LEFT, RIGHT, UP, DOWN, WEAK, STRONG, SHIELD

States (only one state from each category may be enabled at once)

* Movement
  + Idle
  + Run
  + Airborne
  + Crouch
* Attack
  + Windup
  + Strike
  + Backswing
  + Block
  + Dash
* Effect
  + Stun
  + Hitstun
  + Silence
  + Downed

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| State | Key 1 | Key 2 | Key 3 | Action | New State |
| Idle | LEFT |  |  | Move left | Run |
| Idle | RIGHT |  |  | Move right | Run |
| Idle | UP |  |  | Jump up | Airborne |
| Idle | DOWN |  |  | Crouch down | Crouch |
| Idle | WEAK |  |  | Weak attack | Windup -> Strike -> Backswing -> Idle |
| Idle | STRONG |  |  | Strong attack | Windup -> Strike -> Backswing -> Idle |
| Idle | SHIELD |  |  | Raise shield | Idle + Block |
| Idle | LEFT | LEFT |  | Dash left | Dash -> Idle |
| Idle | RIGHT | RIGHT |  | Dash right | Dash -> Idle |
|  |  |  |  |  |  |
| Run | LEFT |  |  | Continue move left | Run |
| Run | RIGHT |  |  | Continue move right | Run |
| Run | UP |  |  | Jump up in direction | Airborne |
| Run | DOWN |  |  | Crouch down | Crouch |
| Run | WEAK |  |  | Dash weak attack | Windup -> Strike -> Backswing -> Run |
| Run | STRONG |  |  | Dash strong attack | Windup -> Strike -> Backswing -> Run |
| Run | SHIELD |  |  | Raise shield | Run + Block |
| Run | LEFT | LEFT |  | Dash left | Dash -> Idle |
| Run | RIGHT | RIGHT |  | Dash right | Dash -> Idle |
|  |  |  |  |  |  |
| Airborne | LEFT |  |  | Move left slightly faster | Airborne |
| Airborne | RIGHT |  |  | Move right slightly faster | Airborne |
| Airborne | UP |  |  | Nothing | Airborne |
| Airborne | DOWN |  |  | Fall down faster | Airborne |
| Airborne | WEAK |  |  | Weak attack | Windup -> Strike -> Backswing -> Idle |
| Airborne | STRONG |  |  | Strong attack | Windup -> Strike -> Backswing -> Idle |
| Airborne | SHIELD |  |  | Raise shield | Airborne + Block |
| Airborne | LEFT | LEFT |  | Dash left | Dash -> Airborne |
| Airborne | RIGHT | RIGHT |  | Dash right | Dash -> Airborne |
|  |  |  |  |  |  |
| Crouch | LEFT |  |  | Nothing | Crouch |
| Crouch | RIGHT |  |  | Nothing | Crouch |
| Crouch | UP |  |  | Jump Up | Airborne |
| Crouch | DOWN |  |  | Nothing | Crouch |
| Crouch | WEAK |  |  | Down weak attack | Windup -> Strike -> Backswing -> Crouch |
| Crouch | STRONG |  |  | Down strong attack | Windup -> Strike -> Backswing -> Crouch |
| Crouch | SHIELD |  |  | Nothing | Crouch |
| Crouch Crouch | LEFT | LEFT |  | Nothing | Crouch |
| Crouch | RIGHT | RIGHT |  | Nothing | Crouch |