Detailed Mechanics: Iteration 2

-Movement-

Movement with left joystick

Walking = left joystick

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

Crouch = Gamepad X (Only while not moving)

Sneak = Gamepad X (movement is slowed down)

Slide = Running + Crouch

Jump = Gamepad A

Double Jump = Gamepad A + A (second jump can be timed)

Grab = RTrigger + movement to carry objects

Pull = RTrigger + movement to move objects

Climb = RTrigger + movement up

-Room Flip-

Flip Room 180-90 Degrees = Gamepad B + standing on defined pad/trigger

-Interaction-

Interaction = Gambead B + Trigger

-Main Camera-

Side Scroller Camera

-Inventory-

Crafting

Combining of different items to create new ones

Can be used to trigger events

-Blocks-

Floating blocks

Moving blocks

-moving platform-

Can move from a to b

-enemy controller-

Can follow player

Can kill player

Can listen/see

Can walk however player want