

PlayerMovement State

Walk Forward
/do Activity Player moves forward in the direction the camera is pointing

Depress W Key or Hit Obstacle

Press W Key

Enter Level

Enter Elevator

Exit Level

Press D Key

Walk Left

Press A Key

Stationary

Walk Right

Depress D Key or Hit Obstacle

Depress A Key or Hit Obstacle

Press S Key

Depress S Key or Hit Obstacle

Walk Backward

/do Activity Player moves backward in the opposite direction the camera is pointing

/do Activity Player stands without doing anything

/do Activity Player moves right relative to the direction the camera is pointing

/do Activity Player moves left relative to the direction the camera is pointing