**PokeCubes**

## Inputs

Movement control

1. WASD, cardinal direction movement
2. SPACE, throws pokeballs infront of player

Map interaction

1. E to interact
   1. Collect items
      1. Walk up to items

## Remote Procedure Calls

Spawning cubekind

1. Host can spawn in cubekind

Throwing cuboids

1. All members can see if the cuboid is spawned, but only the one who spawned it can see it fly forwards

Hitting cubekind with cuboid

1. Initiate battle scene
2. Battle scene is empty for now
3. Pressing run should return player to main scene

Items

1. Collecting and storing items
2. No item id yet
3. Itemcount also act as projectile count

Dropping items don't work since its collision based pickup, so it picksup the moment you drop it

Other players can see the dropped item, but it immediately disappears

## Other Gameplay Elements

No

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