Software Requirements document

**Movement**

* **Stick to walls, jump in player forward direction.**
* **Crouch and crawl**
* **Jumping on the ground**
* **Grappling**
* Swing

**Combat**

* **Start off with a dummy target.**
* **Then BOT**
* **Then multiplayer**
* **add gun control switching**
* **add character damadge and lives**
* **Melee**
* Landing on top from the air
* Face to face
* Run into

**Grabbles**

**walls**

**Multiplayer**

* **Split screen**
* **Online**

**Audio**

* **music**
* **sound effects**

**Metrics**

**Ui**

**Aesthetics / post processing**

* Time slows down have red and blue separation and a slight blue hue

**Red v blue**

**One v one**

**Each player parkour**

**One shot per person per turn**

**shot deflections. – shield only lasts so long**

**curve balls**

**AR hud – health and powers and shoot turn indication.**

**Endless**