**Player Func-Spec**

**1.0 MOVEMENT**

**1.1**

**2.0 BASIC PLAYER ATTACKS**

**2.1**

**3.0 UNIT ATTACKS**

**3.1 Pulling them in**

* Player looks at the ally group by moving the reticle over them with the <right analog stick>.
* The player hits <RB> to target that set of allies that he wants to use.
  + A ray is casted to where the reticule is pointing. Ray Cast will recognize the ally and activate a sphere collider around them. All similar unit types (read: similarly tagged) within the sphere will be set to selected.
  + Each selected unit glows that unit’s color
* The player hit’s <RT> and absorbs all allies that were culled by the sphere collider.
  + The allies change into particles which make their way towards the character
  + The particles gather on the player

**3.2 Cycling Abilities**

* After the player has absorbed the allies, they will be able to use the abilities available to them based on that unit type.
  + - * + The abilities will show up on the HUD in the lower lefthand corner
* The player presses the <LB> to cycle through the abilities that the player has.
  + A flame jumps from circle to circle to show which ability is currently selected
  + The icon of the ability currently selected in displayed in the larger window, with the Unit Cost number displayed
    - If the ability is unavailable, due to an insufficiency of troops absorbed, the icon will be grayed out and the ability will not be able to be used

**3.3 Using Abilities**

* After the player absorbs their allies and selects the ability they wish to use they can then execute that ability.
* The player moves to the location they wish to be at with the <left analog stick>
* The player aims the reticle in the direction they want with the <right analog stick>.
* The player the hit’s <LT> to execute the selected ability.
  + The particles around the player dissipate
  + The allies rematerialize in the proper position, according to the ability that was used, and execute their attack.

**4.0 SOUL GAUGE/SUMMONS**

**4.1**

**5.0 HEALTH**

**5.1**