# Mechanics for M2

Mechanic: **Jump**

Player launches the M2 mechanics' build. The player will see a UI Menu with a start button that will load them into the demo scene. The player will be in a white boxed room alone and see a path to navigate through. Objects will slightly block this path so the player will know to jump. Once the player presses space out of instinct to jump over these objects, a small animation will play while the character is in the air. If they clear the objects, a short landing sound will play and the player will be able to traverse out of this room. At the end of this level section, the player will find themselves in another room with a different kind of obstacle to traverse.

Mechanic: **Horizontal Dash in the air**

After the player jumps over those obstacles using space, they will be met with a gap in the terrain too large to cross with a jump that prompts them to air dash using an “space + E” UI icon at the bottom of the screen. Holding w in the direction they want to move (forward), they will jump and press E and the character will move at a higher speed in that horizontal direction for one second in the air. Once that duration has passed, the player will regain control of the character’s movement direction and their speed will return to normal as they fall to the ground. If the player misses because they miscalculated the direction or distance, they will be placed at the bottom of the gap and have to jump on a series of boxes back to the top of the starting platform to retry. They can retry as many times as they need, though this will not be a purposefully hard gap to dash across.

Mechanic: **Elemental Attack** **+ Mana Recharge**

The player will be met with an ice wall that blocks the path. There will be a fire elemental station with a glowing red signifier that draws the player's eye. Once they enter the radius of the elemental station, they will be able to collect the fire element. If they hold “F”, they will begin receiving fire elemental mana that will manifest as red orbs moving from the station to the player. There will be a mana bar with three fire icons filling up as this occurs. Once the player is full and cannot take any more elements, the orbs will stop moving from the station to the player, there will be a sound that plays and a small animation of the UI where it grows 1.25% bigger and back to its normal size again. The player will now move closer to the ice wall and begin left-clicking to punch it with these new elemental powers. This gets small damage in, but there will be a prompt to right-click to do heavy damage, depleting the mana. The player will use their three mana, each time a fire sound playing, breaking the wall with an accompanying shatter sound. They can now continue on the path.

Mechanic: **Melee Attacks**

After breaking the ice wall they will continue to a bigger, open room. Now face-to-face with a singular grunt enemy (which will be a dummy for M2), the player will now left-click to punch the enemy and right-click to do heavy damage depleting their mana meter. The enemy will be killed with 5 left-click punches, or one right-click heavy attack. The enemy will perform punching attacks on the player, moving to whatever location the player is at. They will have a slight wind-up to make room for animation, even though we will not have animation for the attacks done by M2. The grunt enemies will die with a death sound affect and respawn in this arena when they are killed. The player will respawn in the entrance of this arena if they are killed, but no death animation will play, only a death sound.