**Requirements analysis**

**Skill: Wall run (legs)**

Build up speed to run up walls

Speed decreases over time

When it reaches 0, you fall down again

Use Case

1. Character is able to run
2. As character collides with wall with slopes, if there’s enough speed, character starts wall running
3. The character’s rotation matches the wall’s normal
4. The character is able to run upwards, alongside the wall
   1. Is the character able to run diagonally? No, only vertically
5. As the character runs, the Run Animation is played
6. The character’s speed decreases over time
7. As the speed reaches zero, wall running stops
8. Wall run ending animation is played, bringing the character back to the ground

The character simply stops moving and breaks into their parts which fall to the ground and reassemble themselves.

Is the character able to Jump? No If yes, does jumping just end the wall running sooner?

Does the same happen if the player inputs against wall running? (Running upwards and inputs downwards) When pressing downwards, it counts as the character having zero speed, meaning they fall down

**Skill: Breathing out (torso)**

* Pushes away movable objects nearby by holding the button to charge up. The distance the objects are pushed are influenced by the time the button was held.

Use case

1. The character starts breathing in, triggering the animation
   1. Is the character able to trigger the skill anywhere? Yes Or is it required to be looking (aiming) at an object that can be pushed for the skill to be able to be triggered? No
   2. Is the character able to move during this animation? They can’t move, but they can rotate
2. The character breathes out, pushing away nearby moveable objects
   1. Is it possible to push more than one object at a time? Yes
   2. Does the breath pushes only objects in the line of sight of the player? Yes
   3. Is the wind created in a cone shape? Yes, starts broader and narrows down towards the end
   4. Are the objects pushed straight forward or in the direction of the cone? Let’s test both options and see which one feels more natural
3. Objects that collide with walls bounce off so you can get behind them again
4. The breathing animation ends

**Skill: Hook shot (arm)**

Aim somewhere, then confirm to extend your arm into that direction

If arms hits something solid, you are launched towards this location Yes

Use Case

1. The player aims,
   1. Is there a specific aiming command, or is aiming done using the regular Third Person camera movement? The player has to hold down a button, making the camera move very close to their shoulder and causing a crosshair to appear. The player can then aim freely and release the button once they wants to be launched. The hook shot does have a maximum range.
2. The hook shot is triggered
3. The hook shot travel in a line following the player’s aim

Sub-case 1

1. The hook shot hits something solid
   1. Is there a specific surface which the hook shot can grab onto, or does any static mesh surface counts? No, they can launch towards any solid surface
2. The character is launched, travelling in the same line the hook shot did
3. The hook shot travelling animation starts playing
4. The character arrives where the hook shot hit
5. The animation ends

Sub-case 2

1. The hook shot does not hit something solid
2. The hook shot travels back to the character
   1. Does the arm travel the entire way to back to the player, or does it just disappear and reappear in the correct place? It travels the entire way, but very fast
3. The shooting animation ends