Platformer project

Camera 2D

**Player stats**

* Nb Dashes
* Hook uses
* Strength (for throwing)
* Stamina for climbing
  + Reset when not climbing

**Player ability**

**Dashe**

* If no input by default is used as double jump
* Same button as jump
* Start with max of 1
* Count Reset on touch ground
* Permanent bonus not to many max of 3
* Possible to have temporary bonus max of 2
* Some object regain one

**Climb**

* Assigned to button
* Not on ceiling
* Take stamina holding that state
* Reset when leaving state
* Only allowed to jump in opposite directions of wall
* Can’t use hook

**Grapling hook**

* Can’t be use when climbing
* Reset when touching GROUND not climbing
* Holding the button will not use stamina
* Attached to grabbed object
* Goes directly onto grabbed wall/Object

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**Throw (grappling)**

* Used to throw at great distances object (sling rock to ice)
* Does not uses resources

**Lift/Throw/Drop/Push**

* Zelda ruleset

**Rule to implement after ability**

* limited airborne movement

**Environment Rule**

**Throwable object (Boxes)**

* Object that can be moved around physics, character grab or throw

**Bonus**

1. Permanent
   * Never respawn so must implement save system
   * Reward of section
   * Some cannot be increased beyond a certain point
2. Temporary
   * Used in puzzle
3. Regain
   * Used to regain a max of 1 in either nbDashes Hook uses, stamina