**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, 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?
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

Is the character able to Jump? 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)

**Skill: Breathing out (torso)**

Pushes away movable objects nearby

Use case

1. The character starts breathing in, triggering the animation
   1. Is the character able to trigger the skill anywhere? Or is it required to be looking (aiming) at an object that can be pushed for the skill to be able to be triggered?
   2. Is the character able to move during this animation?
2. The character breathes out, pushing away nearby moveable objects
   1. Is it possible to push more than one object at a time?
   2. Does the breath pushes only objects in the line of sight of the player?
   3. Is the wind created in a cone shape?
3. The breathing animation ends

**Skill: Hook shot (arm)**

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

If arm hits something solid, you are launched towards this location

Use Case

1. The player aims
   1. Is there a specific aiming command, or is aiming done using the regular Third Person camera movement?
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?
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?
3. The shooting animation ends