# GAMLE4 – Feature doc – player movement (stealth map)

## Why? / Summary

A way for the player to move around the map/game.

[No image]

## Goals

* Have a way for the player to move around the map in an intuitive way.
* A way of movement where the player sees where they are going to end up

## Feature breakdown

This feature is always available for the player to use, sometimes its not the best solution but it should be available to them.

To move, you hold a button and the player goes to where to mouse is pointing at.

To stop movement (even if the player hasn’t reached their destination) the player simply lets go of the mouse button. The player also doesn’t lose health in any way from falling, except if falling into deadly obstacles (height is not an obstacle here)

If the mouse is pointed towards a wall, the player be blocked by the wall.

The movement should be rather slow but also not exaggeratedly slow.

The camera always follows the player character when moving but has a slight delay behind the player.

Controls:

* Moving the mouse will show a cursor
* Holding LMB will move the player to that cursor
* Letting go of the LMB will stop the player movement

Mechanics:

* The player is able to go down stairs
* The player can go up ramps
* The player isn’t able to go up stairs unless there is a ramp
* The player can walk on top of some walls

Art:

* There is a cursor for the player to know where the mouse is
* When clicking on the floor the cursor should change to indicate that the player is walking there

Sound:

* A simple walking sound (steps that sound like normal human footsteps)

## Stats

* Speed of walk is 1 block per 1.5s (1 Block is 1 meter in game)
* When letting go of the LMB the player moves immediately

## Backstory

The character is a small fire (so the movement is rather slow) that is trying to find their way out of the house.

## Flags