blood OF Throne. They are:

***Punch (Z), Kick (X), and Weapon (Q)***

*Combos*-> **[Jump+kick] [Slide+kick] [jump+punch=uppercut]**

Holding down a specific key while simultaneously pressing an attack key could charge up a powerful attack animation that deals extra damage to enemies.

***Counter Attack:***

Timing a specific key press just before an enemy's attack lands could trigger a counter-attack animation, where the character deflects or parries the incoming attack.

*To parry use*-> **[F]**

***Aerial Maneuvers:***

Combining jump and directional keys with an action key could execute aerial maneuvers such as flips, spins, or aerial attacks.

Combos-> **[Space] + [Directional keys]**

***Transformation (optional):***

Using a combination of keys, such as "Shift" + a number key, could trigger a transformation animation where the character changes form or gains temporary abilities.

***Stealth Moves:***

Holding down a **[Shift] + [C]** key to toggle crouch or just **[C]** to continuously crouch while moving. This puts our character into a stealth mode, triggering animations such as crouching, sneaking, or hiding behind cover.

***Summoning or Calling (optional):***

Pressing a sequence of keys could summon or call forth allies, creatures, or special abilities, triggering unique summoning animations.

Key-> **[Ctrl + Z] or [Ctrl + X]**

We can work around this to find the best key combinations for summoning.

***Power-Up Activation:***

Pressing a specific key combination could activate temporary power-ups or buffs, triggering visual effects and empowering the character with enhanced abilities.

***Environment Interaction:***

Combining movement keys with interaction keys could trigger environmental interaction animations, such as pushing objects, pulling levers, or climbing obstacles.

For pushing object -> [Slide] + [Directional key]

For climbing-> [Space] + [Directional Key] when close to a ledge or wall