Detailed Mechanics:

-Movement-

**MUST**

- Movement with keyboard WASD and left joystick on gamepad

- “Up” (W on keyboard and LeftJoystick-up) is **always** the direction the camera is looking

-*Movement States*-

- Walking = default

- Running = (hold down: keyboard: LShift, Gamepad: X) moves 2x default speed

- Crouch = (toggle: keyboard: C, Gamepad: LBumper) **Only while not moving**

- Sneak = (toggle: keyboard: C, Gamepad: LBumper) moves 0.5x default speed

**This button is a toggle (C and LBumper)**

- Slide = Running + Crouch (while still in motion)

- Jump = (hold down: keyboard: Space, Gamepad: A) will have to test for amount

of jump **No double jump**

- Grab = (hold down: keyboard: LCtrl, Gamepad: RTrigger) when moving objects

- Pull = (hold down: keyboard: LCtrl, Gamepad: RTrigger) when pulling objects

- Climb = (hold down: keyboard: LCtrl, Gamepad: RTrigger) when standing

against or jumping against a climbable wall

-Room Flip  
 **MUST**

- Flip Room 180 degrees = (keyboard: Q, Gamepad: B) flips **the room with the player**

180 degrees on the x-axis. Once flipped the player is un-

parented form that floor (now the ceiling) and falls back to

the ground

- Flip Room 90 degrees = (keyboard: Q, Gamepad: B) when the player walks up to a   
 “flippable” wall and press the button, the room flips 90

degrees on the x-axis making that wall the new floor

-Interaction-

**MUST**

- Interaction = (keyboard: E, Gamepad: A) when in range of an “interactible” (NPC, sign)

start dialogue **While in range of intractable, jump is disabled**

-Main camera-

**MUST**

- Side view with slight tilt pointing down that follows the player tightly

- Adjustable offset on trigger and smooth movement to that new transform

**No buttons control the camera**