Attack

What is the reason for using each attack?

Right punch Quick attack

Doesn’t do a lot of damage

Left punch Longer hit react

Cost a bit more stamina and doesn’t do a lot of damage

Right kick Wide attack (easy to hit)

Does quite some damage, long wind up (works better as a follow up)

Left kick Cover distance

Does quite some damage, long wind down (works better as a follow up)

Charged Right punch Fly enemy further from the player – can chase

Charged Left punch Stun enemy for x seconds – can continue combo

Charged Right kick Launch enemy in the air – can follow up attacks in the air

Charged Left kick Drop enemy to floor – very long hit react