Character movement:

* Walk forward/ backward
* Turn
* Run
* Crouching
* Jumping (forward/ backward)
* Waving

Mining machine movement

-Move forward / backward

-Turn

-Head turning

-Nose arm move

-Turn wheel

Camera

Character

First person / third person

Mining machine

Both side from eyes

Overhead camera

Particle

Footsteps on map

Sparks

Place to enter the machine

Fog / dust