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**
* **Target lock on when on target**
* **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**