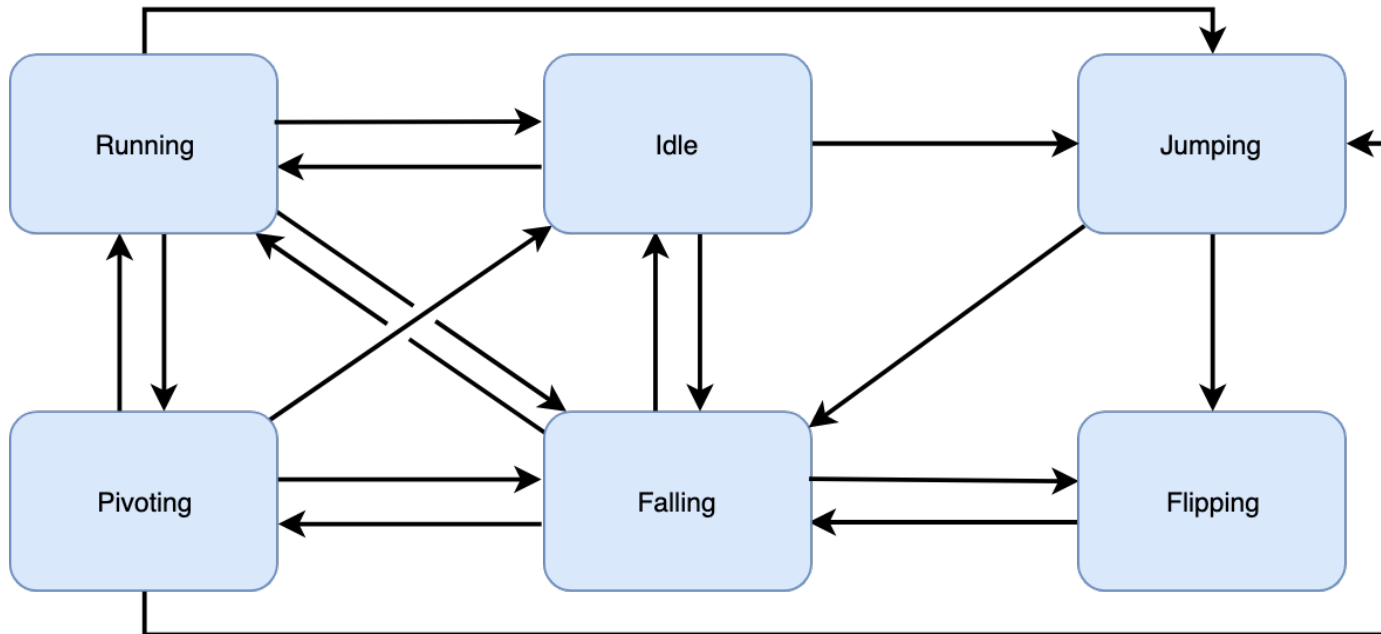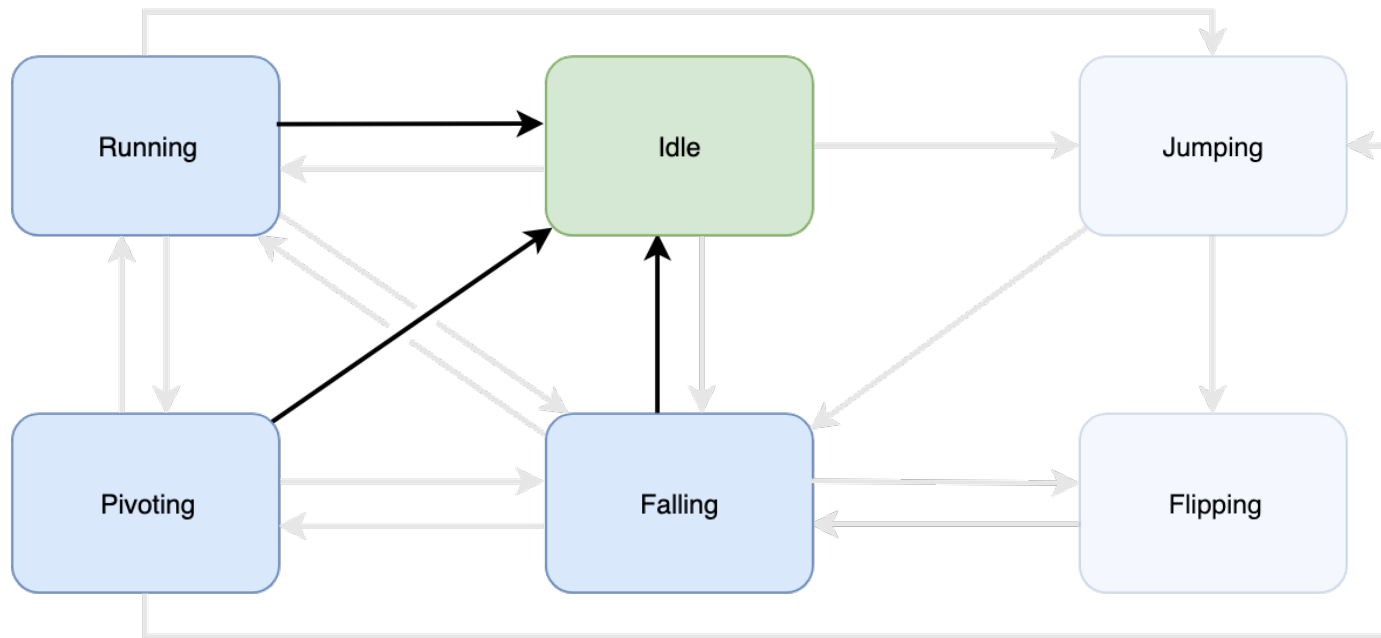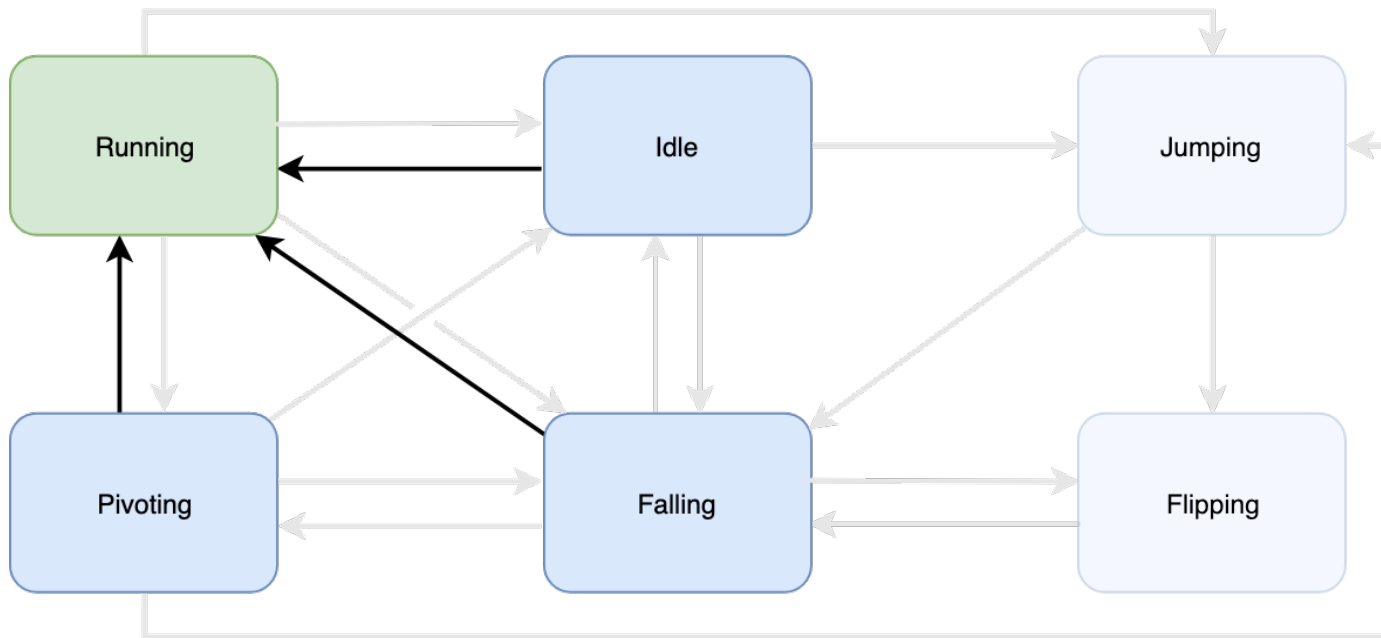# Flow Between States

Idle Transition

Logic to trigger transition:

- On the ground
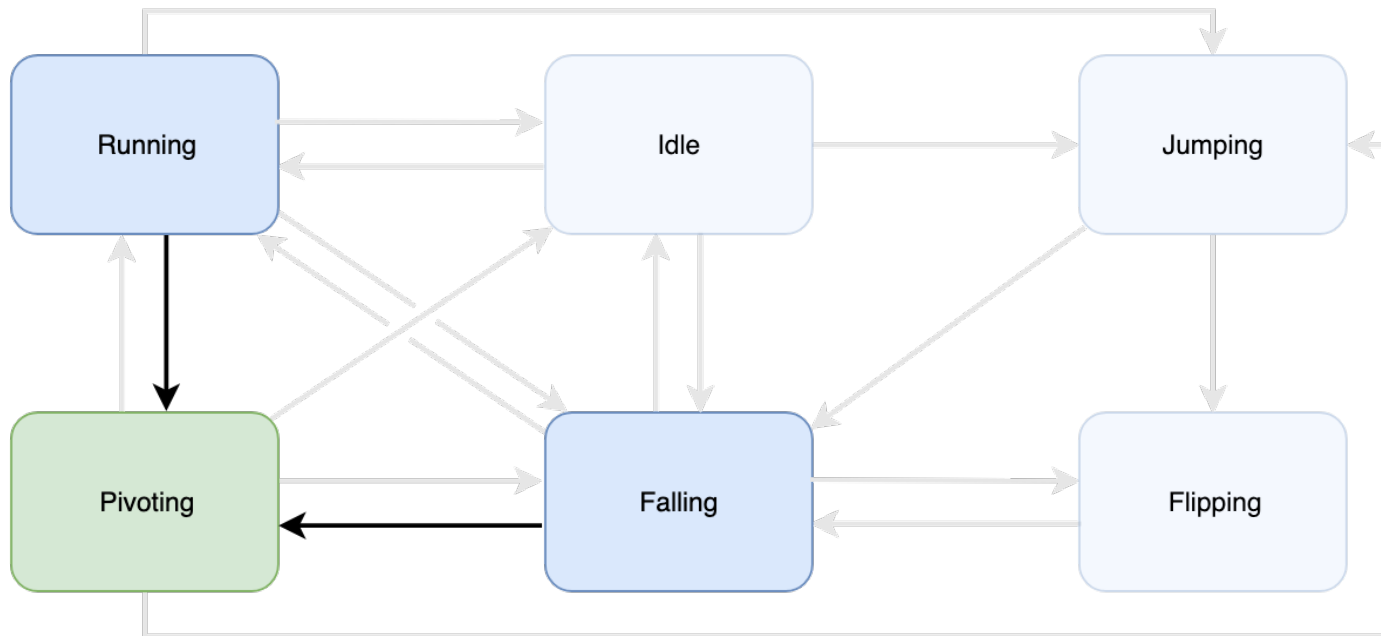- Not moving horizontally

Run Transition

Logic to trigger transition:

- On the ground
- Moving horizontally
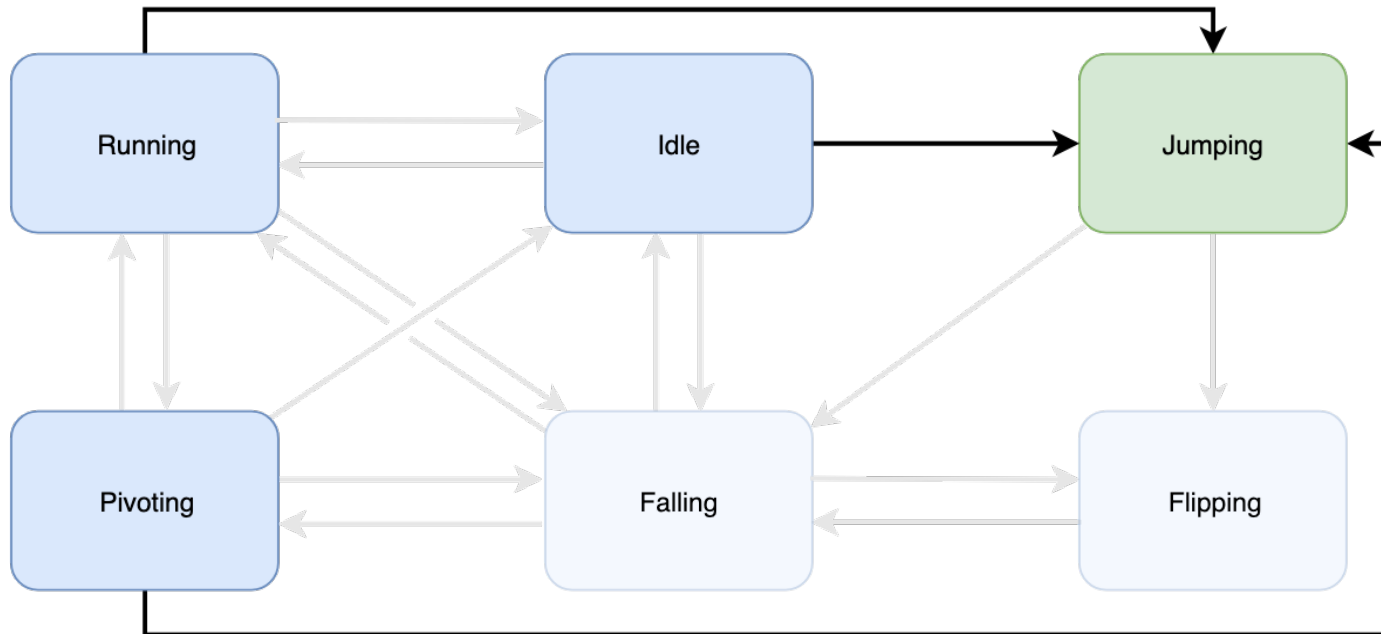- Facing direction matches movement direction

Pivot Transition

Logic to trigger transition:

- On the ground
- Moving horizontally
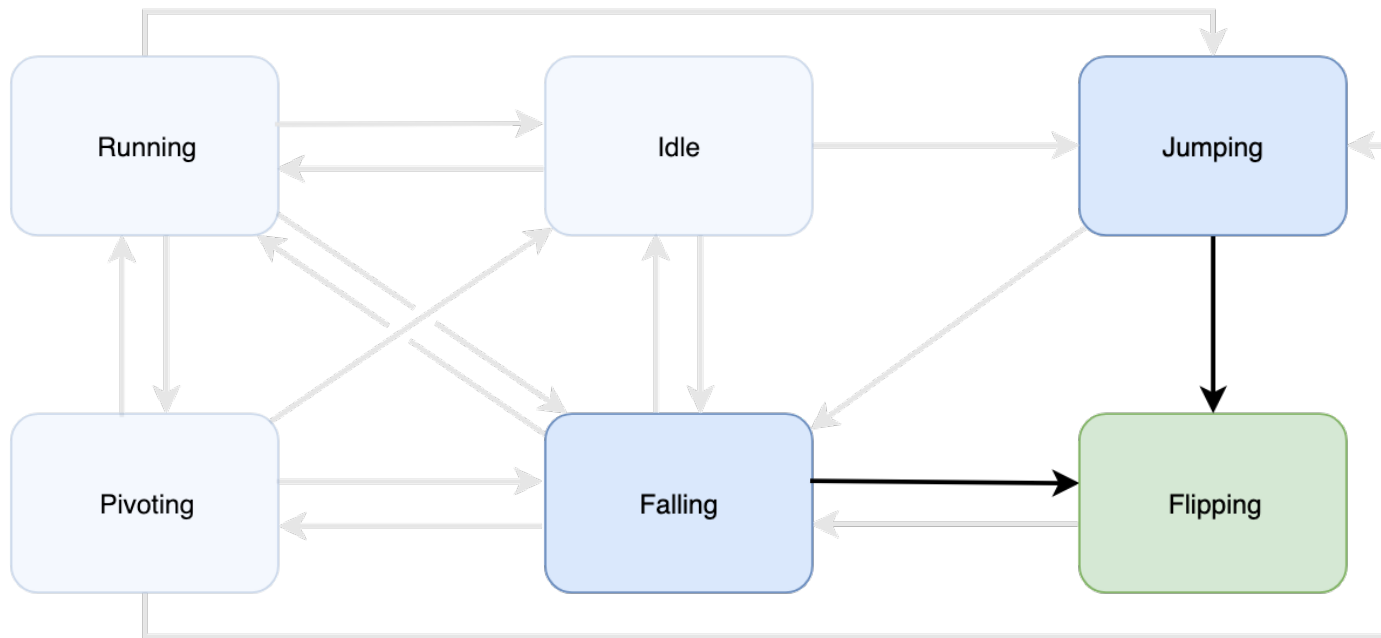- Facing direction does not match direction of movement

Jump Transition

Logic to trigger transition:
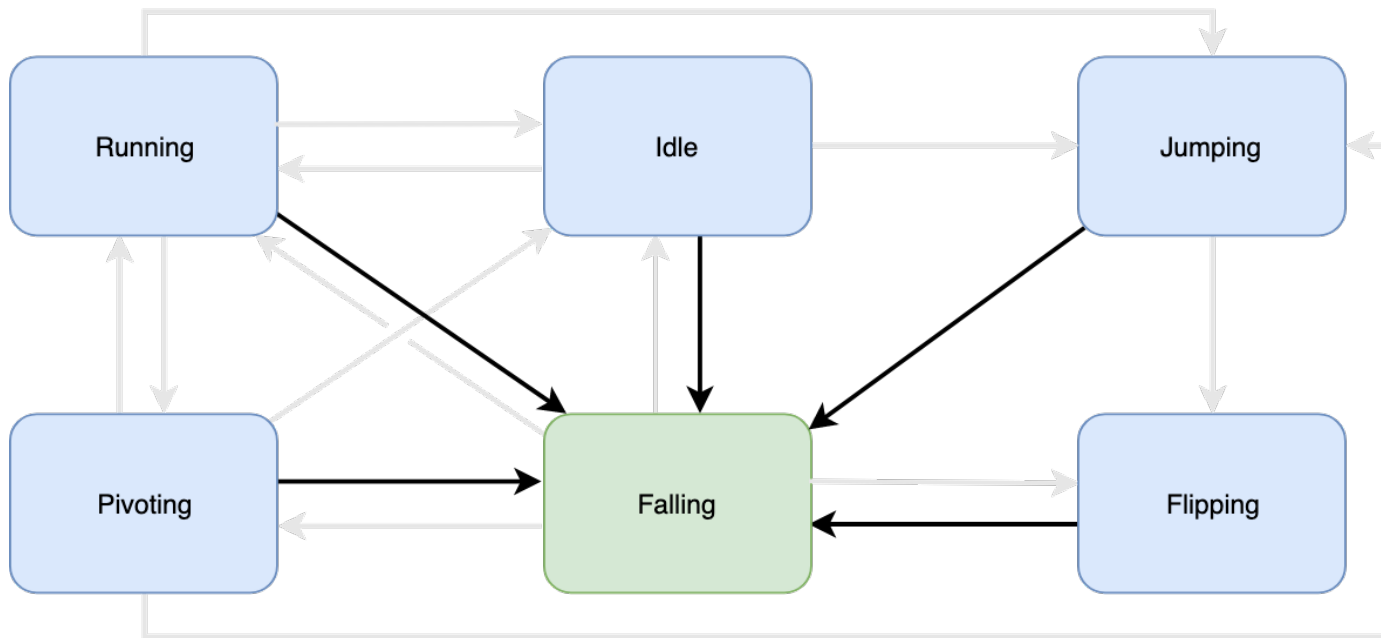
- Vertically moving upward

Flip Transition

Logic to trigger transition:

- Movement state is Flipping
- Vertically moving upward

Fall Transition

Logic to trigger transition:

- Vertically moving downward