Runner: runner runs

**Tag**: with left click you point your finger forward and lovely to touch a runner. To tag hi

**If tagged:** you are frozen for 10 secs so that the other player can run away

**Runner:** RUNS

**Movement:**

**Climbing:** if you jump against a wall you grab a ledge

**Jump:** space bar to jump

**Sprinting:** faster movement with limited stamina.

**Sprint jump:** sprint + jump = longer jump

Maybe add these things:

Powerups.